

FILLIT

~ User manual ~

Overview

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

Components

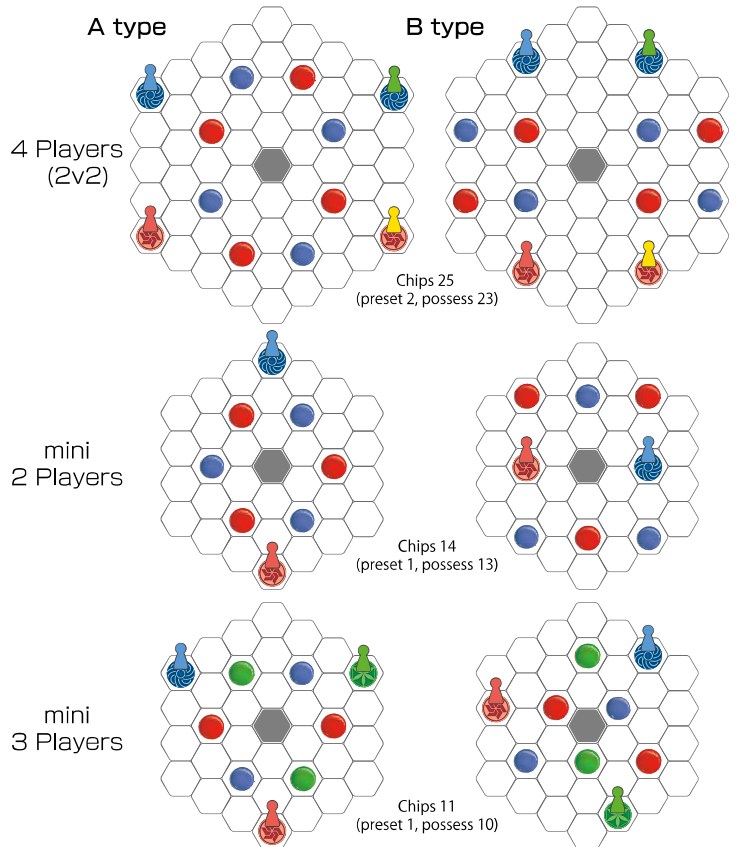
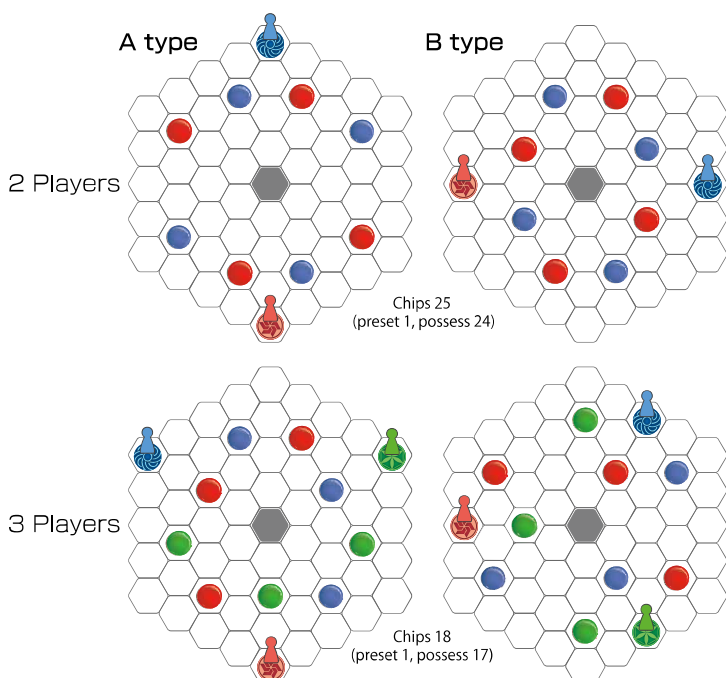
Components	Amount
Game board	1
Pawns (Wooden pawns)	4 (1 for each colour)
Stones (Glass pebbles)	16 (4 for each colour)
Colour chips (Paper chips)	100 (25 for each colour)
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End & Victory Condition

When one player has used up all his chips, the game ends, and that player has won.

