HIROBA
広場



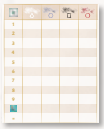
RULEBOOK

CONTENTS

12 Terrain tiles 

 15 Koi tokens

4 Player boards 

 1 Scorepad

36 Double-sided pebbles 

 4 Stone tokens

AIM OF THE GAME

Following the principles of Sudoku, each player must try to win Gardens and Koi tokens by shrewdly placing their numbered pebbles, without ever having two pebbles of the same value in the same Garden, row or column.

The game ends when the players have played all of their pebbles. The player with the most points wins the game.

SETUP

1. Take 9 tiles at random and place them face up, making a 3x3 square. The remaining tiles are returned to the box and will not be used in this game.

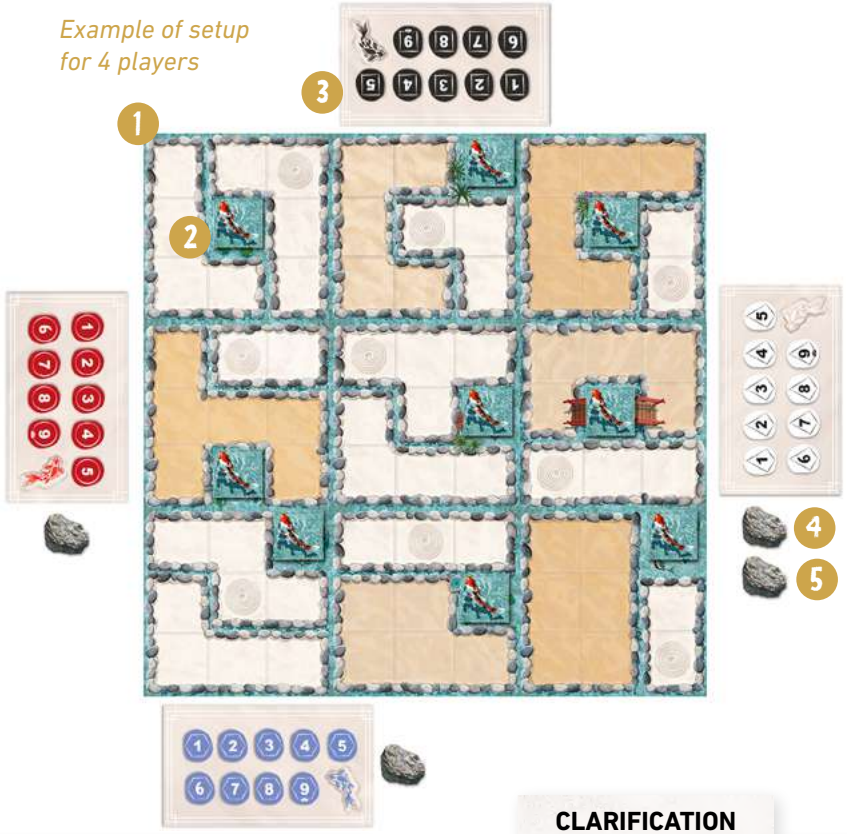
   Make sure that no Ponds are directly adjacent to a starting square *(see Clarification on page 3)*.

   For 2 and 3-player games, see the special setup rules below.

2. Place a Koi token (Water side) on the Pond square of each tile in play. Return the remaining tokens to the box.

3. Each player takes a player board and the 9 pebbles for their color, placing them on the designated spaces.

Example of setup for 4 players



Each player has the following numbered pebbles, which are double-sided:

Front	Back	
1	9	X2
2	8	X2
3	7	X2
4	6	X2
5	5	X1

TIPS

- Both sides of the pebble add up to 10.
- The number 9 has a lotus underneath it, to distinguish it from the number 6.



4. The player who last played Sudoku is the first player.

5. Distribute the Stone tokens as follows, working around the table clockwise:

   For 2 players: 2 tokens for the 1st player, 1 for the 2nd player.

   For 3 players: 2 for the 1st player, 1 for the 2nd player, 0 for the 3rd player.

   For 4 players: 2 for the 1st player, 1 each for the 2nd and 3rd players, 0 for the 4th player.

Let's begin!

