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-Kaichin-

石川屋本舗

"Kaichin" is a name of a sugar sweet manufactured by "Ishikawaya-Honpo".
It means "marble chip" in Ishikawa dialect.
●石川屋本舗:
<http://www.ishikawaya-honpo.co.jp/>

Outline

Players : 3 - 4
Playing time : 30 - 45 min.
Age : 6 +

Components

Game board : 1 pcs.
Kaichin chip (card) : 12 types * each 1pcs.
Color chip (wooden) : 6 colors * each 13pcs.
Damage chip (black) : 12 pcs.
Kaichin card : 12 types * each 1pcs.
Color card : 6 types * each 1pcs.
Rule book : This sheet

Goal of the game

In each case, game ends immediately when:

1 : You move a Kaichin chip to its destination^(*).
(* Kaichin drawn beside the board)

→ The player who has that Kaichin card wins

or

2 : Put Color chips on ALL available spaces.

→ The player who has the most placed "Color" card wins.

(When there is a tie, the player furthest from the start player wins.)

(Note: some spaces on the board might be empty but blocked)

Set up

Shuffle and deal cards out face down. Unused cards go back in the box unseen.

- Kaichin cards → 2 per player
- Color cards → 1 per player
- Damage chips → 3 per player

Place Kaichin chips face up on their illustrated position. (see picture right)

When one player's Kaichin and Color cards are ALL the same color, deal ALL players cards again.

Actions

Select the start player and take turns in clockwise order.

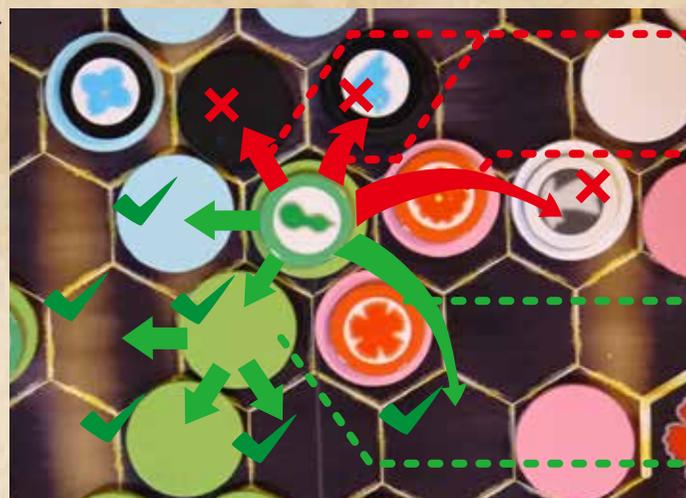
Each player may either MOVE one Kaichin or ATTACK from a Kaichin chip on their turn.

Optional rule: twice in the game, after a MOVE/ATTACK, a player may DISCLOSE an unrevealed Kaichin card (see below).

MOVE

→ Players can move any Kaichin chip one space.

Move to the next Hex. (6 directions)



- ✗ Cannot jump over or onto a Damage chip.
- ✗ Cannot jump over 2 Kaichin chips.
- ✓ Can jump over an adjacent Kaichin chip.
- ✓ When the adjacent Color chip is same as the Kaichin chip's color, you can move up to 2 Hexes.



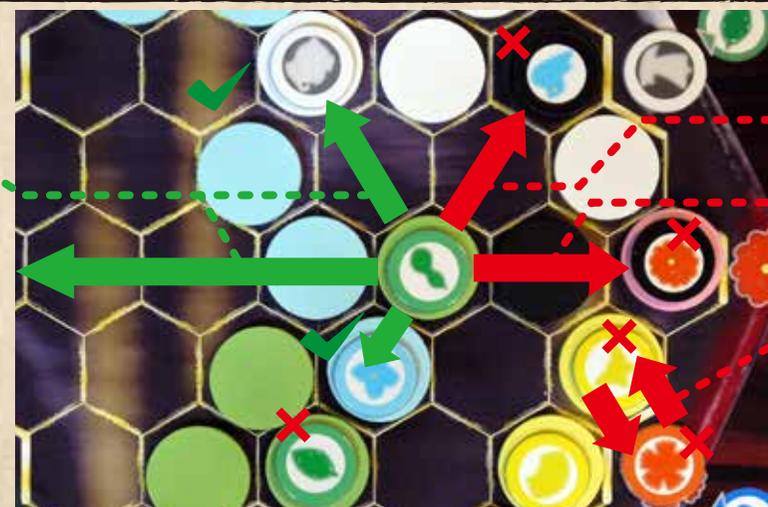
After moving a Kaichin chip, place a matching Color chip underneath it. If the Kaichin chip ends its move on a different Color chip, swap that out for a matching Color chip.

* Can't go off the board except if it ends the game.

ATTACK

→ On a turn, player can use a Kaichin chip, if they have the matching card, to attack one other Kaichin chip.

✓ Attack can be made 1 of 6 directions you choose. Attack damages only the first target it reaches.



- ✗ Cannot attack a Kaichin chip on a Damage chip.
- ✗ Cannot attack Kaichin chips behind a Damage chip.
- ✗ A Kaichin chip that has not yet been moved from its start position cannot attack, nor be attacked.

The player does not declare which Kaichin chip made the attack. Just apply the damage to the target.

■ Damaged (1st time)

When damaged, flip a Kaichin chip to show its black edge and place a Damage chip under it.



■ Damaged (2nd time)

When damaged in second time, remove Kaichin chip from the game and put a Damage chip in its place.



DISCLOSE (optional)

→ After a MOVE/ATTACK, a player may reveal one of their Kaichin cards from their hand

The disclosed Kaichin chip cannot be moved by any player until it's the disclosing player's turn again.

In addition, the disclosing player may do one of these actions:

- ▶ Place a Color or Damage chip on an empty space.
- ▶ Remove a Color or Damage chip from the board, but not one with a Kaichin chip on it.

Game design / Artwork : Roy Nambu
Manufactured : Pen and dice
English help : Jon Power

<http://www.penanddice.webcrow.jp>

pen and dice

