### **Game Setup**

Each player takes one puzzle sheet and one pen.

## Starting the Game

The player whose birthday is closest goes first. Play proceeds clockwise, and steps 1.~5. are performed in order.

### 1. Choose a Piece

Select one piece from the piece area A at the bottom of the puzzle sheet. The pieces are divided into frames numbered (1)~(4).

Announce the piece you selected to the other players (e.g., 3) - 1). All players mark a diagonal line through the selected piece in their sheet's corresponding frame. 1 Pieces marked with a diagonal line cannot be selected again. When playing with four or more players, pieces in frames 3 4 can be selected twice. For the second selection, cross the diagonal line to form an X. 2

#### 2. Place the Selected Piece

The player on their turn shades the cells on their board B corresponding to the shape of the selected piece. The shape of the piece cannot be rotated or flipped. Pieces cannot be placed overlapping already shaded cells. 3

# 3. Add Bonus Points

Frames aindicate the bonus points awarded when a piece is successfully placed. Mark the corresponding bonus points in order (1, 2, 3, etc.) in the bonus area C. 4

### 4. Place Bonus Pieces

When a player reaches 5, 10, or 15 points, they can place the bonus piece indicated in the corresponding bonus piece area D onto their board. Placement rules are the same as in step 2.

# 5. End of Turn

After completing steps 1 ~ 4, the next player takes their turn. If steps 2 or 4 cannot be completed, proceed to the Game end.

## Game End

After step 5, each player calculates their score in one final round, starting with the current player. Identify the largest complete rectangle on the board. Calculate the score as follows:

#### Number of vertical cells X Number of horizontal cells × Bonus points 5

The player with the highest score wins. In the event of a tie, the player with the fewest unshaded cells wins.











Pencil sharpener x1 One-player rule x1

Instructions & 2 puzzle sheets (this paper)



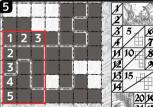












Developed by Game design GOTTA2

Baronu(Kazutaka Yanagawa) ROD(Yugo Katsumata)

First edition May 17, 2025

3 × 18 =

Contact customer support@gotta2.jp