



NINE TILES EXTREME

Game Manual

Contents

30 Theme Cards

Player Tiles: 4 Sets, 9 Tiles Each

Game Manual

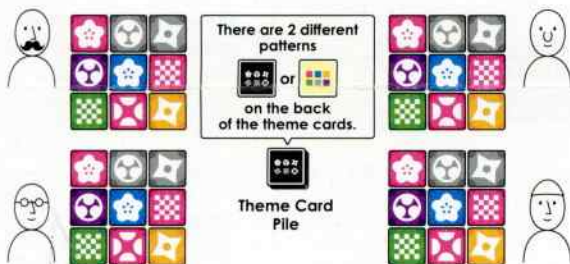


1. Set-up

Separate the sets by using the dots on the 4 sides of the tiles.



Each player takes 1 set (9 tiles) and lines the tiles up in front of them as shown in the diagram. The location and the orientation of the tiles are up to the player. Shuffle the theme cards well and place them face down in a pile that is easy for all players to see and reach.



On both sides of the tiles there are one of 6 "shapes" and one of 6 "colors" paired together. No tiles have the same pairs. There are 3 of each "shape" and "color".



2. Line up Your Tiles to Match the Theme Card

Turn over a theme card from the top of the pile and start the game immediately after **the theme card is placed next to the pile**. You are aiming to be the fastest to line up your tiles according to the theme card by moving or flipping over your tiles.

At the start, the player chosen to be the starting player turns over a theme card. After that, the player that most recently earned a point turns over the card.



However, depending on the back of the top card on the pile, you need to match either the shapes or the colors on the theme card.



For more details about the theme card, check the back

How to Read the Theme Cards

If the card at the top of the pile after turning over a theme card is a shape card...



Match the Shapes

If the card at the top of the pile after turning over a theme card is a color card...



Match the Colors

▼ There are no tiles with the same shape and color combination as on the theme card.

▼ You can line up your tiles to match the theme card from any direction.

3. Finished!

Any player that finishes lining up their tiles, immediately places their hand on top of the theme card. Only the first player to finish receives the theme card, which is treated as a point, and places it face up next to them.



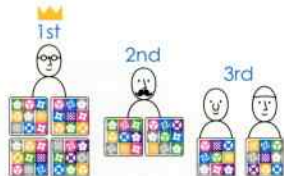
All the players check to see if the tiles were actually lined up correctly. If they weren't lined up correctly, they must flip the face-up theme card that they just received face down. Face-down cards are treated as a penalty. If any player receives **[2 face-down cards]**, they immediately lose and are knocked out of the game. Be careful!

4. Ending the Game

If a player receives a card, return to "2. Line up the Tiles to Match the Theme Card" and continue the game.

If a player earns **[4 face-up cards]**, the game ends.

The player ranking is determined in order of the most cards earned at that point in time.



If any players have the same number of points, they have the same rank.

If adults and children are playing together: "Adults start after counting to 10" or other types of handicaps like this make the game easier to play. If playing with small children, it might be a good idea to leave out the rule where players receive a penalty if they make a mistake with their tiles.



Oink Games

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Authors: Jean-Claude Pellin, Jens Merik

Artwork: Jun Sasaki, Rie Kamatsuzaki

Production assistance: Keiko Inagaki, Rie Kamatsuzaki

English translation: Nick Poggi, Yuto Fujikawa

Cooperation: Jonathan Apilado, Laura Grundmann, Hina Uchiike

Yoshihiro Ura, Fumihiko Kanaya, Yoshihiro Shindo, Tomoaki Tsuchie,

Hisanori Hiraoka, Dan Yamamoto, Play testers

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⚠ Warnings (Please Read)

▼ This product presents an accidental ingestion hazard. Not for children under 3 years of age.

▼ Do not leave in high-temperature, high-humidity environments. This may result in damage to the product.

▼ Keep away from flames. This can cause warping or fires.