



Players : 2~4 Age : 8+ Time : 15min.
Manual Version : 1.0

Other language manuals are on this Website.
<https://www.radiuthree.co.jp/products/10-hakone-analog/>



Overview

Players will put chips where their pawn has travelled, and the player who runs out of chips wins.
Pawns can proceed to your circle.
Simple rules, but tricky to play.

Components

Components	Amount
Game board	1
Pawns (Wooden pawns)	4 (1 for each colour)
Area chips (Paper chips)	100 (25 for each colour)
Circle chips (Paper chips)	80 (20 for each colour)
Obstacles (Glass pebbles)	6
User manual	1

End & Victory Condition

End Condition 1 : When someone uses all his/her chips.
Winner : The player who used all his/her chips.

End Condition 2 : When someone can not play "Pawn Action".
Loser : The player who can not play "Pawn Action".

Explanatory Notes

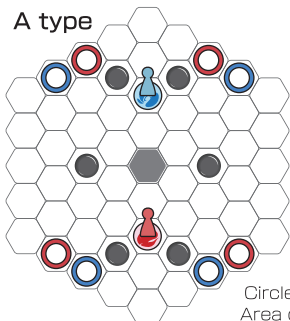
: Pawns : Area chips

: Circle chips : Obstacles

Preparation

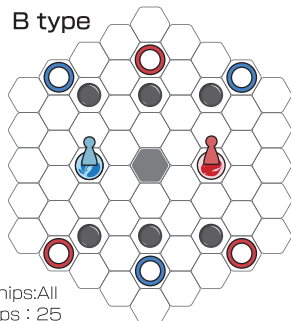
- Each player chooses a colour.
- Each player takes their pawn, all of their colour Circle chips, and a number of Area chips:
 - On 2 players : 25 Area chips each
 - On 3 players : 18 Area chips each
 - On 4 players teams: 25 Area chips per team
Red area chips for red/yellow team, blue area chips for blue/white team.
 - On 2 players mini : 14 Area chips each
 - On 3 players mini : 11 Area chips each
- Place pawns & Area chips, Circle chips, Obstacles as indicated.
(choose A or B)
- Determine start player in any suitable way.

A type



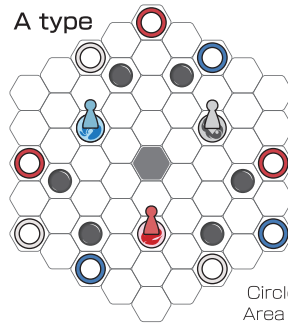
Normal size
2 Players

B type



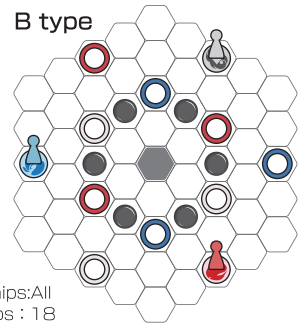
Circle chips:All
Area chips : 25
(preset 1, possess 24)

A type

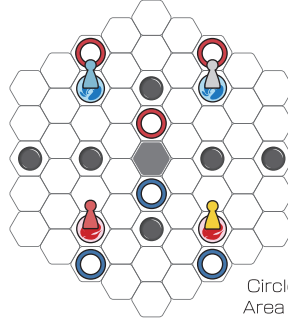


Normal size
3 Players

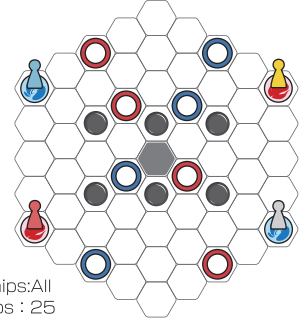
B type



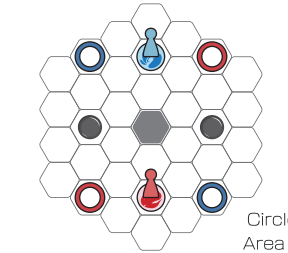
Circle chips:All
Area chips : 18
(preset 1, possess 17)



