

Royal Threadcount

Guide to:

Fashion



ボードゲームのルールブック



1 GAME SUMMARY 1

Your family has been tasked with designing a silk kimono featuring the finest colors & patterns from all Japan.

In 10 weeks time, outfits will be presented to the Empress!

Whosoever can produce the most fashionable outfit that matches the preferences of the Empress shall be awarded a great honor.

2 COMPONENT LIST 2

x16 Colored & x14 White Cubes



x4 Dice



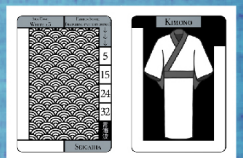
x43 Cardstock Playing Cards



Color/Dye Cards

Favorite Pattern/Color

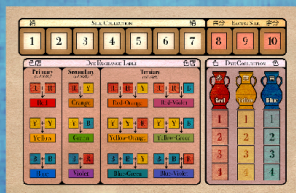
x44 Plastic



Pattern Cards

Garment Cards

x6 Jumbo Cardstock Player Cards



Jumbo Player Card



Jumbo Communal Card

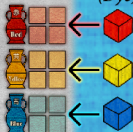
THE GAME SETUP

Put jumbo card, decks, & cubes in areas shown:

(Time Counter)



(Silk)



(Dye)

Dye Deck
(Sorted)



Patterns,
(shuffle, reveal x3)



Sort dye deck, and place beside jumbo card.

Sleeve all pattern cards, shuffle, then reveal x3 cards.

Place x1 secret "Favorite Pattern" in a card sleeve hidden behind the Empress (do not reveal it until end of game).

PLAYER'S SETUP

Give x1 set of Garments (Kimono, Hakama, Obi, & Sensu).

Give x1 jumbo card & x1 white "silk" cube for tracking.



(Garments)

(Silk Cube)



(Jumbo Player Card)



(Favorite Color)



Give x1 "Favorite Color" card to each player in secret.
(Only they know this color until end of game).



Selecting the Turn Order



1		
4		6
7	8	

1. Each player rolls x1 10-sided dice.
(Note: 0 = 10, & re-roll any duplicates!)
2. Place a “silk” cube on the board for each number rolled (0 = anywhere)
3. Highest roll goes 1st! (Pass to the left)
4. Example: 2,3,5,9 rolled (9 plays 1st)



TURN ACTIONS



There are three actions available to players each turn:

(Optional)

1. Sowing Silk

Players may add silk to the board before rolling dice.
(See section 10 for rules)

2. Acquiring Materials

Players roll all x4 dice to acquire Silk & Dye cubes.
(See section 6 for rules)

:: Note! ::

Every time player 1 rolls dice, advance the calendar!

十週	九週	八週	七週	六週	五週	四週	三週	二週	一週
10	9	8	7	6	5	4	3	2	1
Weeks	Weeks	Weeks	Weeks	Weeks	Weeks	Weeks	Weeks	Weeks	Week

(Optional)

3. Spending Materials

Players spend Silk & Dye cubes on Dye & Pattern cards.
(See section 7 & 8 for rules)



ACQUIRE MATERIAL



Players roll all x4 dice once per turn to collect materials:



Check for the top color of the 4-sided dice:



Add x1 dye to the player card.
(When white rolls, get a color of your choice)

For the 10-sided dice, always follow these steps:

1. Fill empty spaces on board with silk cubes. (0 = any number)
2. Any lines of x3 that form, clear from the board. (Max: 9 silk)
3. Spaces previously "full" now fill with silk cubes.
4. Spaces currently still "full" now clear.
5. Each silk cleared adds x1 silk to your collection to spend.



Let's do a sample turn,
using our game setup board + dice roll: 3,5,8

1		
4		6
7	8	

Board before turn #1

1		
4		6
7		

1. Fill empty space (8)

1		
4		6
7		

2. Clear lines of x3

1	2	
4		6
7	8	

3. Previously 'full' spaces
are now filled (5)

1	2	
4		6
7	8	

4. If any other 'full' spaces
were rolled, they clear(3)

1	2	3
4		6
7	8	


5. Board after turn #1
(Player #1 got x4 silk)



THE DYE MARKET



After rolling the dice to collect materials, players have an optional market phase to spend any resources they have collected (*on silk & dye cards*).

