

JAMIT

Players : 2 ~ 3 Age : 8+ Time : 15min
Manual Version : 1.0

Overview

Push coins into game board from around like as pusher game.
You win when you get a certain number points as push coins out.
You should arrange your point coins to be advantageous.
This is very tactical and abstract game.
You can enjoy this game with only FILLIT components.

Components

Components	Amount
Game board	1
Pawns (Wooden pawns)	4 (1 for each colour)
Stones (Glass pebbles)	16 (4 for each colour)
Colour chips (Paper or Wooden chips)	100 (25 for each colour)
User manual	1

※These components are same as FILLIT's components.

End&Victory Condition

The game will end immediately when any player earn points as follows.
And the player who got winning points wins.
- 2 players : 13 points
- 3 players : 11 points

Explanatory Notes

: Pawn : Stone

: Coin

※Call colour chips as "Coin" in this game.

Preparation

- Select the colour for each player. (For example, Red and Blue.)
- If this game is 2 players, select neutral colour and point colour.
- Place all coins in a place where all player can easily take them.

Ex. 2 players)

Player A :

Player B :

Neutral color coin :

Point coin :

Ex. 3 players)

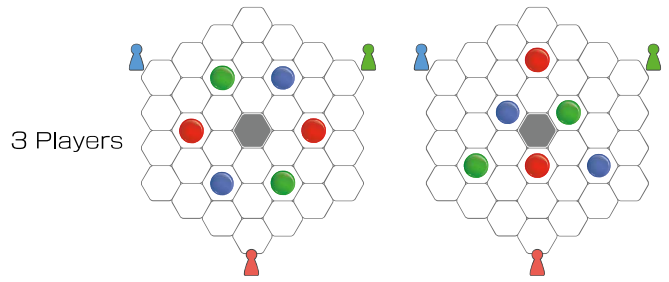
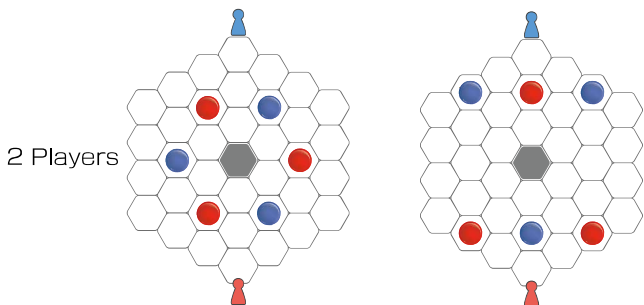
Player A :

Player B :

Player C :

Point coin :

- Place pawns and stones as shown in either figure.
(Place pawns outside hexs.)



- Determine start player in any suitable way.

Play Procedure

Starting with the start player, and clockwise around the table, the players take their turns.

Player's Turn

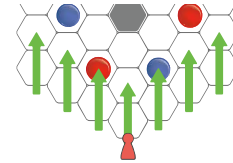
Do actions sequentially as follows:

- Insert Coins
- Insert Extra Coins
- Move Pawn

Insert Coins

Insert 2 colour coins from the side of your pawn to the other side.
For 2 players game, use opponent colour coin and neutral colour coin one by one.
For 3 players game, use coins other than your colour one by one.

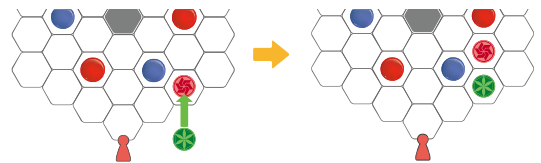
- You can insert coins to other column than the column of your pawn.



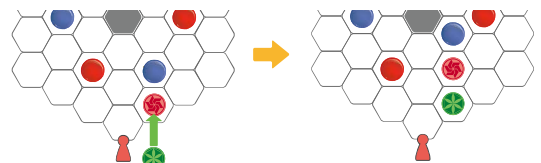
- Insert 2 coins to same column.
You can choose which is first.



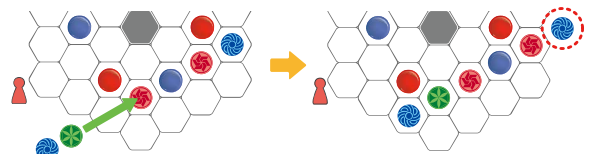
- If a coin or a stone already is in the inserted hex, inserted coin pushes the older one to ahead hex.



- If a coin or a stone already is in the hex where older one moved, older one pushes that to ahead hex too.



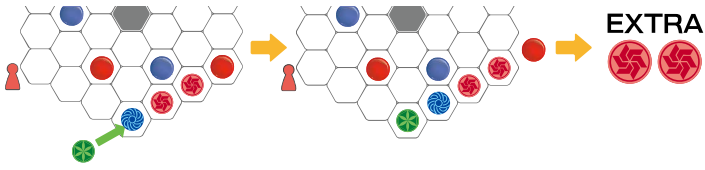
- If something will be pushed to outside of the board, it will be point.



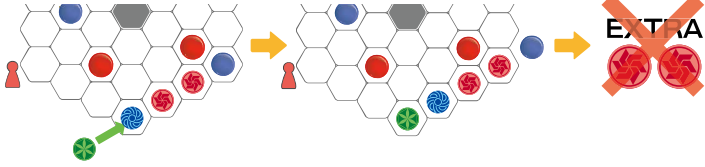
- It will also be point when you push something out to the center space.

