



# Pack Digit

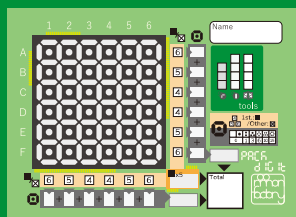
2 ~ 6 player  
15 ~ 20 min.  
10 or old

Fill the sheet with rods called segments, surround the core with the segments, and the goal is to line up as many of the surrounded cores as quickly as possible.

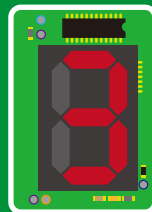
When filling in the segments, use tools to erase or reverse some of them if necessary, so you can eventually fit more segments in.

## Contents

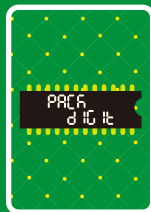
32 cards  
1 sheets pad  
6 pens  
Rule sheet



sheet



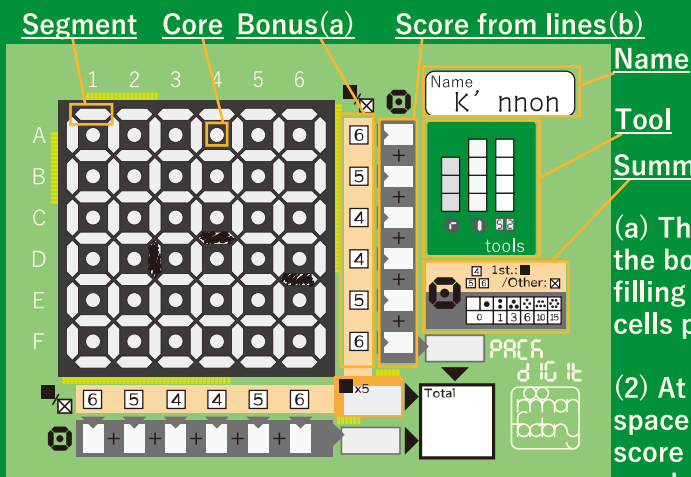
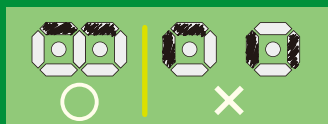
card: front



card: back

## Setup

Shuffle the cards face down and put them aside in a pile (deck).  
Each player receives one sheet and one pen.  
Each player selects three segments (bars) on the sheet and fills them in.  
The following conditions apply:  
- Two or more segments may not be touching a same circle(core) on the sheet.  
- Segments may be connected and filled in.  
Finally, write your name in the "Name" box and begin the game.



Example of initial setup and location explanation

## Game Flow

The game consists of multiple rounds.  
Each round consists of the following two phases:

- Pack Phase
- Declaration Phase

### A.Pack Phase

First, one player flips a card face up from the deck.

\* Keeping the face-up cards side-by-side makes it easier to see which cards have been played.

The player then fill the red shape of the face-up card on their own sheet.

The shape can be rotated, but a tool (described below) is required to flip it.

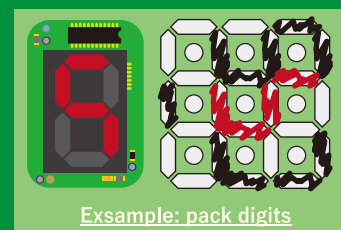
\* If you rotate your own sheet, it won't get in the way of other players.

If the result of filling in the four segments around any core is filled in, the core will also be filled in.

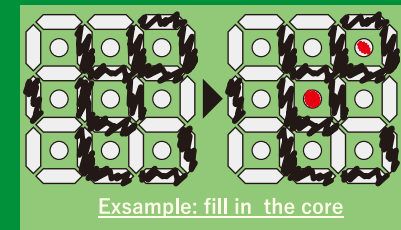
If there is no space to write using the tool, don't write anything (this will be treated as an omission, as described below).

When you finish writing, let others know you're done by putting your pen down or something similar.

Once all player finish writing, this phase is end.



Exsample: pack digits



Exsample: fill in the core

## Tools

Players may use only one tool per round.

When using a tool, mark the corresponding tool square with an X.

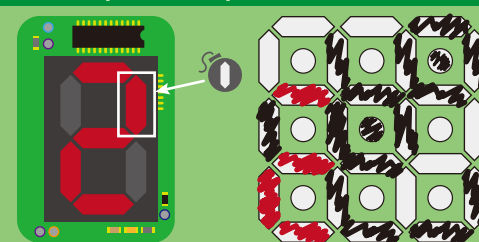
- Segment Bomb 1/2

You can fill in 1/2 of the red segments on cards revealed this round as missing (dark areas).

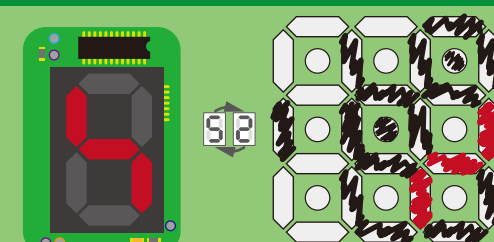
You can also use Segment Bomb 2 on cards with only two red segments, leaving them "fill empty."

- Flip

You can flip the shape on cards revealed this round.



use "Segment bomb"



use "flip"

