



# ファイブ シーズンズ ダイス

## Five Seasons Dice

There are five seasons in Japan - spring, summer, autumn, winter, and the rainy season.

You will try to go as far as you can on each of the five seasons' paths, but beware - if you go halfway, disaster may befall you. Luckily, there will be wheels and owls to help you along your path. You should also try to collect as many Pearls as possible! You won't be able to go through all the paths, so choose where you want to go wisely!

### Game Overview

On your turn, roll five dice. You can reroll as many dice as you like once. The further you go on each type of path, the more points you get, but if you only go halfway on a path, you will end up with negative points. There are also Wheels that allow you to move one additional space each, Owls that allow you to take an additional turn, and spaces that allow you to obtain Pearls that will give you bonus points. There are five paths, but you only have four tokens. Think carefully about which path to choose!

# Game Contents

1 game board



Day (front)



Night (back)

16 player pawns (4 each in 4 colours)



5 dice



Spring, Rainy, Summer, Autumn, Winter, Pearls

36 Pearl tokens



4 player tokens (4 colors, 1 of each)

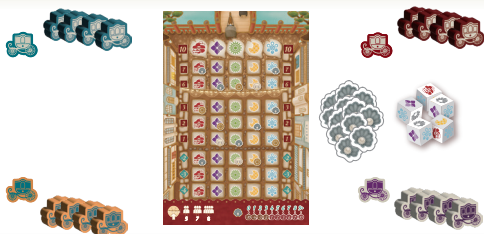


10 Fence tokens (used in optional rules)



## Game Setup

1. Place the game board in the centre of the table with the Day side facing up.  
\* Once you are familiar with the game, choose your preferred side to play on. The Night side will be explained later (see page 7).
2. Place the Pearl tokens next to the game board.
3. Each player chooses a colour and receives four player pawns and one player token of the chosen colour and places them in front of them. If playing with three or fewer players, return the remaining player tokens and pawns to the game box.



## Flow of the Game

The oldest player becomes the starting player and starts the game.

Players take turns clockwise starting from the starting player. When it is your turn, you receive 5 dice and roll all of them. After looking at the results, you can choose any number of dice to set aside, and reroll the remaining dice once. You can also choose not to reroll at all.



Then, receive rewards in the following order:

## ***1. Obtain 1 Pearl token***

If you get 2 or more Pearl icons, obtain 1 Pearl token from the token area and place it in front of you.

**Note:** Even if you get 4 or more Pearl icons in a single turn, you only get 1 Pearl token.

**Note:** If you don't have enough Pearl tokens, use an appropriate substitute instead.

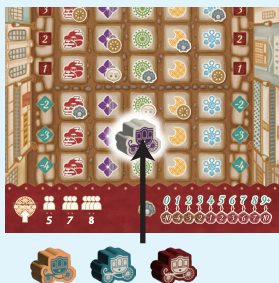
## ***2. Move your player pawn***

Choose one icon on the dice result and move one of your player pawns forward on the corresponding path equal to the number of times the icon appears.

You cannot move forward fewer spaces than the number of icons stated. However, if you go past the top space, you will stay on the top space.

- You cannot choose more than one icon in one turn.
- If you do not have any of your pawns on the path of the selected icon, place one of your player pawns on the bottom space of that path.
- Each player cannot place more than one of their player pawns on one path.
- You cannot remove a player pawn from the path it is on.
- You can have multiple player pawns on the same space.
- If you have a pawn that has already reached the top space of a path, you cannot choose that icon.
- You can pass without choosing an icon to move.

Example: Karen chooses the Summer icon. Since she has two icons, she moves her player pawn forward two spaces on the Summer path.



Example: Britta chooses the Winter icon. She has three icons. After moving two spaces, she reaches the top space of the path. The remaining icon is ignored.



### 3. Use the effect of a special space

If the space where your player pawn lands on has the following icons, use their effects immediately:

**Note:** You cannot use the effect of a special space that you passed through.



**Wheel:** You can move one of your player pawns forward one space (you can place your player pawn on the first space of a path where your player pawn is not). If this move causes you to stop on a special space, use that effect immediately.



**Owl:** Take another turn.



**Pearl:** Gain one Pearl token from the supply and place it in front of you.

**Example:** Reiner moves his player pawn forward on the Spring path and stops on the Wheel space. He immediately moves his player pawn forward one space on the Rainy path. That space has an Owl icon on it. Reiner immediately takes another turn.

## End of the Game

The 6, 7, and 10 point areas above the lantern line are called the Goal Area.

If any of the following game end conditions are met, the game ends at the end of that turn.

**The total number of player pawns in the Goal Area are as follows:**

2-player game: 5 pawns / 3-player game: 7 pawns / 4-player game: 8 pawns

**Note:** For this game end condition, count the total number of player pawns owned by all players.

All four of one player's pawns have entered the Goal Area.

**Important:** When either game end condition has been met, you will immediately not be able to use any effects even if you land on a special space.

## End of the Game

-Each player pawn scores according to the space it is on. The score is stated on the left and right of the game board.

-Each player scores the number of Pearl tokens they have in their hand.

Number of Pearl tokens	0	1	2	3	4	5	6	7	8	9 or more
Score	-10	-4	-3	-2	1	2	3	6	7	10

**Note:** Even if you have 10 or more Pearl tokens, your score will remain at 10.

The player with the highest total score wins the game. If there are multiple players with the highest total score, the tied players share the victory.


**Example:** In a 4 player game, the game ends when the 8th player pawn enters the goal area. Karen's player pawn colour is white. Starting from the left, she gets -2 points for the Spring path, 10 points for the Rainy path, and 6 points for the Summer path. The player pawn remaining in her possession is worth 0 points. Karen has 5 Pearl tokens, so she gets 2 points. Her total score is 16 points.

## Game Board: Night side

Once you have become familiar with the game, try playing with the back side (Night side) of the game board.

The rules are the same as the Day side, except for the following changes:

### Game Setup

- Place Fence pawns on the game board. Place the Fence pawns on spaces with a  as shown in the figure.



# Game Flow

## 2. Move your player pawn

Spaces with Fence pawns are blocked spaces. The player pawn can pass through blocked spaces, but cannot land on blocked spaces. When choosing an icon for your dice roll, you cannot choose an icon that will cause you to land on a blocked space.

Example: Reiner cannot choose the Summer icon because if he moves two spaces, he will land on a blocked space. He chose the Spring icon and moved two spaces past the blocked space.



## Optional rules

### Play a Full Day

Play the Day board and then the Night board. The winner of the game is decided by the total score.

### Using Fences to change the board setup

When setting up the game, players can decide where to place the 10 Fence pawns. Starting with the starting player, place one Fence pawn on any space you like. Continue placing them in turn order until all Fence pawns are placed. We recommend placing them according to the following rules:

- Place at least two Fence pawns on each path.
- Do not place Fence pawns on special spaces.

### Credits

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