Insert Extra Coins

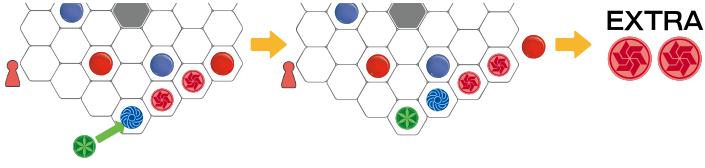
Do "Insert Extra Coins" action, if you pushed out your colour stone in your "Insert Coins" action.



Do NOT "Insert Extra Coins" action, if you pushed out opponent colour stone.



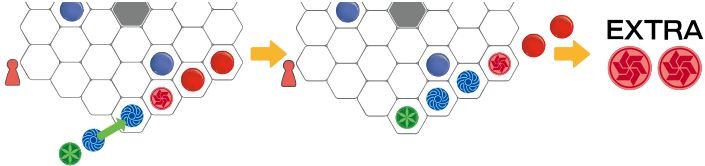
Insert extra 2 coins of your colour, if you pushed out your colour stone to outside of the game board.



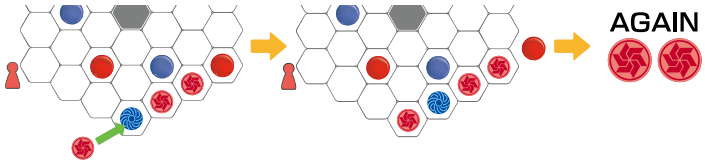
Also insert extra 2 coins of your colour, if you pushed out your colour stone to the center of the game board.



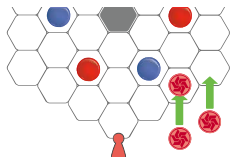
You will get only 2 extra coins even if you pushed out 2 your colour stones at same time.



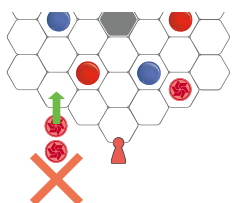
If you pushed out your colour stone in your "Insert Extra Coins" action, do "Insert Extra Coins" again after this "Insert Extra Coins" action. (In this case, you can use the column where you used in previous "Insert Extra Coins".)



You must use 2 columns in "Insert Extra Coins" action.



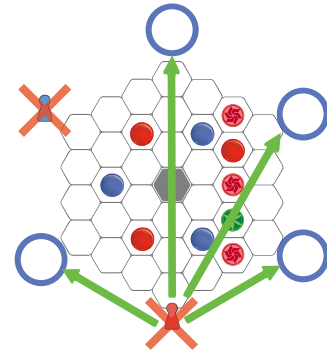
You can not insert extra coins to same column.



Points occurs when coins or stones are pushed out in "Insert Extra Coins" action too.

Move Pawn

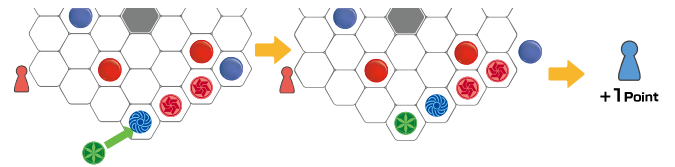
Move your pawn to any vertex without position where your pawn and opponent pawn are.



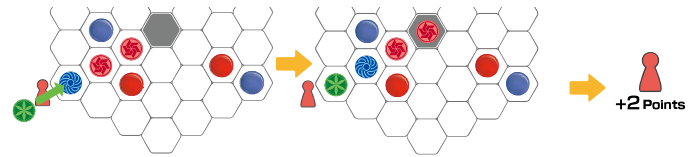
Points

Even if opponent player push out, pushed out coins and stones will be point of that colour player.

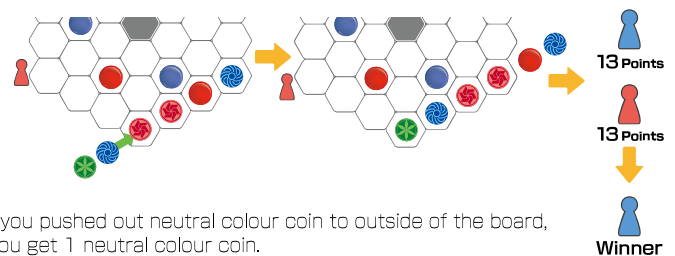
Get 1 point when a coin or a stone is pushed out to outside of the board.



Get 2 points when a coin or a stone is pushed out to center of the board.



If 2 colour coins are pushed out, and both players achieve victory conditions, previous pushed out colour player wins.



If you pushed out neutral colour coin to outside of the board, you get 1 neutral colour coin.

If you pushed out neutral colour coin to center of the board, you get 2 neutral colour coins.

Exchange 3 neutral colour coins to 1 point coin.



Game Design : Ryo NAKAMURA

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Produced by : radiuthree Co., Ltd.

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

Check out FILLIT & JAMMIT website for the latest information.
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