

Yumegari Rules

COMPONENT LIST

- 5 two-sided Player Boards
- 5 Familiar Meeples
- 128 Item Tiles
- 63 Paw tokens
- 42x 1 VP tokens
- 7x 5 VP tokens
- 6 two-sided Scoring Cards
- Scoring pad
- 1 Rulebook

GOAL OF THE GAME

In *Yumegari*, you will collect artifacts to place into your magical shop, with the aim of having the most beautiful display.. Each artifact has two features: color and type. In each game there will be a specific set of rules that show you how to place your tiles to win.

Throughout the game, you will earn **Victory Points (VP)**. The player with the most Victory Points at the end of the game wins!

SETUP (3-5 players)

1. Each player takes 1 Player Board and places it with side A up (Note: in future games, you can use the B side, but all players should always choose the same side).
2. Take Item tiles according to the number of players:

	3 players	4 players	5 players
Number of tiles	75	100	125

Put the remaining tiles back in the game box; they won't be used during this game. Shuffle Item tiles facedown and put them in the middle of the table. Each player takes 1 tile and places it in the middle of their Player Board. Disregard any bonus icons shown on this tile.

3. Each player takes 1 Familiar Meeple and places it on top of the tile in the middle of their board.
4. Each player takes 1 Paw token.
5. Randomly choose 2 Scoring Cards and place them in the middle of the table. One of them should show the "A" side and the other the "B" side.
6. Each player draws 6 Item Tiles. These are kept hidden from other players.

GAME FLOW (3-5 players)

The game consists of 4 rounds, each consisting of 6 turns, and is played simultaneously. In each turn:

1. Each player chooses 1 tile from their hand. Then all players flip them over simultaneously.
2. Each player may move their Familiar one space orthogonally. If they want, they may spend 1 or more Paw tokens to move again (one step per Paw).
 - a. Familiars may move through Portals [image]. When a Familiar enters a Portal, it moves to the other side of the board in the same row or column.
3. Each player chooses whether to:
 - a. Put the chosen tile in a space under their Familiar:
 - i. If a placed tile covers an empty space with the matching color or item, that player gains VP or Paws. [image]
 - ii. If a placed tile covers another tile, discard the previously placed tile and put it back into the game box. [image]
 - iii. If there is VP or a Paw marked on the newly placed tile, gain that as well. [image with a focus on bonus icon]
 - b. Discard the tile and gain 1 Paw.
4. Each player passes the remaining tiles to the next player:
 - a. In rounds 1 and 3, pass tiles to your left.
 - b. In round 2 and 4, pass tiles to your right.

Tip: you will place a maximum of 25 tiles during the game, including the starting tile. This means that for each tile you use to cover another tile or don't place, you'll have an empty space on your board. You don't receive any negative points for empty spaces, though!

After 6 turns, when the last tile has been placed or discarded by each player, begin a new round by drawing another 6 random tiles. After 4 rounds, the game ends. Add up your VP tokens and score points from each Scoring Card (using the provided Scoring Pad). The player with the most points wins the game!

2-PLAYER VARIANT

The 2-player variant has a different method for choosing tiles. As an additional step of the game setup, prepare 24 stacks of 3 random Item tiles (you'll use 74 tiles in this variant, including 2 starting tiles). Put the remaining tiles back in the box — they won't be used in this game. Instead of 4 rounds consisting of 6 turns, you will be playing 24 rounds, proceeding as follows:

1. The player with the most colorful clothes becomes the first player. In subsequent rounds, alternate who acts as starting player.
2. In each round, the first player takes one stack and reveals all 3 tiles from it. Then, they choose 1 of them to place on their board.
3. The second player chooses 1 of the remaining 2 tiles to place on their board. Then, discard the 3rd tile.

The rest of the game, including scoring, looks the same as in the 3-5 player variant.

SOLO MODE

In solo mode, you will control two Familiars. Just as in the multiplayer game, one will be responsible for putting items into your magical shop. However, the second one will be used as a provider that carefully selects the tiles you'll be able to use.

