

Nishikigoi

COMPONENTS

- 54 Cards
- 3 Dice (white, orange and black)



+8
16
30

INTRODUCTION

The design of the Koi ponds may have a great effect on the Nishikigoi's health and well-being. The Emperor has chosen you to build perfectly suitable ponds, so the carps can reach their highest potential. To do so, you must assign each Koi colony its proper place.

SET UP

First, take a look to the great pond to have an idea of how you will split the areas.

Shuffle the Pond cards and deal 2 cards to each player. Set the rest aside facing down.

Choose the starting player at random.



PLAYING A ROUND

In each round, players have to assign a different group of carps splitting the pond. It's important to optimise the area to shelter the most colonies.

The game is played in turns and, in each of them, you need to build the perfect home to the colony by following these steps:

A) Determine the perfect pond

The starting player rolls the 3 dice. These dice show you the exact number of nishikigoi you must have inside a pond area when it's closed.

Have in mind that carps with more than one colour may be played like any of them, but they only count once.

B) Shape the pond

To start a round, place a random card from the deck on the table. That will be the start of a pond area.

Then, beginning with the starting player and in clockwise order, each player must play a Pond card, draw a new one and finish their turn. All these must be done until a pond area is completely closed or all players agree to start a new round.

To play a card, a player must place it in a way that continues the row of water lilies. To do so, the card can be partially placed over other cards in play (never underneath).



END OF THE ROUND

If the exact number of nishikigoi of each colour matches the dice, remove 5 of the played cards and put them at the bottom of the deck. The rest are set aside to show you have built a perfect pond area.

If the players decide to start a new pond area, all the played cards are placed back into the box.

END OF THE GAME AND FINAL SCORING

The game ends when all cards have been played. There is no more space in the imperial pond and it's time to value how well you have done it:

+15 - 15
+15 - 15

11 - 15 - 15
6 - 10 - 10

0 - 5 - 5
0 - 5 - 5

Not bad, but you must improve by playing a round.