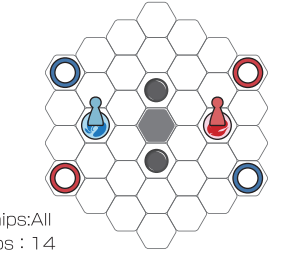
Normal size
4 Players
(2v2)



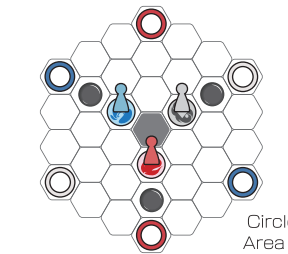
Circle chips:All
Area chips : 25
(preset 2, possess 23)



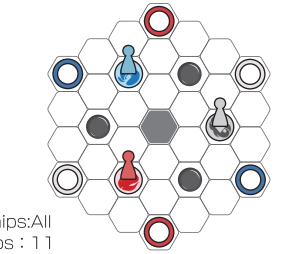
Mini size
2 Players



Circle chips:All
Area chips : 14
(preset 1, possess 13)



Mini size
3 Players



Circle chips:All
Area chips : 11
(preset 1, possess 10)

Play Procedure

- Starting with the start player, and clockwise around the table, the players take their turns.
 - ※If 4 Players(2v2), play in order of (Red→Blue→Yellow→White→...).
- Repeat until the end condition is satisfied.

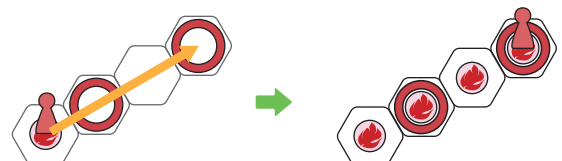
Player's Turn

The player MUST play both "Pawn Action" and "CircleAction".
Don't mind the order of 2 actions.
※However, the first player of 2 players game can play only "Circle Action" at his/her first turn. Also the first and second player of 3 or 4 players game can play only "Circle Action" at their first turn.

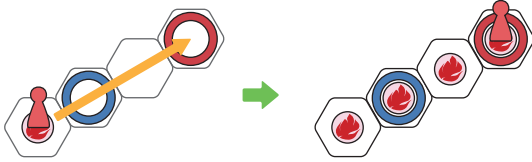
Pawn Action

Move your colour pawn to top of one of your colour Circle chip that is on a straight line from your pawn.

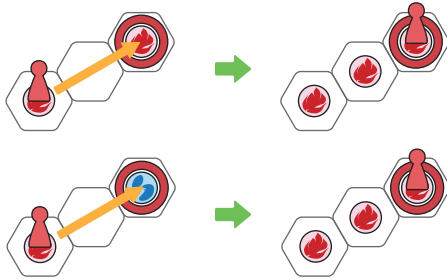
- After movement, place your colour Area chips on all hexes you passed, including the one you stop on.



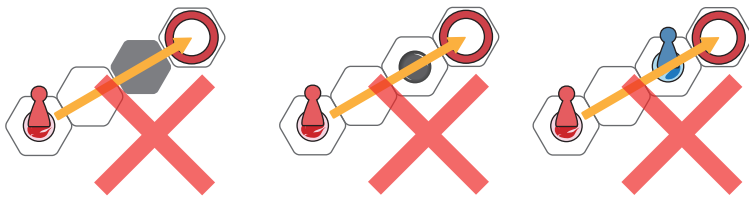
- Place your Area chips either on opponent Circle chips too.



