

KINGYO

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Introduction

Kingyo-Sukui is a traditional Japanese game that has been played at most summer festivals in Japan since about 1810. Kingyo means "Goldfish" and Sukui means "Scooping".

This game consists of scooping up goldfish with a special paper scoop called Poi.

Today, you are gathered to participate in the popular game of Kingyo-Sukui. You will have to be the fastest if you want to catch more fish than the others!

Goal of the Game

You have to fish as many Kingyo as possible by picking up the cards spread out on the table. But be careful, to pick up a card and place it in your Bowl, the Kingyo represented on it must match the colors of the 5 Dice rolled at the beginning of the game.

When no more cards can be collected, victory will be awarded by comparing the point value of each Bowl.

Setup

Before you begin, you need to prepare the game booth! Follow the steps below in order:

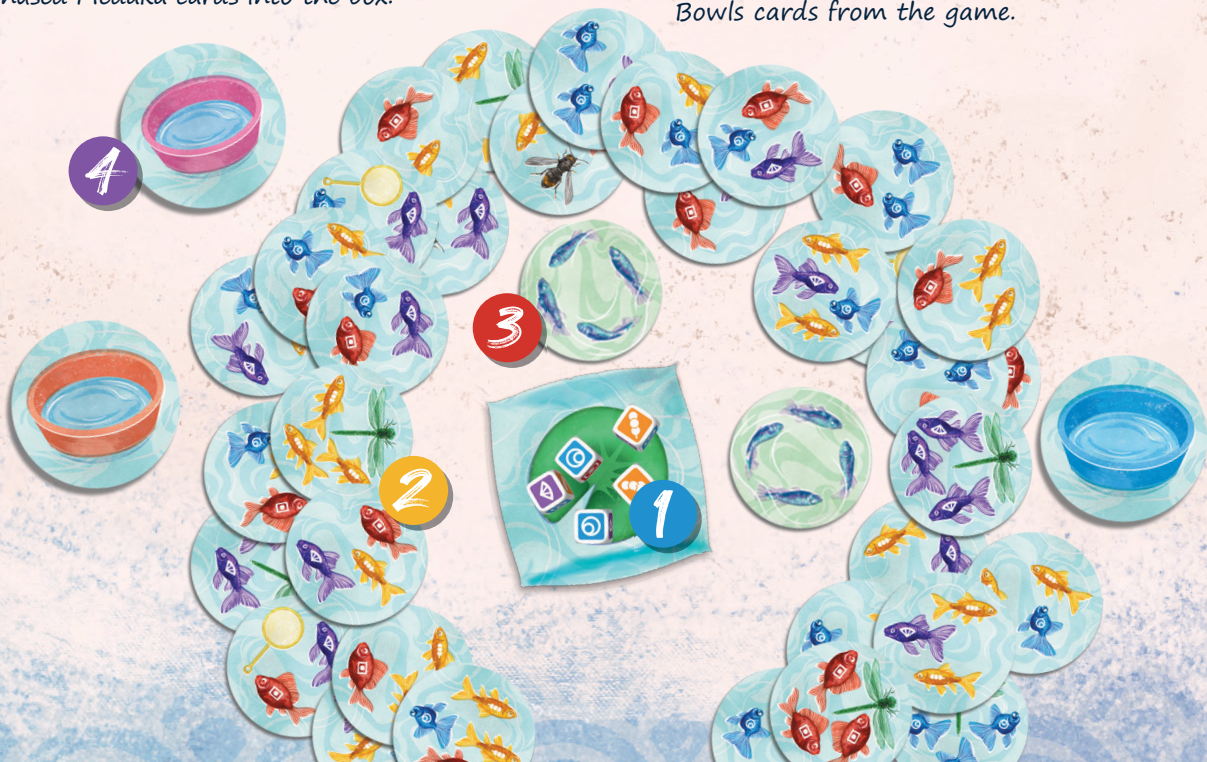
- 1 Place the water lily in the middle of the table with the 5 dice on top.
- 2 Around the water lily, lay out the Kingyo cards face up, so that you can see as many fish as possible.
- 3 Still around the water lily, spread out as many Medaka cards as there are players minus one. For example: with 3 players, place 2 cards. Return the unused Medaka cards into the box.

- 4 You can now form teams!

These teams can contain as many members as you want and the number of members per team can be different from one team to another. Players on a team must be seated next to each other.

