

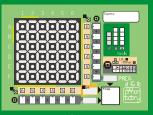
 $2 \sim 6$ player $15 \sim 20$ min. 10 or old

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.

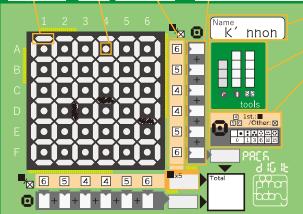
The following conditions apply:

- 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.

Segment Core Bonus(a) Score from lines(b)



Example of initial setup and location explanation

<u>Name</u>

Tool

Summary for score/bonus

- (a) This space allows you to check the bonus status obtained by filling in a specified number of cells per line(row and column).
- (2) At the end of the game, this space allows you to record the score corresponding to the number of filled cells.

Game Flow

The game consists of multiple rounds.

Each round consists of the following two phases:

A. Pack Phase

B. 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,

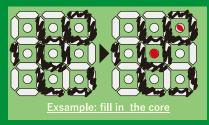
the core will also be filled in.

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.





Tools

Players may use only one tool per round.

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

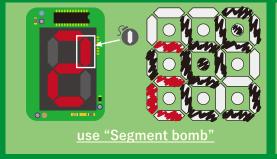
- Segment Bomb 1/2

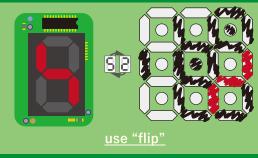
You can fill in 1/2 of the red segments on cards revealed this round as missing (dark areas).

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.





B.Declaration Phase

During the declaration phase, earning a bonus and eliminations are confirmed in this order.

- Earning a Bonus

If you have filled in the number of cores equal to or greater than the number written to the right or bottom of each line, you have a chance to earn a bonus.

The bonus is awarded to the player who fulfills the conditions in the earlier round for each column.

When you fulfill the conditions for a bonus, you declare which column you fulfilled them in.

The player who declared and the player who fulfilled the conditions in this round will fill in the number box in the corresponding column.

Other players will mark the number box in that column with a cross.



- Elimination

If a player fails to write a shape still using the tools during this round's pack phase, they must declare their elimination and reveal their sheet.

Once they confirm that the other players are also unable to write a shape, they are out of the game.

*If any player find a place where you can write, please let them know.

If the end conditions are not met, you will move on to the next round.

Game end and Scoreing

At the end of the declaration phase, if half or more than of the players have eliminated, game is end.

Once the game is over, the following scoring is performed (see the diagram on the right).

Score from lines(□)

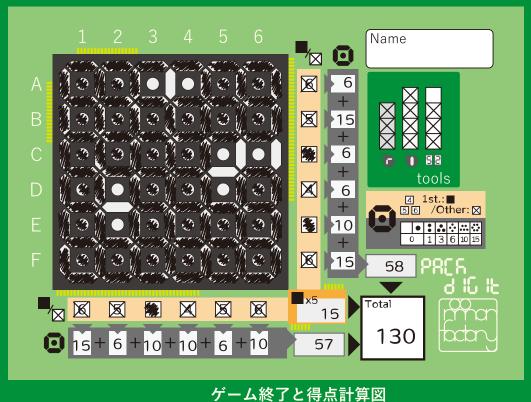
For each line, Write the score corresponding to the number of cores filled in each column in the designated space.

Then, write the total score for each column and row in the designated space.

# of filled core		1	2	3	4	5	6
Score	0		1	3	6	10	1 5

Bonus (

Write five times the number of filled-in boxes in the bonus area.



Enter the total points for two lines score and bonus in "Total" $(\Box)_{\circ}$ The player with the most points wins.

If there is a tie, the player with the most bonus wins.

If there is a tie, they share the win.

Additional rules and information can be found her designer's blog) URL https://troep.sakura.ne.in/Diary



Pack digit

Game designer: K' nnon (knnon.ds@gmail.com)

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Special thanks: All test players!!



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