

Lion Square らいおんスクエア



There is a place called "Lion Square" among carnivores' hangouts in the savannah.
There is a water hole nearby and the animals have to pass through the side of it.
Push carnivores to other herds to minimize damage for your herd.



Herd card and Paperclip 4 sets

*The color of the paperclip is at random.

1.Preparation

Each player plays a herd of Gazelles. They receive a Herd card, with numbers 1 to 20 written on them, and a paperclip. Place the paperclip on the card and leave it at position 20.

30 "Carnivore cards (Cards)" are shuffled and placed face down as a pile. 2 "Gazelle Cards" place aside.



30 Carnivore cards

The first player to run away becomes the Starting player. If it is not decided, the starting player will be determined by an appropriate method.



2 Gazelle cards

2.Rules of the game

Repeat the round several times, and when the number on someone's Herd card becomes 0 or less, the game ends. The player with the highest number on the Herd card is the winner.

2-1.Preparation for the round

The Cards are dealt to each player. If there are 3 players, 8 cards are dealt each, and if 4 players, 7 cards each.

The dealt cards are held in your hand as a hand without seeing from others.

The remaining cards are mixed with the gazelle cards and placed as a pile. This is called a "Square pile".

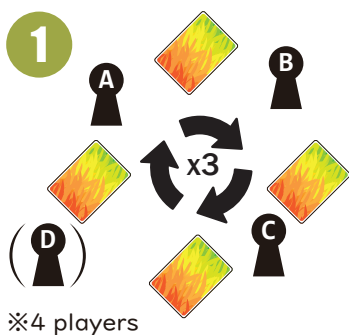
1

Next, adjust your hand.

Each player chooses one card from the hand and passes it to the player on the left at the same time. The players put the handed card into the hand. At this time, each player will need to hand over the "card of the most common color." Any number is fine. Also, if the number of cards is the same, the player can choose which one. Do this 3 times.

2

Then, the Starting player selects one card from the hand and places it in the center of the table. At this time, as shown in the diagram, make sure that all four sides are facing each player. This is called a "Playing area".



※4 players



※4 players

2-2.Round

The player to the left of the Starting player takes their turn, and from then on, they take turns clockwise.

On the turn, the turn player puts one card from the hand onto the Playing area.

Once a card is played, the turn ends and the next player moves clockwise.

Then each player follows the rules below.

1

Cards are placed adjacent to the cards that have already been played, vertically and horizontally.

Cannot be stacked.

Also, the cards are facing the same way.

3

You can only play cards with the same color at the Playing area.

2

You can arrange up to 3 columns vertically and 3 columns horizontally. For example, once you have three cards lined up vertically, you cannot place the fourth card to stretch it out further.

4

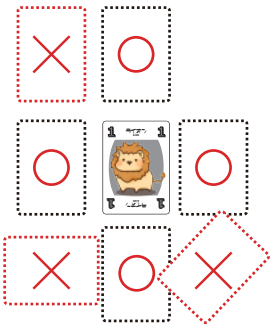
Cards of the same color must be adjacent.



Gazelle card : This is played without 3. And the player must play one more turn. At the end of the round, this is the minus point in the hand.

Example

1

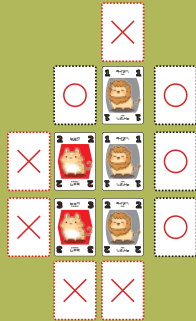


2

3

4

This will be played.



If the player cannot or do not want to put it on the Playing area

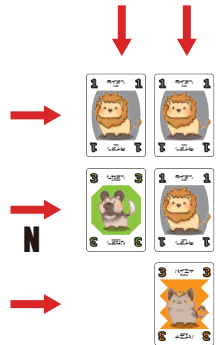
From among the cards lined up on the table, choose a row (→) with one or more cards, and take all of those cards. The player places the cards that the player took face down in front. Two cards make -1 point. Be careful not to mix it up with the Square pile.

For example, if you take N from the figure on the right, you take Lycaon's 3 and Lion's 1, which gives you -1 points. Then, the player draw a card from the Square pile and puts it into your hand. If there are no cards in the pile, no player draws.

When the player takes three cards, the player draws one card from the Square pile. If nothing, the player cannot draw it.

Finally, the player chooses **one card from the hand freely**, and places it adjacent to any card on the Playing area according to the placement rules, excluding **3** and **4**.

Then, if the card is of the same color as a card that has already been played, it will be played adjacent to it.



Caution

Only at this time, you can play a card of a different color from the color that has already been played.

2-3.End of the round

The round ends when all 9 cards on the field are lined up, 3 vertically and horizontally. Alternatively, the round ends if the turn player has no cards in hand at the beginning of the turn.

Each player totals the following 1) - 3), and decreases the Held in the Held card. These Gazelles are hunted by the carnivores.

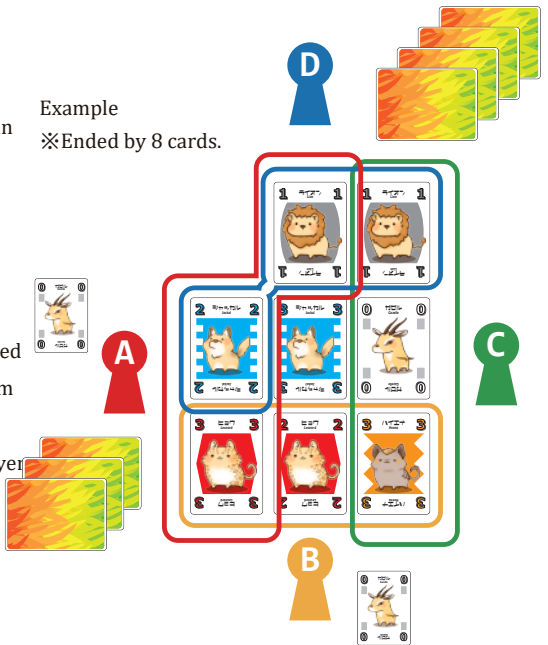
1) On the Playing area, as shown in the right figure, the minus point is added up the numbers of the three cards closest to each player when looking from the near side.

If there are less than 9 cards, they may not be lined up in one line. The player will be adding up the numbers on the cards that are not in front as a line.

2) Each player adds up the half (Round up) of the total. The total is those number of cards placed in front.

3) Each player adds up the total of the number of the Gazelle cards.

Example
※Ended by 8 cards.



A

$$1+2+3 = 6 + 2 + 1 = 9$$

$$B: 3+2+3+1 = 8$$

$$C: 1+0+3 = 4$$

$$D: 2+1+1+2=7$$

2-4.Next round

If any player's Herd card has a number less than or equal to 0, the next round is played.

Shuffle the Cards and place them face down in a pile. Set the Gazelle card aside.

The next turn player is the new Starting player.

3.End of the game

If any player's Herd card has a number below 0, the game ends.

The player with the highest number on the Herd card wins. If there is a tie, both players are winners.

In rare cases, all players' Herd cards may be 0 or less.

In that case, the Lion carnivore wins and no player wins.

Please play again if you like.



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