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HEL · VETQ



7-99



2-4



20'

KINOKO

Author:
Tim Rogasch

Illustrations:
Polina Okean

GAME COMPONENTS

- 24 cards in 6 colors
- 3 Mushroom cards per color
- 1 Family card per color
- 3 dice
- 12 score tokens
- 1 rulebook

GOAL OF THE GAME

Collect the 3 Mushrooms in your color and score the most victory points to win the game.

SETUP

First, determine the required number of colors of mushrooms using the table below. Place the remaining cards aside: you won't be needing them during this game.

Number of Players	Number of Colors
2	4
3	5
4	6

Shuffle the Family cards and deal 1 to each player. Look at your card in secret, then place it face down in front of you. Place 1 of the 2 remaining cards face up near the edge of the play area: this represents the forbidden color for this round!

Shuffle the Mushroom cards and deal 3 to each player, so that everyone has 1 card of each value. Place the 6 remaining cards face down in the middle of the table, in 2 rows of 3 cards with different values.



Careful: during the game, you must always hold your cards 'face down', meaning the front of the cards must point towards your opponents, while the back points towards you. In other words, you can see your opponents' cards, but not your own!



Note: if a player is already holding 3 Mushrooms of the same color at the start of the round, shuffle and deal the cards again.

Place the score tokens within reach.

GAMEPLAY

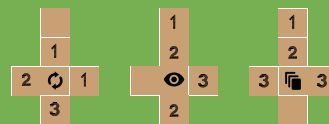
Your Family card indicates which color of Mushrooms you need to collect this round.

Also keep in mind the forbidden Family card, which can cost you points at the end of the round (see END OF THE ROUND).

The player who last picked a mushroom starts. Players take turns playing in clockwise order.

On your turn, roll the 3 dice, choose 1, and carry out its corresponding action.

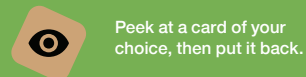
THE ACTIONS ON THE DICE



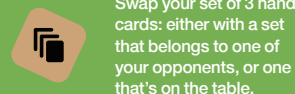
Swap 2 cards of the same value. They can be in your hand, in an opponent's hand, or on the table.



Reroll the dice and choose 1 of the available actions.



Peek at a card of your choice, then put it back.



Swap your set of 3 hand cards: either with a set that belongs to one of your opponents, or one that's on the table.



Don't carry out any actions this turn.

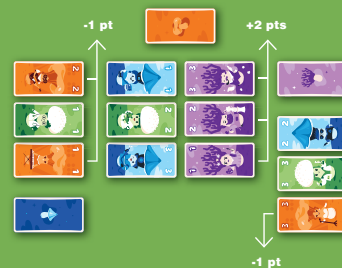
If at the end of your turn, you think (or know) there's a set of 3 Mushrooms in your color somewhere (in your hand, in an opponent's hand, or on the table), you may stop the round. Announce this out loud.

END OF THE ROUND

When someone announces the end of the round, the Mushroom cards and Family cards are revealed.

If one of the sets contains the 3 Mushrooms in your color, you score 2 points. Take the corresponding score token. If other players also managed to assemble their set of 3 Mushrooms, they also score 2 points, even though they didn't stop the round.

All players that are holding at least 1 card of the forbidden color then lose 1 point.



Note: you can't drop below 0 victory points.

Careful: if you announce the end of the round and none of the sets contain the 3 Mushrooms of your family, all your opponents score 1 point. In this case, the forbidden color isn't checked, and nobody can lose points during this round.

The person to the left of the player who announced the end of the round starts a new round.

The game continues like this until a player has scored 4 or more points. The player with the highest score wins.

In case of a tie, the involved player who last stopped a round wins the game. If there's still a tie, those players share the victory.

KINOKO

KINOKO is the Japanese word for 'mushroom'. Literally, it translates to 'child of the trees'.

English Translation:
Jo Lefebure
for The Geeky Pen