

POTLATCH KLONE

ポトラッチクローン

Other language manuals are on this Website.
<https://radiuthree.co.jp/products/11-mishima-analog/>



Players: 2 Age: 8+ Time: 10min.
 Manual Version : 1.01

Overview

Pile up chips on your pawns route.
 You win if you have 3 your stacks when your turn begins.
 Which is the best? Increase your stacks?
 Break opponent stacks? Or create new area?
 This is the abstract strategy game what torment your brain.

Contents

Components	Amount
Base tiles (Wooden hex tiles)	12
Colour chips (Wooden)	5 for each red & blue, 36 for white
Pawns (Wooden)	2 (1 for each colour)
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Glossary

- Action: One move what you do in your turn.
- Neutral colour: A color that is not the player's color.
- Stack: A lump what is made from one or more chips.
- Stack of player colour: The stack what has the player colour chip at third step.
- Difference of height: Difference chip numbers between base tiles.

End & Victory Condition

End Condition 1: There are 3 your stacks when your turn begins.
 Winner : You

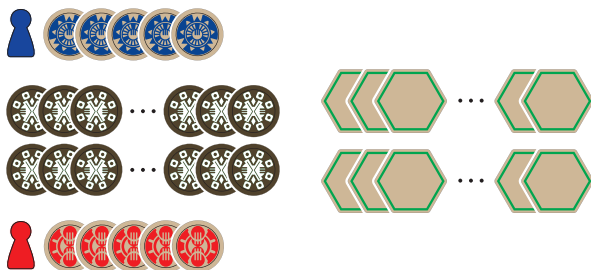
End Condition 2: When you can not complete your actions.
 Winner : Opponent player

End Condition 3: If all stacks situation is completely same as before your one turn.

Winner: The player who has many his/her stacks than opponent. Draw the game if both of them have same number of stacks.

Preparation

- 1) Decide the playing rule which 2 actions or 3 actions.
- 2) Decide the player colour (red or blue).
- 3) Each player get own colour pawn and 5 same colour chips.
- 4) Put all neutral colour chips at any place where both players can take easily.
- 5) Put base tiles at any place where both players can take easily.
 Use 9 tiles if you choose 2 action rule.
 Use 12 tiles if you choose 3 action rule.



6) Place base tiles and pawns same as any of below figure.



7) Decide start player in any suitable way.

Play Procedure

What you do in your turn

Must play below actions twice if you choose 2 action rule, or three times if you choose 3 action rule.

- Move Pawn
- Move Chip

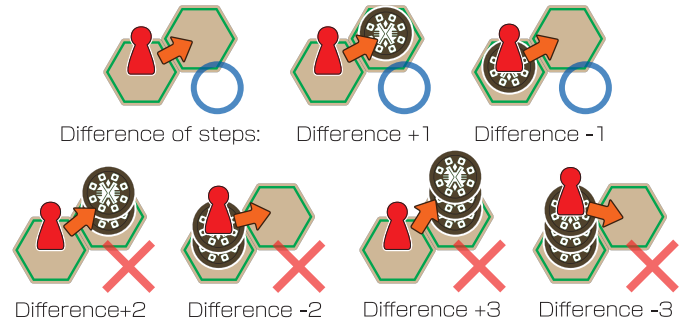
You can play same action. And you can play in any order.

You must do "Increase Chip" when continuous pawn moving is broken off.

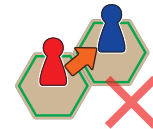
Move Pawn

You can move your pawn to neighbour hex when the difference of height is less than 1. In this case, do not count base tile as a height.

