Madrino マドリーノ

You are an architect at a design office. One customer has ordered
a design for a floor plan. While the customer is providing the requirements
a little at a time, you and your colleagues will each design floor plans.
Be creative, innovative. Add a persuasive title and
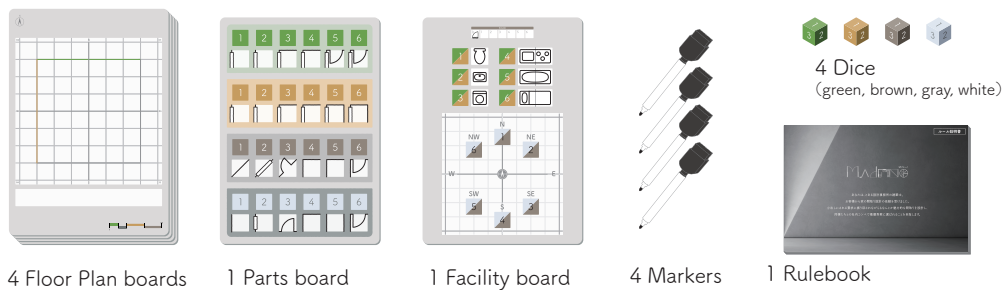become the winner of the internal competition!

NANAWARI

Overview	Madrino is a floor plan themed roll-and-write game. The result of the dice determines CONSTRUCTION PARTS (walls, windows, and doors) and FACILITIES (kitchen, toilet and so on) in each round. The architects design round by round, complying with the requirements. Although the conditions are same among all of the architects, you will see a variety of floor plans at the end. The architects discuss and decide the best plan to propose to the customer.

Contents

| 4 Floor Plan boards | 1 Parts board | 1 Facility board | 4 Markers | 4 Dice (green, brown, gray, white) | 1 Rulebook |

Flowchart

※ There is a flowchart at the last page of this rulebook.

1 Prologue

Several architects were working in a design office. One day, a salesperson jumped into the office and called out loud.
"We got a new design order from a new customer! !"
Let's get prepared for this order. Each architect will design one floor plan
and the best plan will be selected at the end!
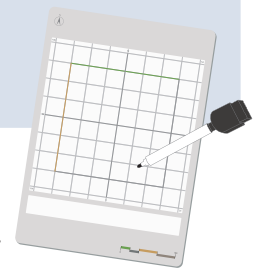
Preparation

Every architect (player) takes a floor board and a white board marker.
Place the Parts board, the Facility board and 4 dice at the center of the table.

2 First meeting

An architect went to a meeting with the customer. That architect came back in short time with a depressed look.
"I only could discuss the entrance today…", the architect said.
It's bewildering, but let's start drawing anyway.

Entrance

The player who opened a door most recently becomes the first VISITOR [start player]. The first Visitor rolls the green and brown dice. The results of the roll will determine the position of the entrance.

Floor Plan board

- Green Brown Dice determine the position of the Entrance

- The entrance will be located within the 6×6 center area (inside the green and brown arrows).

- green result represents x-axis, brown result represents y-axis.

- Example: If the results are 1 2, the entrace is to be placed at the intersection of the 1st column and the 2nd row.

- Each architect can rotate the entrance by 90 deg.
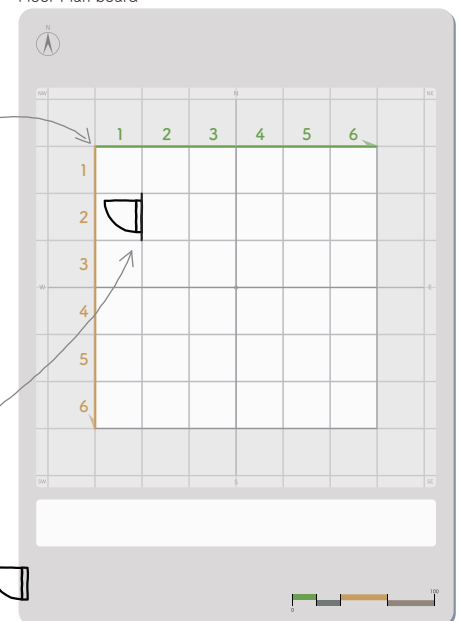
3 Weekly Meeting

From the next week on, each architect went to the meeting in turn. No matter who went, the progress was slow every time.

