

umbradaco

アンブラデコ

Game Manual

Players 2 - 4

Play time 20 - 30 min

Age 8+

Contents



Umbrella Tiles

5 colors x 8 pieces each = 40 tiles

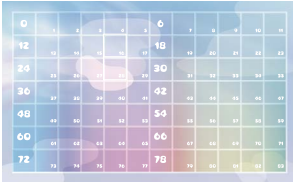


Score Markers

4 colors x 2 pieces each = 8 pieces



Game Manual



Scoreboard



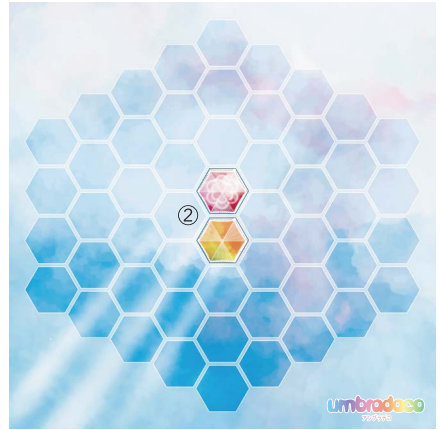
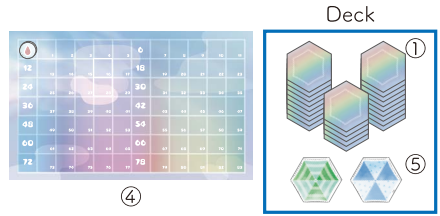
Score Summary Sheet



Tile Mat

Set up

- ① Shuffle the Umbrella tiles facedown and make a pile of the tiles. This pile is called the deck.
Remove random 2 tiles from the deck if you're playing with 3 or 4 players; put the removed tiles back to the box, as those tiles won't be used in this game.
- ② Draw **2 tiles** from the deck and put them on the center of Tile Mat.
If the 2 tiles are the same color, put one back to the middle of the deck and draw another tile until you have 2 tiles with different colors.
- ③ **Deal 2 tiles to each player.** Hold the tiles in your hand so that only you can see the colors of your tiles.
- ④ Each player takes 2 score markers of the same color. Place one on the scoreboard and place another marker in front of you to confirm the color of your score marker.
- ⑤ Reveal 2 tiles from the deck so that everyone can see the face up side of the tiles.

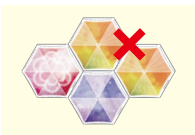


How to play

Choose the first player. From the first player, take turns in clockwise order. On your turn, choose 1 tile from your hand and place it on the tile mat. You cannot place a tile outside of the tile mat.

Placing a tile

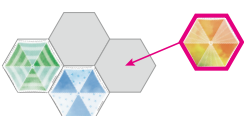
- ① **The same color cannot be placed adjacent to each other.**



- ② There are 3 ways to place a tile.

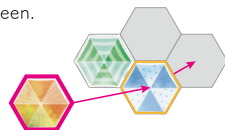
【1. Adjacent】

Place a tile on an empty spot adjacent to an existing tile.



【2. Push over】

Push a single existing tile over to an adjacent empty spot and place your tile in the spot where the pushed over tile had been.



【3. Stack up】

Place a tile on top of an existing tile for which **all of the adjacent locations contain other tiles**. The new tile (the tile to be placed on top of the existing tile) has to be a **different color from the existing tile**.

The maximum number of the tiles that can be stacked up is 2.



You cannot perform "Push over" if **there isn't an adjacent empty spot**.

The result of push over has to satisfy rule ①.



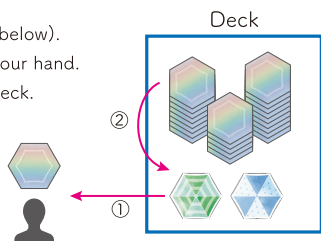
If there's absolutely no tile that you can place. Discard one of your tiles and put it back to the box.
(The tile will be removed from the game.)

When you finish your turn, calculate your score (See "Scoring" below).

① Take one of the face up tiles from in front of the deck into your hand.

② Reveal another tile from the deck and put it in front of the deck.

The player to your left will take their turn and the game continues. If there are no tiles left in front of the deck, continue the game without taking a new tile.



Scoring

During your turn, you score at the moment you place a tile and based upon the tile that you placed.
(Even if you Push over a tile, you score according to the tile you placed)

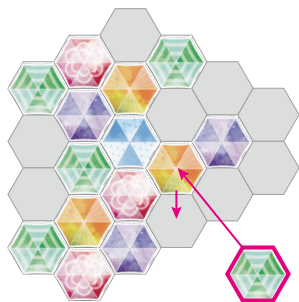
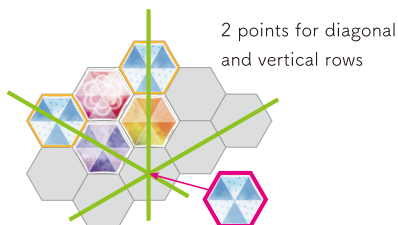
Move your score marker on the scoreboard **when you score**. If you satisfy multiple scoring conditions, **you score all of them**.

① Score 1 point for each tile in a vertical or diagonal row.

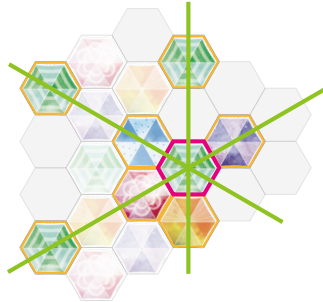
② Score 3 points if you place a tile adjacent to 4 different colors.

③ Score 1 point if you push over another tile.

④ Score 5 points if you successfully stack your tile on another tile.



Diagonal and
Vertical rows: 3 points
Adjacent: 3 points
Push over: 1 point
Total: 7 points



Ending the game

The game ends when everyone places their last tile from their hand.

The person with the highest score wins.

Credit

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