

帰投線

-KITOSEN-



1P / Any



15-30min



Age 10+



しほまる屋

1. GAME OVERVIEW

The world is falling apart.

People surviving among the ruins hear a rumor:

"Beyond the Return Gates lies a safe world."

Some set out, carrying their prayers with them. Others call after them:

"Stay here and be a good child."

Work together to guide the Character Pawns to the Return Gates.

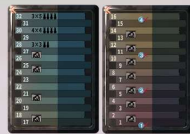
Perhaps staying behind can also be a kind of salvation.

2. COMPONENTS

• 16 Map Cards



• 2 Count Cards



• 4 Character Pawns



• 4 Return Gate Tokens



• 1 Rulebook

HOW TO READ A MAP CARD

① Collapse Number

Shows the order in which cards collapse.

② Return Lines

Character Pawns move along these lines.

③ Map Card Name

The name of the location.

④ Areas

Spaces where Character Pawns can stop.

Red lines divide each card into Areas 1–7.



HOW TO READ THE COUNT CARDS

At the start of the game, display the starting Count corresponding to the selected difficulty.

- Hard: 3×5

- Standard: 4×4

- Easy: 3×3



At the end of each turn, slide the upper card one step to the left to reduce the Count by 1.

The following icons may appear as the Count decreases:

Collapse Icon

One Map Card collapses.



Return Gate Closure Icon

The Return Gate Token with the indicated number is closed.



3. GAME SETUP

CHOOSE A DIFFICULTY

Difficulty	Easy	Standard	Hard
Map	3×3, 9cards	4×4, 16cards	3×5, 15cards
Return Gates	2	4	4
Character Pawns	2	4	4
Starting Count	32	30	28

SETUP — EASY



① Shuffle cards 1–4 face down. Place 3 as shown and turn them face up. Add the last card to ③.

② Shuffle cards 13–16 face down. Place 3 as shown and turn them face up. Add the last card to ③.

③ Mix the 2 leftover cards with cards 5–12. Shuffle, place 3 as shown, and turn them face up.

Keep all Collapse Numbers in the upper-right corner. Return the 7 unused cards to the box.

④ Shuffle Return Gate Tokens ① ② face down, place them as shown, then flip them face up.

⑤ Place 2 Character Pawns in the indicated Area 5 spaces.

⑥ Place the Count Cards.

SETUP — STANDARD



① Shuffle cards 1–4 face down. Place all 4 as shown and turn them face up.

② Shuffle cards 13–16 face down. Place all 4 as shown and turn them face up.

③ Shuffle cards 5–12 face down. Place all 8 as shown and turn them face up.

Keep all Collapse Numbers in the upper-right corner.

④ Shuffle all 4 Return Gate Tokens face down, place them as shown, then flip them face up.

⑤ Place 4 Character Pawns in the indicated Area 5 spaces.

⑥ Place the Count Cards.

SETUP — HARD



- ① Shuffle cards 1–4 face down. Place 3 as shown and turn them face up. Add the last card to ③.
- ② Shuffle cards 13–16 face down. Place 3 as shown and turn them face up. Add the last card to ③.
- ③ Mix the 2 leftover cards with cards 5–12. Shuffle, place 9 as shown, and turn them face up. Keep all Collapse Numbers in the upper-right corner. Return the 1 unused card to the box.
- ④ Shuffle all 4 Return Gate Tokens face down, place them as shown, then flip them face up.
- ⑤ Place 4 Character Pawns in the indicated Areas 4 and 5.
- ⑥ Place the Count Cards.

Choose a starting player and begin!

4. OBJECTIVE OF THE GAME

Work together to guide the Character Pawns to the Return Gates before the gates are closed. However, their Return Lines may be cut off along the way. Rotate and rearrange the Map Cards to create routes leading to the Return Gates.

5. HOW TO PLAY

Beginning with the starting player, take turns clockwise.

On your turn, perform one of the following actions:

- A. Move a Character Pawn** **B. Swap Adjacent Map Cards**
C. Rotate a Map Card 180° **D. Abandon Return**

After performing your action, reduce the Count by 1.

If this causes a Collapse or a Return Gate Closure, resolve it immediately. Your turn then ends, and play passes clockwise to the next player.

TURN SEQUENCE

1. Perform one action from A–D.
2. Reduce the Count by 1.
3. Resolve a Collapse, if one occurs.
4. Resolve a Return Gate Closure, if one occurs.
5. Pass the turn clockwise.

A. MOVE A CHARACTER PAWN

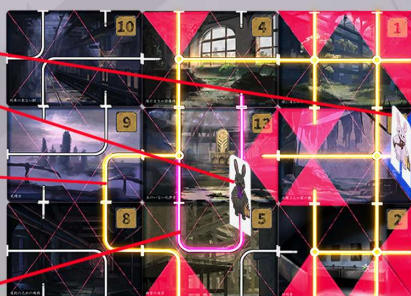
Choose 1 Character Pawn and move it along connected Return Lines to the end of the route. You may not stop midway, pass another Character Pawn, or stop just before one.

the Character Pawn being moved

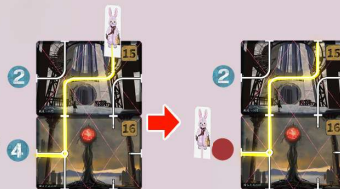
another Character Pawn
Passable Return Line
(yellow line)

Return Line blocked by
another Character Pawn
(red line)

Where the move can end (red triangle)



If a Character Pawn reaches a face-up Return Gate, it returns successfully. Flip that Gate Token over. Each Return Gate can be used only once.



B. SWAP ADJACENT MAP CARDS

Choose one face-up Map Card and swap it with one Map Card directly above, below, left, or right of it. Do not change either card's orientation. A Map Card with a Character Pawn on it cannot be swapped.



C. ROTATE A MAP CARD 180°

Choose one face-up Map Card and rotate it 180° in place. A Map Card may be rotated even if a Character Pawn is on it.



D. ABANDON RETURN

Remove 1 Character Pawn that has never been moved by actions A–C.

COUNTDOWN

Slide the Count Card left 1 step to reduce the Count by 1.

If the Count passes an icon, resolve that icon's effect.



Example: 27 → 26

COLLAPSE

When a Collapse Icon appears:

- ① From the right, find the first column with a face-up Map Card.

- ② Flip the face-up card with the highest Collapse Number in that column.



Collapsed cards cannot be crossed, swapped, or rotated. Remove any Character Pawn on a collapsed card.

RETURN GATE CLOSURE

When a Gate Closure Icon appears, flip the matching Return Gate Token. That gate can no longer be used. If already flipped, nothing happens.

6. GAME END & SCORING

The game ends when:

- No Character Pawns remain.
- All players agree no remaining Pawn can return.
- The Count reaches 1 and all effects are resolved.

SCORING

- Returned: 10 pts
- Abandoned Return: 5 pts
- Lost in Collapse: 0 pts

PERFECT RETURN BONUS

If all Character Pawns return, add the remaining Count when the last Pawn returns.

Example:

4 Pawns × 10 + Count 20 = 60 pts

See the back of the Count Card for the ending.