"No wonder the customer needs time to consider it. Let's not complain about it and do what we can do now."

The architects calmly developed their designs, incorporating the customer's requirements every week.

Although it was slow, all architects finished their designs at the end of 6 weeks.

3-A Parts Design

Starting with the first player and proceeding clockwise, the players will become a **VISITOR** each week (round).

· The Visitor of that week rolls 4 and places them onto the corresponding locations of **the Parts board.**

dice

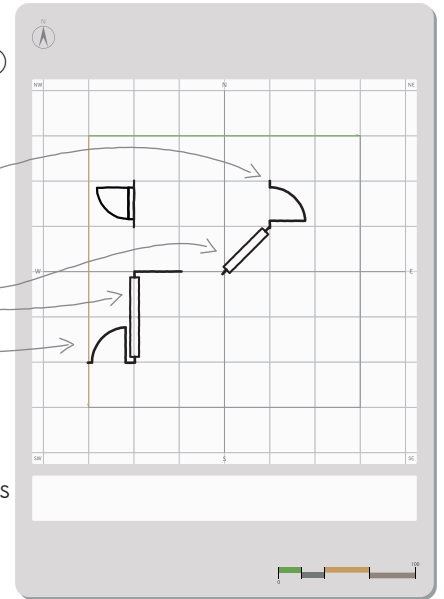· Each architect draws the specified **Parts** on their Floor Plan board. (The drawing parts rule shown below)

Floor Plan board
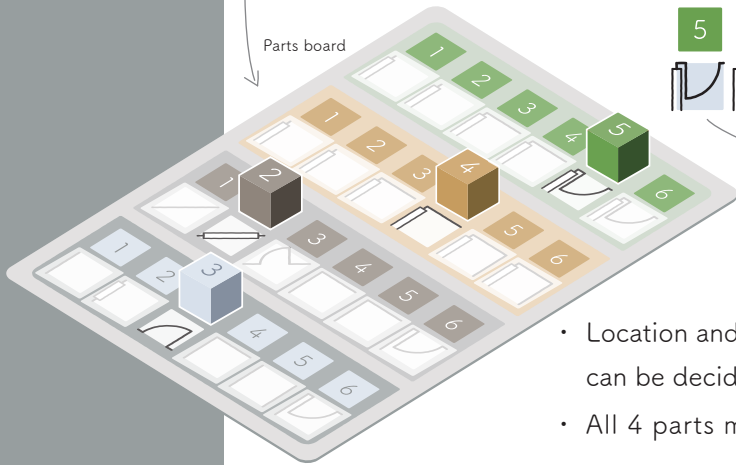
Parts board
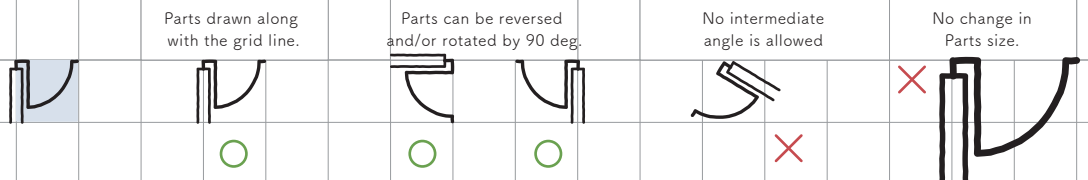
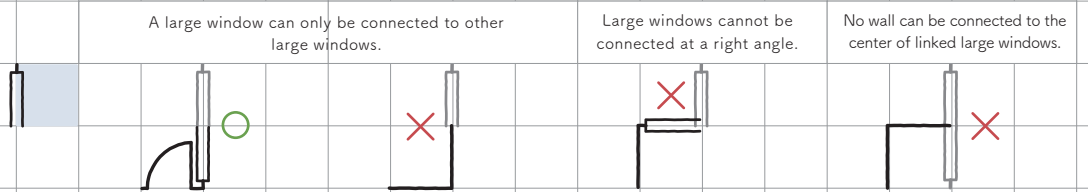Example for dice results and the selected parts.

| 5 | 4 | 2 | 3 |
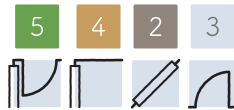
· Location and rotation of all the parts can be decided by each architect.