For example: you can play 1 vs. 5, or 2 vs. 3 vs. 1. Do whatever you want!

Each player takes a Bowl card and places it within reach of their team members. Remove the unused Bowl cards from the game.



How to Play

The Kingyo-Sukui is ready, now let's see how to play it.

The game starts by rolling the 5 Dice on the Track. When the Dice have finished moving, you can all start playing at the same time. Be the fastest to catch as many Kingyo as possible!

KINGYO FISHING

To collect a Kingyo card, the colors of the Kingyo on it must all be present on the Dice.


When you pick up one, call out the colors of the different Kingyo on it.

For example: "Blue, Blue, Red!" Then place the card face down on one of your team's Bowls.

Example: You can collect this card, because among the 5 Dice there is at least 1 red face and 2 blue faces.



Example: You cannot collect this card, because among the 5 Dice there is 1 red face but 1 blue face is missing.



Keep in mind that:

- You can move the cards as you wish to see the cards underneath.
- You can place the collected cards in any Bowl of your team.
- Each Kingyo and each Medaka represented on the cards you collect earns you 1 point at the end of the game.
- At the end of the game, only the Bowl of your team that is worth the least points will be scored!

Some of the Kingyo cards you pick up have a Dragonfly symbol. Simply call out the colors of the card you've picked up and add "Dragonfly! Stop!".



Dragonfly

Say: "Dragonfly! Stop!" when you pick up a card with a Dragonfly on it. The game pauses. Immediately reroll all the Dice. When the Dice finish moving, the game resumes.

MEDAKA FISHING



At any time during the game, if you feel that it is no longer possible to catch Kingyo cards because the Dice colors no longer match the remaining cards, say "Medaka" and take 1 Medaka card. Place it on one of your team's Bowls and keep your hand on it. This Bowl is now closed.

Be careful, as soon as you catch a Medaka, the game is over for you!!

You cannot pick up any more Kingyo cards and the other members of your team cannot add any more cards to the closed Bowl.

The other players can continue to play and collect Kingyo cards if they find any.

When all the Medakas have been taken, and the last player cannot find any more Kingyo cards to pick up, the game is over.

End of Game

Now count the fish caught. Each Kingyo and each Medaka represented on a card is worth 1 point.

The teams then compare their scores and the team with the highest wins the game.

Beware! If a team has more than one Bowl, they keep only the one worth the least points.

If there is a tie, the victory is shared.



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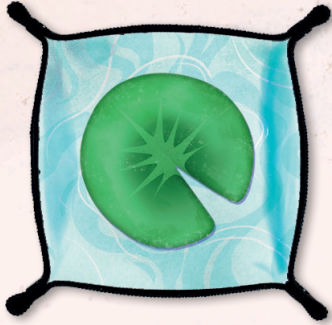
The Full Game

Thanks to the Kingyo game box, you'll have the complete material to play with 6 players.

You will be able to discover all the contents of the game that will make you live games full of life and laughter!

A TRACK TO ROLL THE DICE

To keep the dice in the center of the game, the water lily becomes a neoprene dice track.



MORE KINGYO CARDS...

New cards to fill the table even more so that everyone finds the fish they like!

... WITH NEW FEATURES!

Some of the Kingyo cards have new special symbols on them. These cards trigger special effects when you pick them up. To do this, simply call out the colors of the card you picked up and add the name of the symbol. For example: "Red, Red, Scoop!"

Hornet

Say: "Hornet! Throw a card!" when you pick up a card with a Hornet on it. Each member of the opposing teams must immediately discard **face down** the first card from the top of one of their team's Bowls into the pile of cards on the table. The discarded cards can be from the same or different Bowls.



Scoop

Say: "Scoop!" when you pick up a card with a Scoop on it. Then pick up 1 **face down** Kingyo card of your choice from the pile on the table and place it in one of your team's Bowls. If this card has a special symbol, you can use it if you want. You can therefore pick up cards among the 5 placed **face down** during the set up and among those that were discarded due to a Hornet effect.



A NEW GAME MODE!

Once you are used to the game, you can try out the Characters, which will make the game more dynamic.

At the beginning of the game, take 1 Character card per team. Each card has 2 different faces. On one face there is an ability that each member of your team can use during the game, and on the other face there is a passive ability that will improve your score at the end of the game. Choose one and place the card with the corresponding face visible in front of your team.

If your team chooses to use the Character's passive ability, you will only apply its bonuses at the end of the game to your Bowl worth the least points.