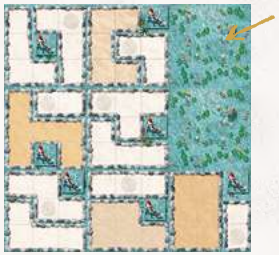
SETUP FOR 2 AND 3 PLAYERS

- For 2 players, flip 4 adjacent tiles to their reverse side (Water side).
- For 3 players, flip 2 adjacent tiles to their reverse side (Water side).

NB: The central tile must never be flipped.
The tiles showing the Water side will not be used for this game.



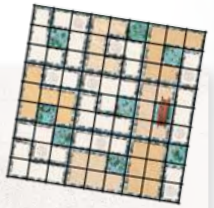
Example of setup for 2 players



Example of setup for 3 players

CLARIFICATION

The game board is made up of tiles, which are each divided into 9 squares. When placed together, these squares create the playing grid.





Each tile includes the following:

- **Two Gardens** consisting of between 2 and 6 squares;
- A Pond square, occupied by a Koi token;
- A potential starting square on one of the Garden squares, for use in the first round.

HOW TO PLAY

On their turn, each player must play their mandatory action, and then may choose to play their optional action.

1 MANDATORY ACTION: PLACE ONE OF YOUR NUMBERED PEBBLES



On their first turn, each player places one of their pebbles onto the starting square on a tile of their choice, going around in a clockwise direction from the first player.

For subsequent turns, and always going around clockwise, each player places a pebble onto the board during their turn, making sure they respect the following placement rules:

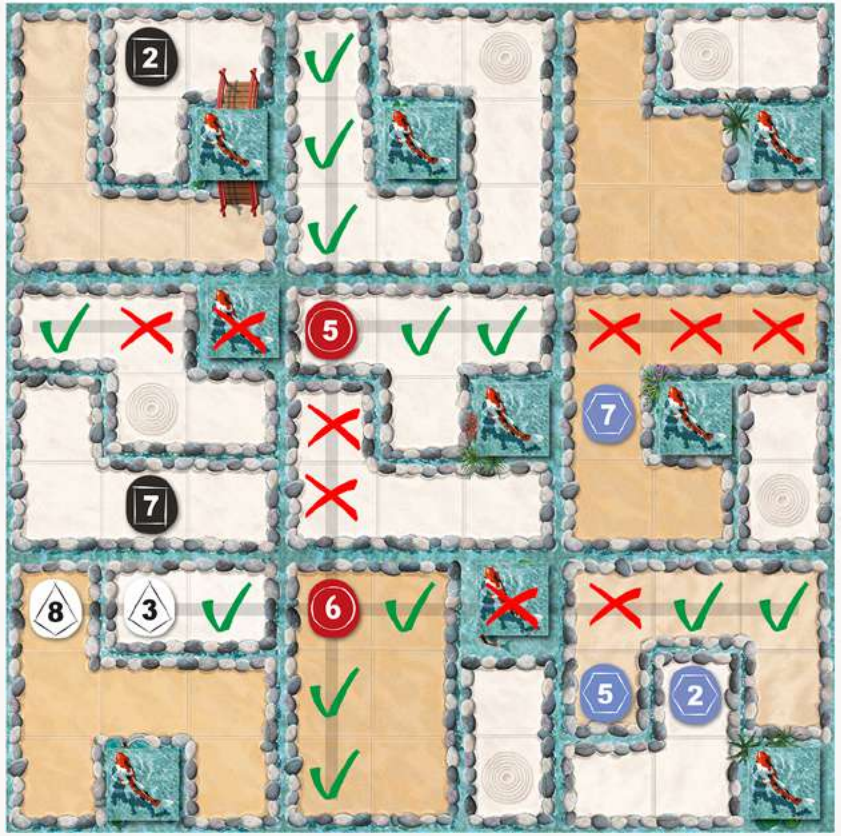
- Each player must place one of their pebbles in the same row or column as one of their previously placed pebbles.
- There must never be two pebbles showing the same number in the same Garden, in the same row, or in the same column of the board.

