

Cocoon World the Board Game

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#Number of players: 2~5

#Duration of play: 30~60 minutes

#Age; 8 +



Outline of the Game

“Cocoon World the Board Game” is a slapstick race game, in which you enjoy making a curious Ouija Board (Japanese Sugoroku). Except some larger spaces printed on the board, almost all the spaces are changed every time you play the game. You roll the dice using Dice-tower on the center of the board, and place a tile on the space where your pawn stops. On the tiles, the instructions are printed such as “3 Spaces Forward” or “Gain 1 EP and Roll Dice Again”. In this way, an unexpected Ouija Board is being completed as the game proceeds. (EP: Experience Point)

In general, the aim of the game is to keep your pawn on the highest position in the EP Circle when you finish the given turns. However, five scenarios are included in this rulebook. How to play is different from each scenario. Sometimes, even the conditions to win are different.

This is a race game in which you create your own Sugoroku. Thus, you will enjoy different Sugoroku every time you play.

Aim the victory while you move forward and backward on the board.

Background of Game

This world is called “Fivelia”, a strange world that is a little bit different from the normal fantasy worlds of Sword and Magic.

For example, Fortune and Misfortune conflict each other; Wheel administers the balance of Heaven and Earth.

The background of this game is the vast hollow-world “Kuryio”, which expands under “Fivelia”. Kuryio is a cocoon created by Gods who support Fivelia in order to give birth to their successor.

Now, Gods decide to choose candidates for the next successor among the adventurers who have already solved some incidents and won fame.

It is said that adventurers get close to Gods as they encounter various incidents. Even Fortune and Misfortune who are conflicting each other may think it would be advantageous to gain gratitude from the next God, saying “You owe your success to me!”

Therefore, you become the adventurers moving around Kuryio as the candidates for the next God. Being at the mercy of Fortune, Misfortune and Wheel, you continue running forward and backward around Kuryio.

Contents

8 game boards

60 tiles (including 4 spare tiles)

5 Player-pawns (5 colors * 1)

10 Player-marker (5 colors * 2)

These are also used as the spares pawns.

10 Player-dice (5 colors * 2)

1 Target Die (black)

4 Dungeon-dice (white)

21 tokens

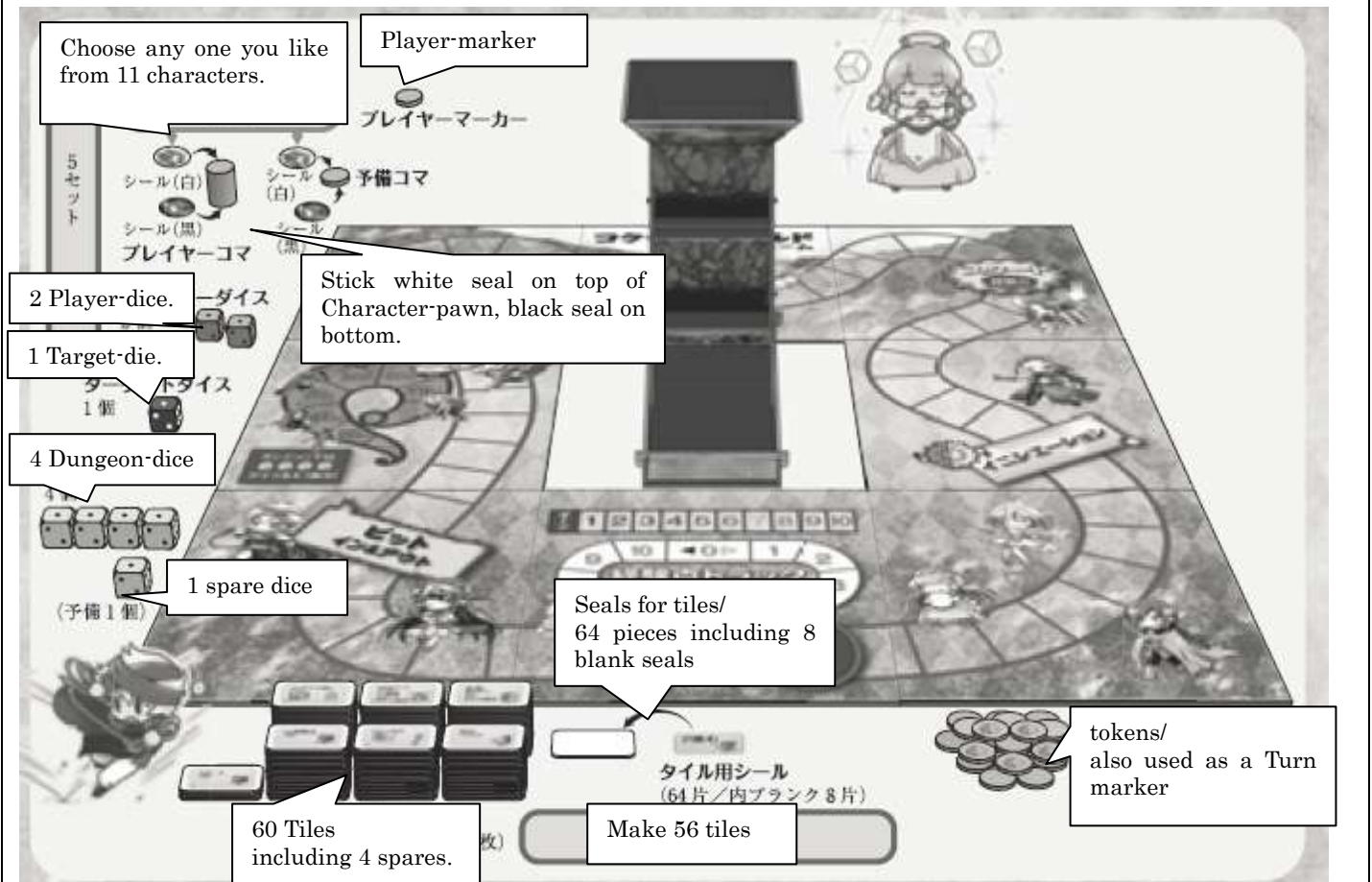
These are also used as a turn-marker.