Exsamples)



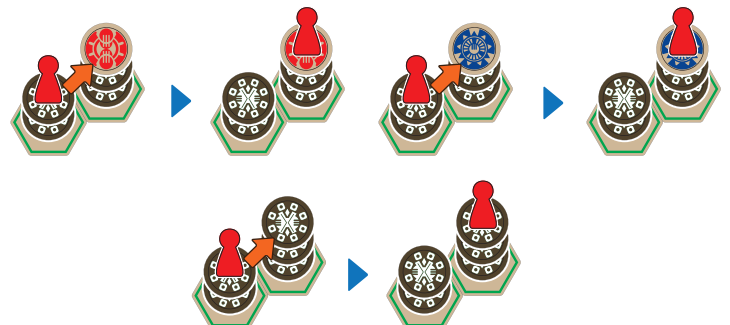
- You can not move your pawn to the place that the opponent pawn exists.



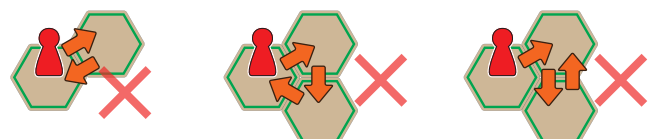
- If there are any unused base tile, you can move your pawn to neighbour blank space. In this case, you must put new base tile to the space.



- You can move your pawn to any colour stack.



- You can not move your pawn to the place that the pawn already existed at this turn.



Move Chip

You can move a chip what is at your feet if there is a stack in the place what your pawn stands.

In this case, pull off a chip from the stack, and move it to neighbor hex.



- Difference of height is not matter.



- You can move a chip to a blank space if some unused base tiles remain in the stack.

※In this case, you should place the base tile before you move a chip.



- If the stack has a player colour chip you must exchange the chip to neutral colour chip before you move the chip.



- You can not move a chip to the hex that 3 level stack already exist on.



- You can move a chip to the hex that opponent pawn already exist on.

※In this case, you can not move a chip to the hex that 3 level stack already exist on.



- If the destination stack will become to 3 level, you must put neutral colour chip to the destination stack.



Increase Chip

You must put a chip to the destination hex when your continuous pawn moving is broken off.



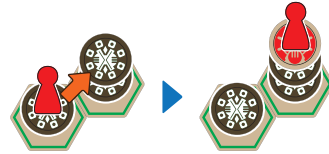
- If there is no base tile in the destination hex, you must put a base tile to the destination space before you put a chip.



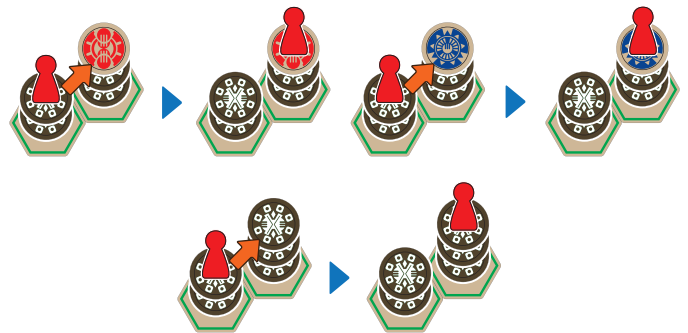
- When you move your pawn twice at same time, you must increase chips after your continuous moving. Do not increase a chip one by one step.



- Put your colour chip when the stack become 3 level.



- Do not increase a chip when the stack already have 3 chips.



FAQ

Q1. Which is more difficult, the 2 action rule or the 3 action rule.

A1. The difficulty is not very different, but your feeling of playing will be different. Maybe you can play easily the 3 action rule, since the 2 action rule have heavy weight per one action.

Q2. I sequentially moved my pawn, chip, pawn in the 3 action rule. Should I increase chips at the end of my turn?

A2. No.

“Increase Chip” will be played after the end of one continuous pawn moving. So you must increase chips each after first pawn moving and second pawn moving.

Trivia

POTLATCH means “Gift” in Chinook language. Maybe it sounds gentle. But there is a custom that send more expensive gift each other until one side is going bankrupt. And they often made some totem poles as gifts when they do POTLATCH.

KLONE means “Three” in Chinook language.

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<https://www.radiuthree.co.jp/>

Check out POTLATCH KLONE website for the latest information.
<https://www.radiuthree.co.jp/products/11-mishima-analog/>

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