



Players: 2-4 / Playing time: 30 min / Age: 9+

■ Components

-48 tiles (2 shapes × 6 tiles × 4 colors [Orange, Blue, Yellow, and Purple])



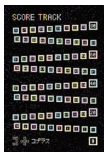
-16 modular boards



-12 joints (8 I-shaped and 4 L-shaped joints)



- 1 scoring track
(on the back of the box)



- 4 scoring cubes (1 x 4 Colors [Orange, Blue, Yellow and Black])



- This rulebook

■ Story

In the future Earth, COPULAS cosmic lifeforms, also known as "sky fireflies", light up the summer night sky. It grows in beauty, eventually into its <Level 5> final form, which is likened to a diamond. You are hunters collecting COPULAS for their collectors on the Earth. Using the COPULAS trap device "NET", cleverly cope with the hindrance from other hunters and collect the most beautiful Copulas more than anyone!

■ Overview

-Each player places the tiles of their color one by one on the board. You score points for the total COPULAS light sources over which you have placed your tiles. The game ends when all the players can no longer place any more tiles.

At the end of the game, calculate the score and the player with the highest score wins.



■ Set Up (4-Player Game)

- Shuffle the 16 modular boards face down and arrange them into a 4×4 square. Then flip all the boards face up.

- Fasten the boards' perimeters by the joints, as shown below.



- Turn the bottom box to show the scoring track on its back and place it on the table where it is visible to all the players.

- Place all the players' scoring cubes on the "0" position. (You may stack them.)

- Each player chooses their color and places the 6 cross-shaped and 6 U-shaped tiles of their color in front of them. At the setup, it is recommended for the 1st and 3rd players to place the tiles in the order of Cross, U, Cross, U... and for the 2nd and 4th players to place them in the order of U, Cross, U, Cross...

- The player who has most recently seen stars through a telescope shall be the 1st player. Otherwise, choose the order in whatever way you like.

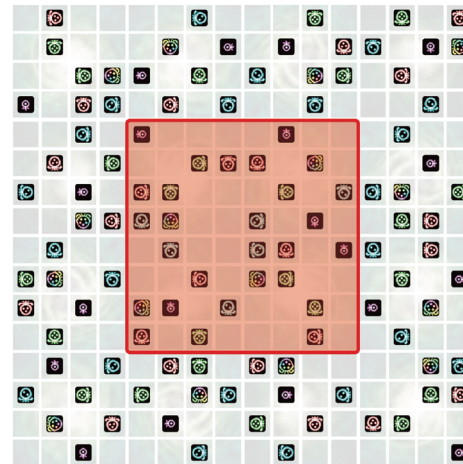
■ How to Play

The turn of play proceeds from the 1st player in clockwise order. On your turn, place 1 Cross-shaped or U-shaped tile on the board.

<First Tile Placement by the 1st Player>

- The 1st player places a U-shaped tile on their first turn.

- When doing this, make sure that the tile does not protrude from the 4 boards in the center.



Above figure: Place the first tile in the area with in the red frame.

<Later Tile Placement>

- After the first tile is placed, each player places a tile on the board at a turn.

- If a player cannot place a tile anywhere on the board on their turn, that player's turn is skipped without placing any tile.

<Tile Placement Restrictions>

1. When placing a tile, place it with at least one of its sides adjoining that of any already-placed tiles, which may be of your color or other players' color.
2. **Make sure to alternately place your Cross- and U-shaped tiles one at a time.**

The 1st and 3rd players place their tiles in the order of Cross, U, Cross, U... and the 2nd and 4th players place them in the order of U, Cross, U, Cross...

3. When placing a tile, you cannot place it in a way that it overlaps with another tile or a joint.

4. When placing a tile, you cannot place it in a way that it covers the COPULAS light sources totaling more than 9 points.

(Thus, you can only gain up to 9 points in each turn.)

5. **Even if you cannot gain any point, you must place a tile so long as it can be placed somewhere on the board.**

■ Gaining Points

- When placing a tile, you gain points for the total of the COPULAS light sources covered by the tile.

- On the scoring track, move your color cube forward the number of squares corresponding to the points gained.

If your cube stops on a square already occupied by another cube, place your cube on top of it.

[Additional Turn]

If you gain points and your cube consequently stops at one of the squares numbered "20", "40", or "60" on the scoring track, you get an Additional Turn.

This is compulsory and cannot be passed.

Note that the number of Additional Turns available for each player in a game is limited. Therefore, if your cube stops at one of these squares after having used up your Additional Turns, you do not get an extra Additional turn. The available number of Additional Turns is "1 time" for the 1st and 2nd players, and "2 times" for the 3rd and 4th players.

■ Ending the Game and Victory Conditions

- The game ends when ALL THE PLAYERS can no longer place any more tiles on the board.

- After the game ends, calculate your score according to the following rules. The player who has gained the highest points wins.

- In case of a tie, among the top players, the player who has the least number of tiles remaining (tiles they could not place) wins. If that is also a tie, the tie players share the victory.

■ Scoring

You lose points for your "Isolated NETs" and "Group NETs".