  NB: In contrast to standard Sudoku, it is possible for 2 pebbles showing the same number to be placed on the same tile, as long as they are in different Gardens.
- You may choose which side of the pebble to play (front or back), as long as you respect the above rules.
- You cannot place a pebble in a square which is already occupied by another pebble, a Koi token, or a Stone token.

Be careful when placing your pebbles! Mistakes are very easy to make. If you have made an error and it was not corrected during the turn it was played, it cannot be corrected later: the pebble remains there and will count towards scoring.



EXAMPLE



*It's Red's turn to play, and they wish to place a number 7 pebble. They must play it in a row or column that already contains one of their pebbles **and** in a line, column or Garden that does not include a 7.*

2 OPTIONAL ACTION: PLACE A STONE TOKEN



At the end of their turn, the player can place a Stone token onto any empty square to block it and prevent players from putting a pebble on it. There are no placement restrictions.

GAME END AND SCORING

The game ends when the players have placed all their pebbles.
Use the following three steps to count up all your points:

1 GIVING OUT AND PLACING THE KOI TOKENS

For each Pond, **the Koi token is given to the player whose pebbles in the orthogonally adjacent squares have the lowest combined total.** If there is a tie, each of the tied players takes a Koi token. Take the extra tokens from the box.

The players then place each of their Koi tokens (Sand side) on an **empty square** of a Garden of their choice that they have **won outright** (without being tied). **When you complete the final scoring, this Garden's points will be doubled.**

You can only have one Koi token in each Garden.

At the end of the game, any Koi tokens that have not been placed will earn you 1 point per token.

CLARIFICATION

Certain squares can be adjacent to two Ponds: The pebble placed in this square will count towards both Koi tokens when calculating the points.



View of two tiles. Here, the purple 1 pebble on tile 2 counts towards both Koi tokens (the one on tile 1 and the one on tile 2).

2 CALCULATING POINTS FOR GARDENS

Next, the players calculate the points for their Gardens, tile by tile.

For each of the two Gardens on the tile, **the player whose total pebble value is the highest wins the Garden**, and so receives points equal to the number of squares in that Garden. If there is a tie, the tied players each receive the points for winning that Garden.

Reminder: When a Garden contains a Koi token, the points for that Garden (equal to the number of squares in that Garden) are doubled.

3 FINAL TOTAL

The players then add up all the points for their Gardens, plus any points for extra Koi tokens. The player with the most points wins the game. In the event of a tie, the player who won the most Gardens wins the game. If there is still a tie, then the players share the victory.

EXAMPLE



Scoring for a 2-player game

Both Black and Purple have been able to place their Koi tokens on empty squares in Gardens that they have won outright, so they will be able to double those points when scoring that Garden. They do not have any unplaced Koi tokens.

TILE 1

Black has the highest total pebble value in the Garden of 5 squares, and it contains a Koi token, so Black gains 10 points (5x2). Purple has the highest for the Garden of 3 squares, so gains 3 points.

TILE 2

Purple has the highest in the two Gardens of 4 squares, which both contain a Koi token. Purple therefore gains 16 points (2x4 + 2x4).

TILE 3

Black and Purple are tied for the Garden of 6 squares, so they both gain 6 points. As neither of them have won the Garden outright, they cannot place a Koi token there to double their points.

Black has the highest total pebble value in the second Garden of 2 squares, so receives 2 points.

TILE 4

Purple has the highest total pebble value for the two Gardens of 4 squares, and so scores 8 points (4 + 4).

TILE 5

Black has the highest total pebble value for the two Gardens of 4 squares, which both contain a Koi token. Black therefore gains 16 points (2x4 + 2x4).

That gives Purple 33 points, and Black gets 34 points. Black wins the game.

CREDITS

Designers: Johan Benvenuto, Alexandre Droit and Bertrand Roux

Artwork: Alain Boyer

Graphic design: Mélanie Michelot and Fabrice Del Rio Ruiz

Development: Funnyfox

The designers wish to offer their thanks to all of the wonderful team at Funnyfox, as well as to those who did such a magnificent job of the graphics, to their friends and families, the CAL, the FLGSs, all the various games spaces, everyone both near and far who contributed to the development of this game, and to all the old, new and future players of Hiroba!

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21 rue du Montparnasse
75006, Paris, France.

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