SETUP (SOLO MODE)

Take any Player Board and 2 different Familiars. Randomly select 1 tile and put it into the middle of your board, disregarding any bonuses. Put your first Familiar (referred to as "The Clerk" from now on) on top of that tile. Then, randomly choose 33 tiles and form a grid of 9 stacks, as shown below. Take your second Familiar (called "The Supplier" from now on) and place it on the central stack. Take 1 Paw token and choose 2 Scoring Cards, just like in a multiplayer game.

3 tiles	4 tiles	3 tiles
4 tiles	5 tiles	4 tiles
3 tiles	4 tiles	3 tiles

GAME FLOW (SOLO MODE)

1. You may move the Supplier to any orthogonally adjacent space on the grid. Alternatively, you may not move at all OR spend any number of Paw tokens to make more moves with the Supplier. You can spend Paws to move through already-emptied spaces, but you **can't** finish your move on an empty space.
2. Take the tile from beneath the Supplier. If it was the last tile from the stack, take 1 Paw token as well.
3. Then, you may move the Clerk (possibly spending Paw tokens to move further) and place or discard the chosen tile, just like in the multiplayer game.

The game ends whenever you can't move your Supplier OR when 5 stacks are empty. Tally your score and check if you've finished any of the challenges below!

Pretty nice Score at least 90 VP.	Even prettier Score at least 100 VP.	The prettiest Score at least 110 VP.	A perfectionist's dream Score 50 VP from Scoring Card 1 or 2.
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Did someone say COOKIES? Keep 10 Cookies while scoring at least 75 VP.	Minimalist Have a maximum of 3 different items or colors while scoring at least 60 VP.	Easy peasy Score 50 VP from Scoring Card 3.	Pair them up! Score 48 VP from Scoring Card 4.
Diagon Alley Score 50 VP from Scoring Card 5.	Penny pincher Score 20 VP from VP tokens.	Optimizer Finish the game while having all board spaces covered and only 1 stack emptied. Score at least 80 VP.	Beyond the horizon Score 50 VP from Scoring Card 6.

Credits:

Game Design:

Scoring cards text:

Card 1, SIDE A: For each column, choose 1 color. Gain 0/2/4/7/10 VP for 1/2/3/4/5 tiles of that color.

SIDE B: For each column, choose 1 item. Gain 0/2/4/7/10 VP for 1/2/3/4/5 tiles with that item.

Card 2, SIDE A: For each row, choose 1 color. Gain 0/2/4/7/10 VP for 1/2/3/4/5 tiles of that color.

SIDE B: For each row, choose 1 item. Gain 0/2/4/7/10 VP for 1/2/3/4/5 tiles with that item.

Card 3, SIDE A: For each color, choose the biggest group of orthogonally adjacent tiles. Gain 2 VP per tile in that group.

SIDE B: For each item, choose the biggest group of orthogonally adjacent tiles. Gain 2 VP per tile in that group.

Card 4, SIDE A: For each group of 2+ orthogonally adjacent colors, gain 5 VP.

SIDE B: For each group of 2+ orthogonally adjacent items, gain 5 VP.

Card 5, SIDE A: Gain 2 VP for each tile diagonally adjacent to another tile of the same color.

SIDE B: Gain 2 VP for each tile diagonally adjacent to another tile with the same item.

Card 6, SIDE A: Gain 5 VP for each column and row where the tiles adjacent to the edges of the board are of the same color.

SIDE B: Gain 5 VP for each column and row where the tiles adjacent to the edges of the board have the same item.

- 1: This Familiar may move to ~~swap the~~ portals on the same wall when crossing them. [image]
- 2: This Familiar may move anywhere in the same column by spending 1 Paw.
- 3: This Familiar gains 1 VP for placing 3+ ~~identical (item/colour)~~ connected tiles that are identical in both type and color.
- 4: This Familiar gains 1 VP and 1 Paw for placing a tile on top of another tile.
- 5: This Familiar may gain Paws instead of VP and vice versa.
6. 3 times per game, this Familiar may discard 1 tile from their ~~handpool~~ and draw one of the discarded tiles from the box.
7. This Familiar gains 1 VP each time they place a Red or Lamp tile.
8. This Familiar gains 1 VP each time they place a Green or Hourglass tile.
9. This Familiar gains 1 VP each time they place a Blue or Cup tile.
10. This Familiar gains 1 VP each time they place a Yellow or Book tile.