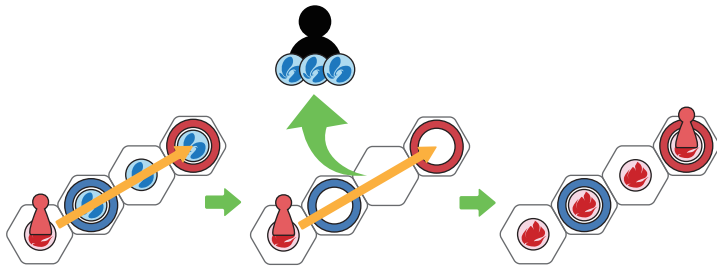
- You can move your pawn onto the Circle that an Area chip already exists on.



- You can not move your pawn beyond the center of the board, obstacles, opponent pawn.



- If you pass through an opponent's Area chips, these are returned to the owning player. And then place your Area chip.



Circle Action

Choose and play below actions.

- 1) Place a Circle chip of your colour on the hex that other Circle chip does not exist on.
- 2) Move your Circle chip that already exist on the board to the neighbor hex.

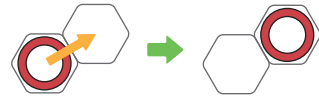
- You can place it where an Area chip or a pawn exists when you place a Circle.



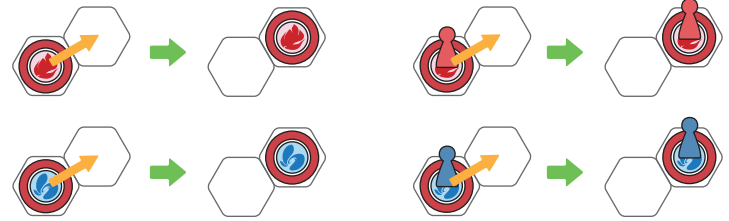
- You can not place it where the center of the board or an obstacle exists when you place a Circle.



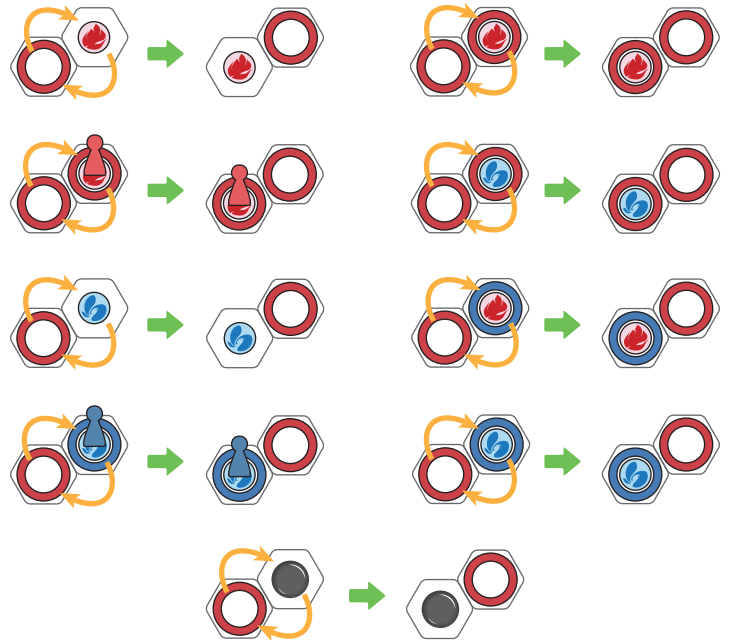
- If the hex you move to is empty, just move a Circle.



- You can move a Circle that something exists on.
※In this case, you move both the Circle and it.



- If the hex you move to is not empty, swap them.



Game design : Ryo NAKAMURA & Takashi KATO
 Graphic design : GAI
 Produced by : radiuthree Co., Ltd.
<https://www.radiuthree.co.jp/>

Check out the game's website for the latest information.
 Other language manuals are also on this site.
<https://www.radiuthree.co.jp/products/10-hakone-analog/>

If you find some errors in components, please contact us.
<https://www.radiuthree.co.jp/contact/>

©2021 radiuthree Co., Ltd. All Rights Reserved.