Preparation

- Each player chooses a colour.
- Each player takes their pawn, and a number of chips:
 - On 2 players: 25 chips each
 - On 3 players: 18 chips each
 - On 4 players teams: 25 chips per team
 Red chips for red/yellow team, blue chips for blue/green team.
 - On 2 players mini: 14 chips each
 - On 3 players mini: 11 chips each
- Place pawns, chips and stones as indicated (choose A or B)

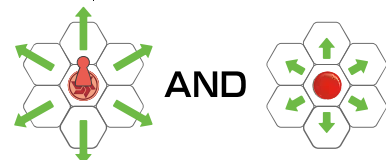


Play Procedure

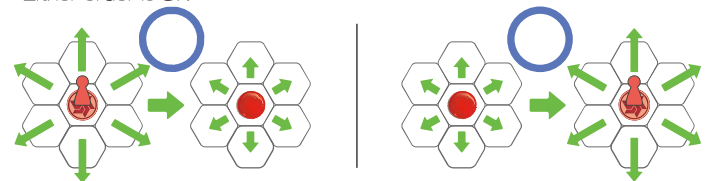
- Determine start player in any suitable way.
- Starting with the start player, and clockwise around the table, the players take their turns.
 - ※If 4 Players(2v2), play in order of (Red→Blue→Yellow→Green→...).
- Repeat until the end condition is satisfied.

Player's Turn

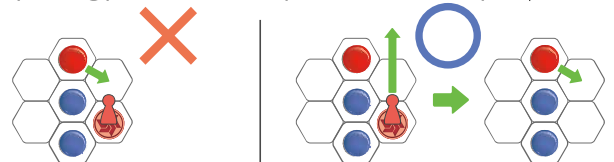
- The player **MUST** move both pawn and stone. For rules on how to move pawn and stone, please refer to the backside of this sheet.



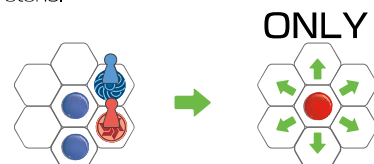
- Either order is OK.



- If you can move your pawn, you must. You are not allowed to "block" yourself by moving your stone so that you then can't move your pawn.



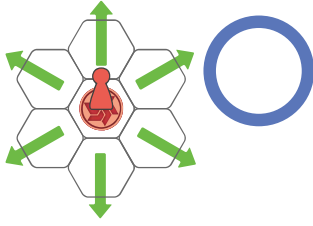
- If you can't move your pawn regardless of how you move your stone, move only your stone.



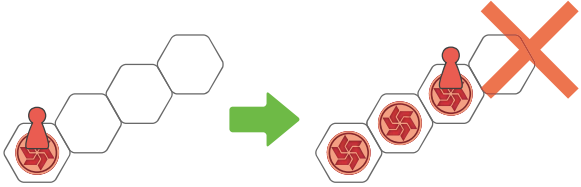
- The game ends immediately if the end condition is met.

Move Pawn

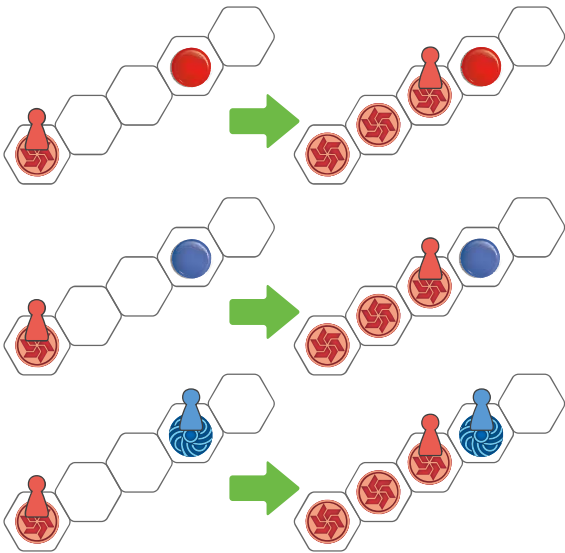
1) Pawn is moved in a straight line in any of the 6 directions.



