

コモレビパレード

KOMOREBI PARADE

Game Manual

Players 2 - 4
 Play time 30 - 45 min
 Age 8+

Contents

					Flute	
					Violin	
					Drum	
					Trumpet	

4 Individual Game Boards

64 Animal Tiles
 (4 Animals x 4 Musical Instruments x 4 pieces each)

1 Scout Board

Front	Back	Front	Back	
15 public goal cards		4 private goal cards		1 first player marker

4 Summary Cards				1 bag	Game Manual

Story

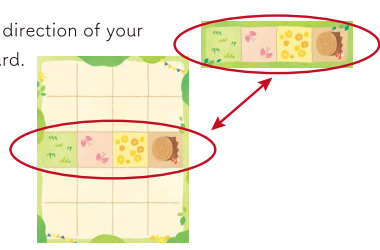
It's the time for the animal parade deep in the forest!
 But, animals are being animals who can't form a line properly. Your job is to scout for them and guide them well, so that they can make the great parade!

Objective

Place animals on your individual game board and arrange them so that you can earn VP according to the goal cards. You score points at the end of the first half of the game and the second half of the game. The player with **the highest score** wins the game.

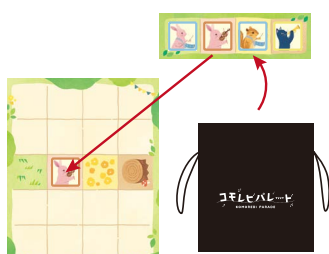
Setting up the game

- Place the Scout Board at the center of the table.
- Give all players 1 Individual Game Board. Make sure that the direction of your Individual Game Board matches to the direction of Scout Board.
- Give all players 1 Summary Card.
- Shuffle all private goal cards and deal 1 to each player. Look at your private card in a way that no one else can see it.
- Shuffle public goal cards 1~3 separately and reveal 1 of each. (Reveal 3 public goal cards in total)
- If you're playing a 3 or 4 player game, put all animal tiles into the bag. If you're playing a 2 player game, remove 4 random animal tiles for each musical instrument (you will remove 16 tiles in total) and then put the remaining tiles into the bag.
- Choose the first player in an agreed way and give the first player marker to that player.



How to play a round

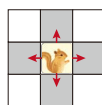
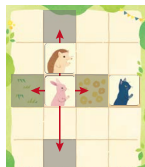
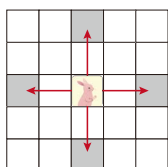
- Place animal tiles in each slot on the Scout Board.
- The active player (the first player if it is the first turn) takes an available tile from the Scout Board and places it on their Individual Game Board. You must place a tile in a slot **matching the color of the slot where the tile was located on the Scout Board**.
- You may move any of your animal tiles up to 2 times. You may move the tile selected this turn or any tiles already on your Individual Game Board. You may move one tile twice, or move two different tiles once each. You may also choose to not move a tile.



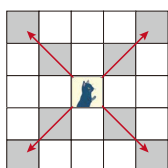
Squirrel : 1 step vertically/horizontally.

Rabbit : 2 steps vertically/horizontally.

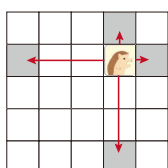
You may jump over other animals. If there's another animal or a wall at 2 steps from where the rabbit is, you may move just 1 step instead of 2.



Cat : Any number of steps diagonally. You may jump over other animals.



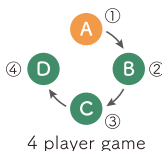
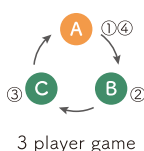
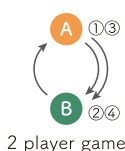
Hedgehog : Vertically/horizontally until you hit another animal or a wall.



- The player to the left becomes the active player and performs ②~③.
- Once 4 turns are played and all animal tiles are gone from the Scout Board, the player to the left of the current first player becomes the next first player and **the next round is played (①~⑤)**.

* **You CANNOT take a tile** from the Scout Board if the corresponding color slot on your Individual Player Board is occupied. If you cannot take any of the available tile, **you skip ②** and proceed to ③. Once 4 turns are played any remaining animal tiles on the Scout Board are removed from this game.

* Here's the order of turns. Assume A is the first player, turn proceeds as ABAB when playing a 2 player game, ABCA when playing a 3 player game and ABCD when playing a 4 player game.



The game consists of a certain number of rounds according to the chart. (Regardless of the number of players, each player takes 8 turns during the first half of the game and another 8 turns during the second half of the game. Each player takes the role of the first player 4 times per game.) At the end of the first half of the game calculate the score. Keep your Individual Game Board as it is and continue playing the next round. The player to the left of the most recent first player becomes the current first player.

2 player game	4 rounds
3 player game	6 rounds
4 player game	8 rounds

Scoring

Calculate the score at the end of the first and the second half of the game. The winner is determined by the total score.

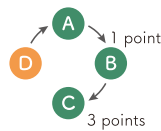
* Calculate the score using 4 cards (1 Private Goal Card and 3 Public Goal cards).

* The Private Goal Card is used **only at the end of the game**.

* The calculation at the end of the second half of the game won't be affected by the outcome of the first half of the game. For instance, suppose there's a public goal card that is related to the highest number of animals, if your animal with the highest number was Cat at the end of the first half and it became Squirrel at the end of the second half, you count Squirrel to calculate the score at the end of the second half of the game.

* You cannot count the same tile twice when calculating the score for 1 goal card.

* You may get an extra bonus depending on your turn order during the first turn of the game if **you're playing a 4 player game**. The first and second player get 0, third player gets 1 point and the last player gets 3 points.



when the first half finished



when the second half finished



the first half	Public Goal Card 1	0
	Public Goal Card 2	4
	Public Goal Card 3	5
the second half	Public Goal Card 1	4
	Public Goal Card 2	12
	Public Goal Card 3	15
	Private Goal Card	5
Turn Order Bonus		-
Total		45

Ending the game

The game ends after the last round is finished. The player with the highest score is the winner.

Credit

Game Designer : くじ えみ (Emi Kuji)
 Artwork : ことり 寧子 (Kotori Neiko)
 Translation : James N., Rand, Yuto
 Publisher : くじらだま (Kujiradama)

Cooperation : Test players
 Mail : kujiradama.kujira@gmail.com
 Web : https://kujiradama.net