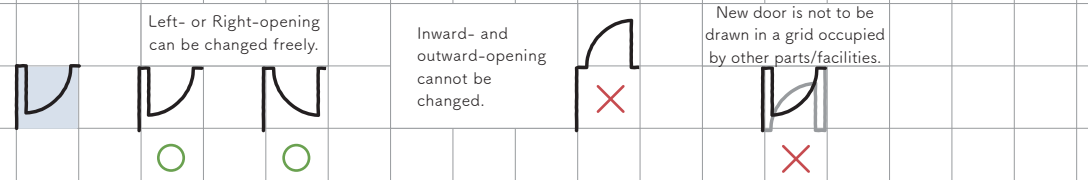· All 4 parts must be drawn.
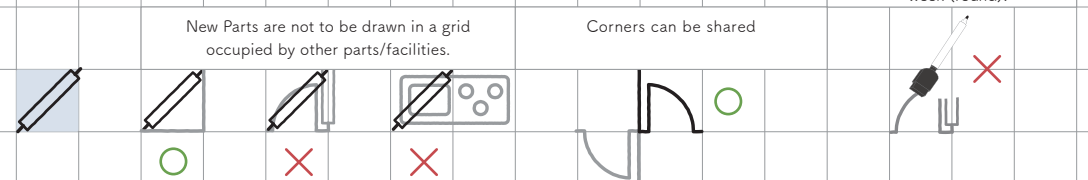
Drawing Parts

·Basic rule

Parts drawn along with the grid line.	Parts can be reversed and/or rotated by 90 deg.	No intermediate angle is allowed	No change in Parts size.
○	○ ○	✕	✕

·Large Windows

A large window can only be connected to other large windows.	Large windows cannot be connected at a right angle.	No wall can be connected to the center of linked large windows.
○ ✕	✕	✕

·Doors

Left- or Right-opening can be changed freely.	Inward- and outward-opening cannot be changed.	New door is not to be drawn in a grid occupied by other parts/facilities.
○ ○	✕	✕

·Redraw Prohibition

You shall not erase or redraw anything drawn in a previous week (round).

✕

·No Overlapping

New Parts are not to be drawn in a grid occupied by other parts/facilities.	Corners can be shared
○ ✕ ✕	○

·No Overflowing

Parts must be drawn within the building site (grid).

✕

3-B Facility Design

- Once all architects have drawn the 4 parts, the Visitor rolls again and places them onto the **Facility board**.

Dice

If the dice result was same, stack them up.

- These die results determine which **Facility**(s) may be placed and **Where**. The architects must draw **ONE facility** on their Floor plan boards. Each architect can decide it independently.
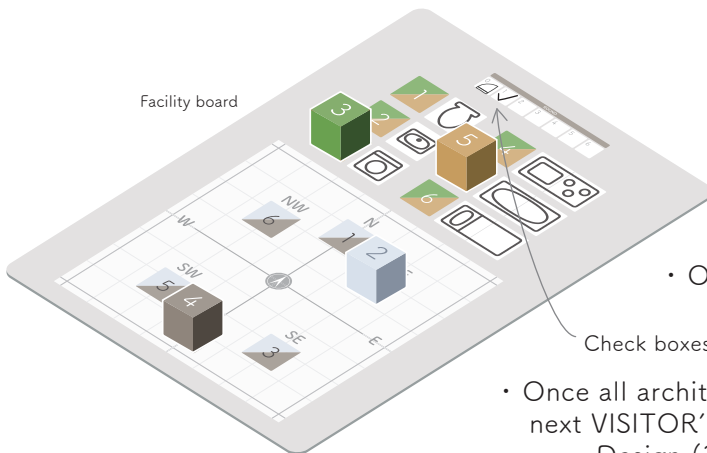
Floor Plan board