色 DYE COLLECTION 色		
		
Red	Yellow	Blue
1	1	1
2	2	2
3	3	3
4	4	4

Key points on collecting / spending dye:

1. You only get x10 dye per game (*1 per turn*)
2. Basic colors cost: x2 Dye + x1 Silk
(*Max: x5 per game*)
3. Tertiary colors cost: x3 Dye + x3 Silk
(*Max: x3 per game*)
4. Player card & chart below show exchange rates:

Primary Color Cards:

Silk Cost: x1



Secondary Color Cards:

Silk Cost: x1



Tertiary Color Cards:

Silk Cost: x3

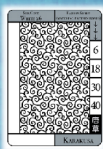


THE SILK MARKET

At game start, x3 Silk Patterns are available to buy:



Pattern Deck



Option #1



Option #2



Option #3

Pay x1 silk to reveal x3 new options (placed on top of options 1-3)

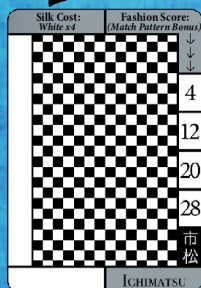
If all options sell out, reveal x3 new options for free!

:: Note! ::

You must spend or discard down to x7 or less silk between turns!

Pattern Card Information Layout:

Pattern Cost in Silk (see below for all prices)



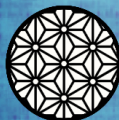
Matching Pattern Bonus

Adding this pattern to a garment earns you 4 points. A second 'Ichimatsu' pattern purchased earns 12 total points (rather than $4+4=8$). Three 'Ichimatsu' patterns are worth 20, and all four earn 28 points.

← Japanese spelling of pattern name (Kanji)

← English pronunciation

Asanoha



x3 Silk

Uroko



x4 Silk

Ichimatsu



x4 Silk

Kikko



x5 Silk

Seigaiha



x5 Silk

Karakusa



x6 Silk

九 9 **GARMENT DESIGN** 9 九

Once players possess materials, they can make clothing.

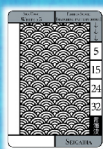
Follow these rules:

Rule #1 :: 3-Piece Puzzle



Dye

+



Pattern

+



Garment

Complete clothing is made of x3 parts:

- Dye •
- Pattern •
- Garment •

Stack cards into a sleeve to score points.

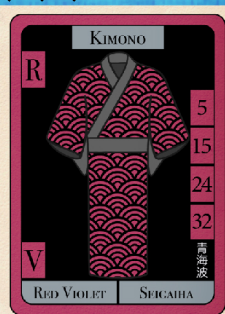
In example: (Red-Violet | Seigaiha | Kimono)

Card Sleeve Layout:

1. Back: Dye

2. Middle: Pattern

3. Front: Garment



Rule #2 :: Aesthetic Editing

As the clothing designer you may rearrange the dyes, patterns, and garments until the end of the tenth turn.

Rule #3 :: Frugal vs. Greedy

Flashy tertiary colors & expensive patterns can score a lot of points, but incomplete clothes score no points... *design wisely!*



SOWING THE SILK



Before rolling the dice, players have the option to add unspent silk back onto the board. This can earn players lots of extra silk, but comes with x3 special rules:

Rule #1: Empty Spaces




Silk can only be added onto empty spaces of the board.

Rule #2: No Lines

Silk can't be added to a space that forms a line before the dice roll.

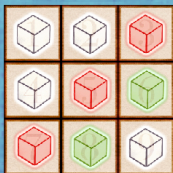
Rule #3: Complimentary Silk

If board is empty before dice roll, put x1 silk anywhere for free.