Meanwhile, the player who has linked the highest number of their tiles gain bonus points for that.

- A tile not adjoining any tile of the same color is called an "Isolated NET".
- A group of 2 or more same-color tiles adjoining each other is called a "Group NET". A Group NET formed by the highest number of each color tiles is called the "Biggest Group NET".

- Count the number of tiles forming each player's Biggest Group Net. **The player who has the highest number of tiles forming their Biggest Group Net gains 5 bonus points.**

In case of a tie between such players, the applicable players all gain 5 bonus points.

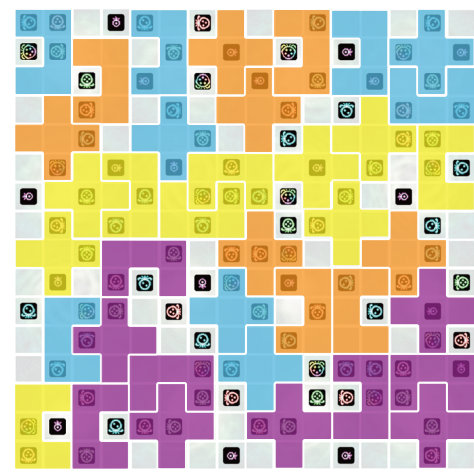
- **You lose 5 points for each of your Isolated NET.** Thus, you lose 10 points for 2 Isolated NETs, and so on.

-You do not lose points for your Biggest Group NET. If you have multiple Biggest Group NETs, you do not lose points for any of them.

-Except for the Biggest Group NET, you lose 3 points for each tile in your Group NET.

If you have multiple Group NETs like that, you lose points for each tile in all such Group NETs.

■ Example of Scoring



- The Yellow Player has 1 Group NET comprised of 9tiles and 1 Isolated NET. This Group NET is the Biggest Group NET among those of all the players, so the Yellow Player gains 5 bonus points. The Yellow Player's only Group NET is the Biggest Group NET, so the Yellow Player does not lose any point for that. However, the Yellow Player loses 5 points for their 1Isolated NET. The Yellow Player's total loss is 5 - 5 =0 point.

- The Purple Player has 2 Group NETs, each of which is comprised of 5 tiles. Both Group NETs are the Purple Player's Biggest Group NETs, so the Purple Player does not lose any point.

- The Orange Player has 3 Group NETs, namely those comprised of 4 tiles, 3 tiles, and 2 tiles. Therefore, the Orange Player loses points for their Group NETs other than the Biggest Group NET, namely those comprised of 3 tiles and 2 tiles. Thus, the Orange Player loses points for the 5 tiles forming the applicable Group NETs, resulting in a loss of 5 tiles × 3 points = 15 points.

- The Blue Player has 3 Group NETs, namely those comprised of 3 tiles, 2 tiles, and 2 tiles, and 2 Isolated NETs.

Therefore, the Blue Player loses points for the 2 Group NETs other than the Biggest Group NET, namely those comprised of 2 tiles each. Thus, the Blue Player loses points for the 4 tiles forming the applicable Group NETs, resulting in a loss of 4 tiles × 3 points = 12 points. Furthermore, the Blue Player has 2 Isolated NETs, each of which amounts to a loss of 5 points, resulting in a loss of 10 points. In total, the Blue Player loses 22 points.

■ Variants

(2-Player Game)

- Each player uses 1 set of color tiles. (Only 2 sets of color tiles are used.) Using 9 of the 16 modular boards, arrange them into a 3×3 square.
- The tile placed by the 1st player on their first turn must not protrude from the 1 board in the center.
- The available number of Additional Turns is "2times" for the 1st player and "3 times" for the 2nd player. Except for these changes, this variant is the same as the standard rules for 4 players.

(3-Player Game)

- Each player uses 1 set of color tiles. (Only 3 sets of color tiles are used.)
- Using 12 of the 16 modular boards, arrange them into a 3×4 or 4×3 square.
- The tile placed by the 1st player on their first turn must not protrude from the 2 boards in the center.
- The available number of Additional Turns is "1 time" for the 1st player and "2 times" for the 2nd and 3rd players. Except for these changes, this variant is the same as the standard rules for 4 players.

(4-Player Team Play)

- Unlike the standard 4-player game, the 1st and 4th players pair up as a team to compete against the team formed by the 2nd and 3rd players.
- After the game ends, the points of the player who has scored less in each team is counted as each team's score.
- The team with a higher score wins the game.

- In case of a tie, the team with the player who has scored the highest points wins. In case of a tie between such players in the 2 teams, the team with the least number of tiles (of both players) that could not be placed wins. If that is also a tie, both teams shall share the victory.
- The team members can freely discuss with each other.
- The available number of Additional Turns is the same as that in the standard 4-player game: "1 time" for the 1st and 2nd players and "2 times" for the 3rd and 4th players. Except for these changes, this variant is the same as the standard rules for 4 players.

■ Available Number of Additional Turns for Each Number of Players

	1st	2nd	3rd	4th
2pl	2	3	–	–
3pl	1	2	2	–
4pl	1	1	2	2

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