

Rolling Japan

a 15 minute game / for 1–8 players / ages 8 and above

Overview

In front of you, you have a map of Japan.

The seven dice represent various areas. Pull two from the bag, roll them, choose a prefecture in the areas the dice show, and write down the numbers.

But neighbouring prefectures can't have numbers of a difference bigger than 1. So you can't just choose anywhere, but you have to choose wisely.

The player that filled most of the prefectures with numbers wins.

Contents

7 Dice

red, blue, green, yellow, black, white, purple (wild)

8 Pens

100 Maps of Japan

Each map shows the 47 prefectures, which are grouped into 6 areas.

1 Dice bag

Rule sheet

Preparations

Each player takes a map and a pen.

Put the dice in the bag.

Flow of the game

Whoever most recently visited in Japan is the starting player.

In case of a tie, the youngest player starts.

The start player takes the dice bag.

Play

Draw 2 dice from the bag (without looking), and roll them.

The current player should say aloud what colours and numbers the dice show, so that everyone knows.

All players resolve each die at a time, in which order is irrelevant, as long as none of the below rules are broken:

- Non-purple dice

All players choose one blank prefecture in the area of the die colour, and writes down the die result in that prefecture.

- Purple dice

All players chooses one blank prefecture in any area they choose, and writes down the die result on that prefecture.

When writing down a die number in a prefecture, the following rules must be obeyed:

* All neighbouring prefectures must either be blank, or have an X, or have a number difference of no bigger than 1 from the die result. Prefectures separated by a blue line are still considered as neighbours.

Example: if you rolled a 2, you can write that number down in a prefecture where the neighbouring prefectures are either blank, have an X, or a 1, 2 or a 3 in them.

Note: The colour of the neighbouring prefectures is irrelevant.

* Writing down the number in a prefecture is mandatory as far as it's possible. You must write down the number in a prefecture of the die colour if there is a prefecture that doesn't break the above rule.

* If there are no eligible prefectures in the area of the die colour, then you must write down an X in a blank prefecture of your choice in the current area. If there are no blank prefectures at all in the area of the die colour, you do nothing.

- Colour change

Each player can do a "colour change" three times per game.

If a player wants to do a colour change, that player can treat the die he is currently resolving as of any colour he chooses. He must also put a mark in the Color change column on the map sheet.

When all players have resolved both rolled dice, count the number of dice that are currently out of the bag. If there is less than 6 dice out of the bag, the dice are not returned to the bag; instead the bag with the remaining dice are given to the next player (clockwise around the table) who takes his turn: Take out 2 dice at random and roll them, and so on.

When there are 6 dice out of the bag after a player's turn, do the following:

* Put all dice back into the bag.

* All players put a mark in the first empty place in the Round column.

This is repeated until there are 8 marks in the Round column.

Game end and victory conditions

When there are 8 marks in the Round column, everyone writes down an X in the remaining blank prefectures of their map sheets.

Then all players count their Xs and write that amount down in the Number of X row.

The player with the least number of Xs wins the game.

Solo play

You can play this game solo, simply aiming for as a high score as you can.

Thank you for buying this game. Any comments can be mailed to OKAZU (okazubrand@gmail.com).

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