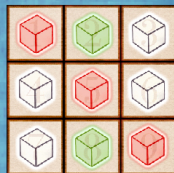
Let's look at a few  = Silk is already on the board
sample situations, where:  = Silk can be sown here
 = Silk cannot be sown here



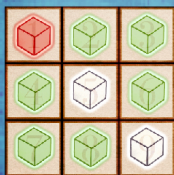
Example #1



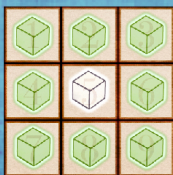
Example #2



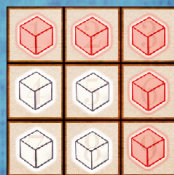
Example #3



Example #4



Example #5



Example #6



TALLYING POINTS



Once each player has completed their tenth turn, it's time to present outfits to The Empress! Follow these steps:

1. Reveal All Secrets!

Finally reveal the secret 'favorite color & pattern' cards.

A Perfect Score = 70 points.

Final Score = all garments + dyes + patterns:

2. Garment Scoring:

'A Complete Garment' = 2 points (i.e. kimono, kikko, & blue).

:: Note! ::

Incomplete clothes award no points. Max Garment Score = 8pts.

3. Dye Scoring:

Any dye used matching an Empress Favorite = 2 points each.

:: Note! ::

Red-violet = red & violet (4 points). Max Dye Score = 12 points.

4. Pattern Scoring:

Use matching patterns to earn bonus points:

4	Base Pattern Value
12	x2 of a kind (not: 4x2)
20	x3 of a kind (not: 4x3)
28	x4 of a kind (not: 4x4)

Reminders:

'Favorite Pattern' alters pattern values!

Max Pattern Score = 50 points.

Example #1:

x4 Uroko (as favorite) = 28 Points!

Example #2:

x2 Uroko + x2 Kikko = 25 Points!

12 KANJI DICTIONARY 12

To aid the story & cultural accuracy of Royal Threadcount,
the cards use Japanese & English language.

Use this guide to understand vocab terms you will see:

Kanji	Hiragana	Romanji	Translation
姫	ひめ	hime	"Lady of noble birth"
店	みせ	mise	Store, shop
週	しゅう	shū	Week (7-days time)
色	いろ	iro	Color
赤	あかいろ	akairo	Red
橙	だいだいろ	daidairo	Orange
黄	きいろ	kiiro	Yellow
緑	みどり	midori	Green
青	あお	ao	Blue
紫	むらさき	murasaki	Purple
絹	きぬ	kinu	Silk
余	よ	yo	Extra, Surplus
鱗	うろこ	uroko	"Scales" (<i>Pattern</i>)
麻の葉	あさのは	asanoha	"Hemp Leaves" (<i>Pattern</i>)
市松	いちまつ	ichimatsu	"Checkerered Squares" (<i>Pattern</i>)
亀甲	きっこう	kikko	"Turtle Shell" (<i>Pattern</i>)
青海波	せいがいは	seigaiha	"Blue Ocean Waves" (<i>Pattern</i>)
唐草	からくさ	karakusa	"Winding Plants" (<i>Pattern</i>)



RESOLVING TIES



With a tie game, use these qualifiers to find which outfit the empress would select (*1st bonus point awarded wins!*):

1. Color Quality

(+1 Bonus Point)

A player featuring more tertiary colors outranks the others.

2. Pattern Selection

(+1 Bonus Point)

More 'favorite patterns' used outranks others, then by silk cost.

3. Completion Time

(+1 Bonus Point)

Finishing the x4 garments before the last turn outranks the others.



Royal Threadcount is brought to you by:



LIBRARIUM GAMES

Royal Threadcount couldn't exist without our wonderful team:

Alexander Massar *Director & Artist*

Benjamin Seagrave *Prototype Dev.*

Aya Lanzoni *Marketing & Web Dev.*

And of course....

Countless Playtesters *For Years of Patience!*