Example: If the dice results are 3 5 4 2 , draw either

Facility   [3] or [5]   in the **Area**   [4] **S** or [2] **NE**

Washing machine   Bath   South   North East

One architect chose BATH for the facility and NE for the area.
A bath was drawn in the North East area (upper-right).
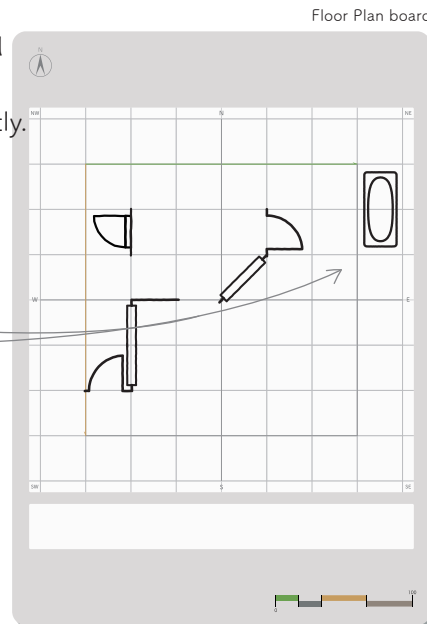
Facility board

- Once all architects have drawn a Facility, the design of that week (round) ends.

Check boxes at the top of the Facility board for week counts.

- Once all architects have drawn a Facility, it will be the next VISITOR's turn. Repeat Parts Design and Facility Design (3-A&3-B) for **6 weeks** (6 rounds) total.
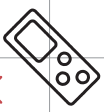
Drawing Facility

·Facilities

The size of facilities are defined as shown.

| ONE square			TWO squares		
Toilet	Washstand	Washing Machine	Kitchen	Bath	Bed

·Facility Allocation

Facilities can be reversed and/or rotated by 90 deg

○   ○

No intermediate angle is allowed

✕

Facilities must be allocated WITHIN the specified area.

Example：Bed in the North West

N

○

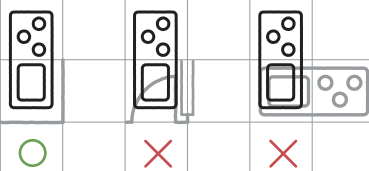Facilities can only be allocated in the specified area.

✕

·No Redrawing

You shall not erase or redraw anything which was already drawn, including this week (round).
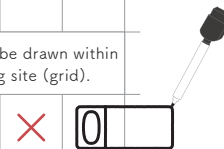
✕

W ———— E

✕

Facilities cannot be allocated across an area
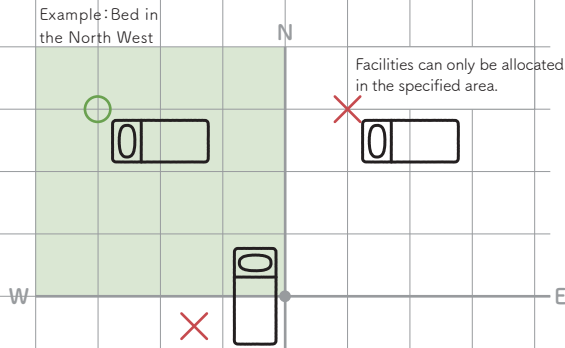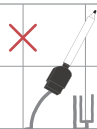
·No Overlapping

New Facility is not to be drawn in a grid occupied by other parts/facilities.

Facilities must be drawn within the building site (grid).

S

○   ✕   ✕

✕

4 Presentation preparation

Now every architect have finalized their design. But how do we choose one from among them?

When the architects started whispering to each other, the Boss spoke loudly.

"Very well, now we'll do the internal office competition! Please get prepared for the presentation of your floor plan!!!"

Giving Title

Once all of the designs have been worked on 6 weeks (6 facilities should have been allocated), each architect gives a **title** to design and writes in the **title field**.

A unique title which emphasizes the good points of your floor plan will help you to win the competition.

Floor Plan board (bottom)

A floor plan you've never seen

5 Internal Competition

The presentations began.

"We have never seen such a unique, innovative floor plan!!"

Every architect made a presentation confidently and the office was filled with the voices of admiration.

The best floor plan was selected through discussion.

Their boss watching over their discussion nodded with satisfaction.

