

RULES

SET UP :

Place the 6 Tamashi cards face down

Remove from the bag gems if necessary (see Difficulty Levels)

The youngest player begins to play

GAME TURN :

- At the beginning of his/her turn, the player chooses to look at one Tamashii card or to collect and deliver gems to a Tamashii card.

A player who chooses to collect gems, takes a gem from the bag, then chooses to stop and deliver gems to a Tamashii card or repeat.

Except NOVICE : If the player takes a black gem, the player puts all the gems back in the bag, then he/she finishes his:her turn.

Only NOVICE : a black gem may be used like a gem of any color.

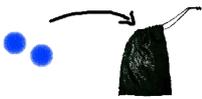
- At the end of the turn, the player removes from the bag a gem (not a black one)

FREE A TAMASHII : When a player deliver gems, he/she may make the Tamashii free. He/She just needs to reveal the card to verify if all the necessary gems are present. If it is the case, the Tamashii card stays face up and the player applies its power (see POWERS). Otherwise, gems are removed from the card.

TAMASHII POWERS :



You can look at one face down Tamashii card



You can put two blue gems back in the the bag (exists for yellow gems and red gems)



You put gems in excess back in the bag



Remove one black gem from the bag

END OF THE GAME :

When there are not gems in the bag anymore, the game is over. Players count freed Tamashii :

6 freed Tamashii : AMAZING ! You can play the more difficult level

5 freed Tamashii : very good job !

4 freed Tamashii : good job !

3 freed Tamashii : nice !

Less than 3 freed Tamashii : hey ! It's just a game, let's try better next time !!!

Difficulty Levels :

NOVICE : do not play with the Tamashii powers, the black gems are considered as being of any colour

STANDARD : remove a black gem

DIFFICULT : remove one gem of each colour

VERY DIFFICULT : remove one gem of each : blue, yellow, red

NIGHTMARE : remove two gems of each : blue, yellow, red