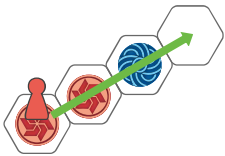
- Pawn moves until it hits the edge or an obstacle. It cannot stop mid-way.



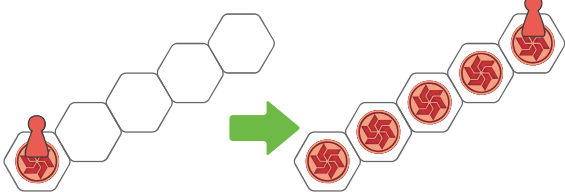
- An "obstacle" is the center hex, a stone, or another pawn.



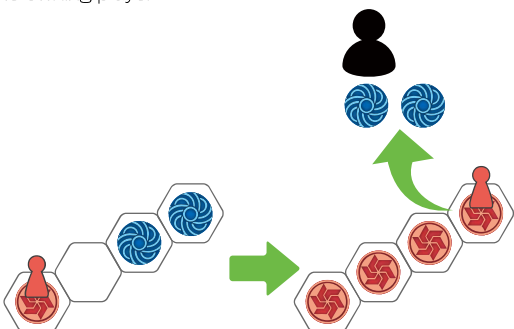
- Colour chips are NOT obstacles.



2) After movement, place colour chips on all hexes you passed, including the one you stop on. If you play teams, use the team's colour.



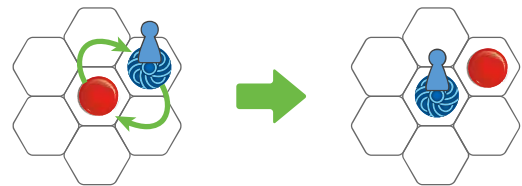
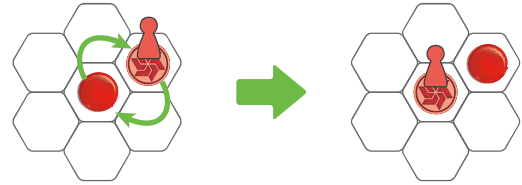
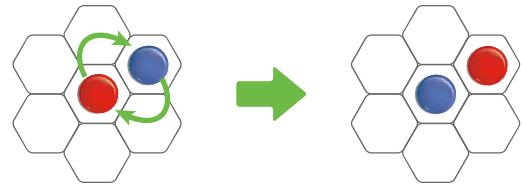
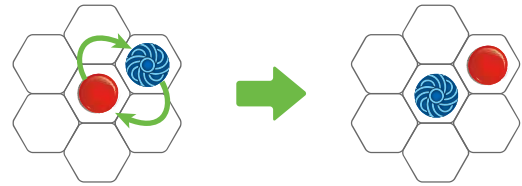
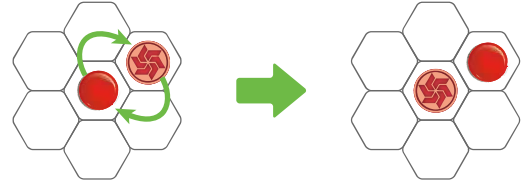
- If you pass an opponent's colour chips, these are returned to the owning player.



Move Stone

1) The stone is moved 1 step, to any neighbouring hex.

- If you play teams, move the team stone.
- If the hex you move to is empty, just move the stone.
- If there's something (stone, pawn, colour chip, or pawn+chip) on the hex you move to, this is moved to where your stone was. Seen another way, your stone and the objects there, switch places.
- You don't mind the colour of the item to swap.



Game design: Ryo NAKAMURA
 Graphic design: Masanori ISE
 Produced by: radiuthree co.,ltd.
<http://www.radiuthree.co.jp/>

Check out the game's website for the latest information
http://www.radiuthree.co.jp/products/O9_odawara_analog/