5-A Presentation

Once all the architects have decided on a title, the **presentation** begins. The last Visitor will be the first speaker and presentations will proceed counterclockwise. Be respectful of each other.

5-B Discussion

After all the architects have made a presentation, the discussion begins. Choose the best floor plan to propose to the customer. You cannot change a floor plan itself, but you may change the title according to the discussion.

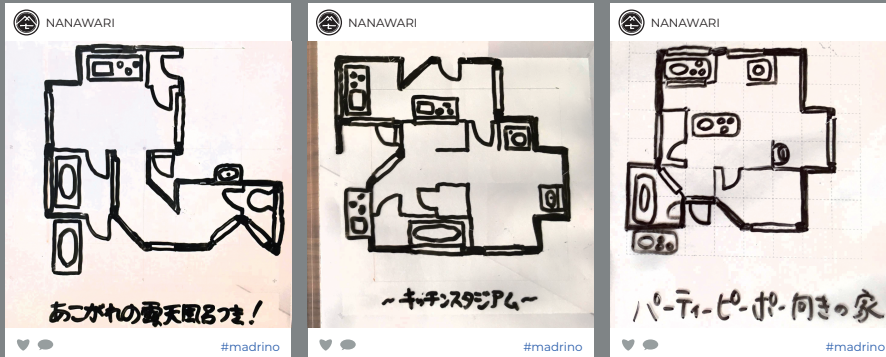If there is no agreement among the architects, let the boss to decide.

You don't know who the boss is??

Well… roll a die and name the person who get the biggest result as the boss!

6 Epilogue

The proposed floor plan was tremendous and the customer was fully satisfied.
The boss, satisfied as well, talked to the architects with a great smile.
"Let's make this floor plan public and share our achievement!!"

Please post the proposed plan on social media with #madrino hashtag.
We look forward to seeing them!

マドリーノ	madrino	
ゲームデザイン＆アートワーク	Game Design & Art Work	
大山 徹・大山 藍子	Toru Oyama / Aiko Oyama	Designed in Japan
e-mail	nanawari.games@gmail.com	© 2019 NANAWARI
twitter	@nanawari_games	25th May 2019

Flowchart
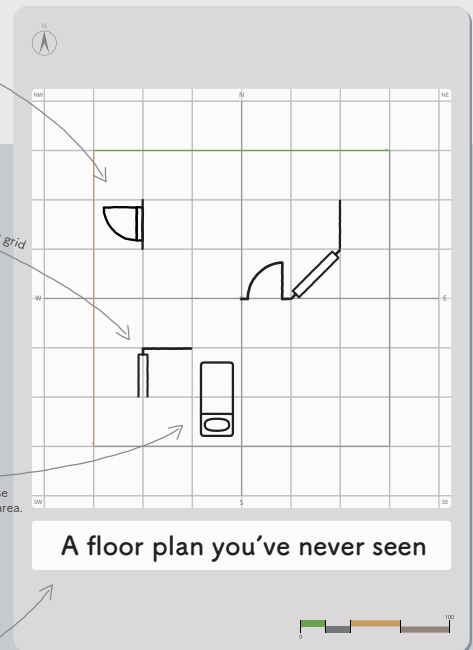
1 Prologue	Everyone takes a **Floor Plan board** and a **Marker**.
2 First Meeting	Green Brown **Dice** define the position of the Entrance
	for columns, for rows. Rotatable
	Floor Plan board
3 Weekly Meeting	
3-A Parts Design	Green Brown Gray White **Dice** define **Parts** Wall Window Door etc
	There are various parts like and so on.
	Rotatable Anywhere within the grid
3-B Facility Design	Green Brown **Dice** define **Facility** Toilet or Bed etc
	Gray White **Dice** define **Area** **NE** or **SW** etc North East South West
	Independently choose the Facility and the area. Rotatable
	A floor plan you've never seen
	Repeat 3-A and 3-B for 6 times to complete the floor plan design.
4 Presentation Prep.	Give a **title** to the completed floor plan.
5 Internal Competition	Choose the best floor plan through presentations and discussion.
End of Game	The player who designed the selected plan wins the game.