1 seal sheet

1 rulebook (this book)

1 Dice-tower

(Please construct Dice-tower before starting the game,
following the picture below)



Preparation

Place the boards on the center of the table, following the picture above. Construct Dice-tower and place it on the given space.

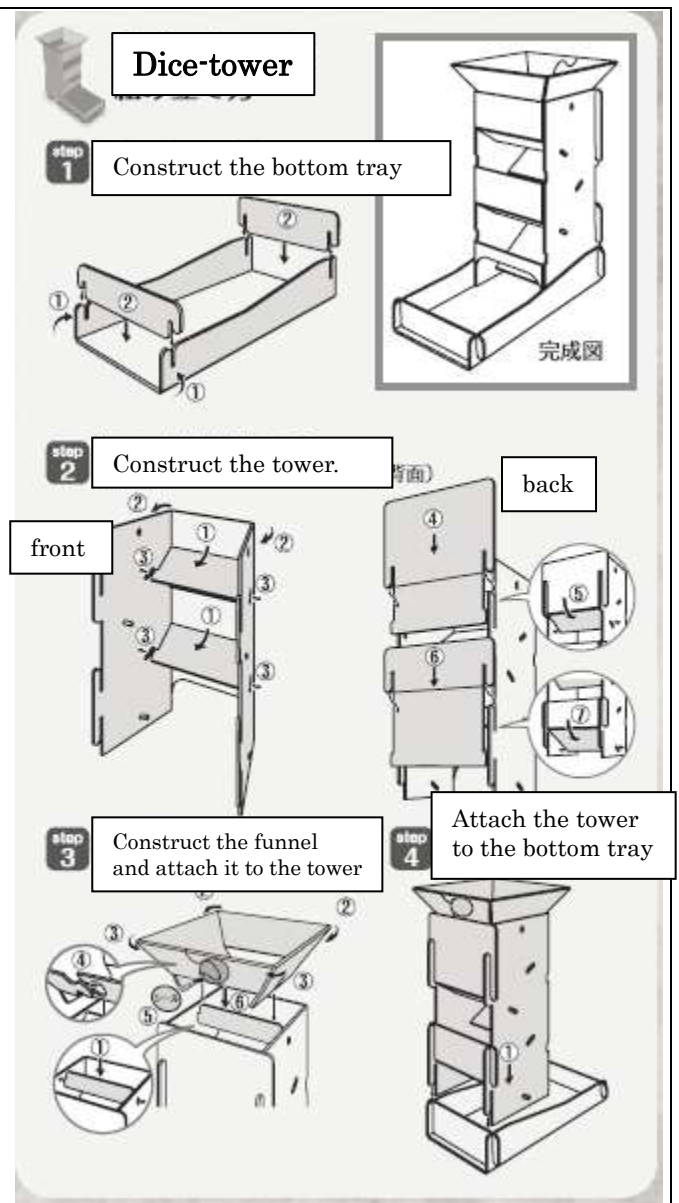
Shuffle the tiles indicated in each scenario and make a draw pile face down. Then, deal 3 tiles to each player. You may check your own tiles at anytime, but place them face down in order not to show them to the other players.

You choose one color and receive a Player-pawn, a spare pawn and two Player-dice of that color. Place the Player-pawn on Start Space, showing its white side. Receive Player-maker of the same color and place it on "0" position of EP Circle.

Place Target-die next to Dice-tower; the Dungeon dice and the tokens near Dice-tower.

Place Turn-marker on "1" of Turn Track.

Decide the start player at random.



Aim of the game

The conditions to win are defined in each scenario. The player who fulfills these conditions wins the game after playing the given turns. In general, the player who gains the highest EPs would win.

● Basic Rules

The game proceeds clockwise from the start player.

The procedure of a turn is as below.

#EP(s) = Experience Point(s)

1. Roll two Player-dice and Target-die into Dice tower.

◆ If any results of Player-dice and that of Target-die are the same—

You gain 1 EP for each combination you make.

For example, if the results of all three dice are the same, consider that you make two combinations and gain 2 EPs.

◆ If the results of both Player-dice are lower than that of Target-die—

You turn your Player-pawn upside-down (white to black, black to white). How to gain EPs depends on which side of your Player-pawn is shown at that time (see [EPs]).

◆ In the cases other than above—

Nothing special happens.

Go ahead to the next procedure.

!Check!

In any case, you have to remove Target-die from the bottom tray after the first roll.

You won't use the removed Target-die in this turn anymore

2. Move your Player-pawn according to the results of Player-dice, and place a tile.

● Check the space where your Player-pawn stops.

◆ If it stops on a normal empty space— (“An empty space” means a space on which any tile has not placed yet.)

You place one of the tiles you have face up and follow its instructions.

When your pawn stops on a tile with any instructions after moving according to the instructions of the tiles you have placed, again you have to follow those as long as possible. However, if your Player-pawn stops on an empty space after these procedures, you do not place a tile anymore.

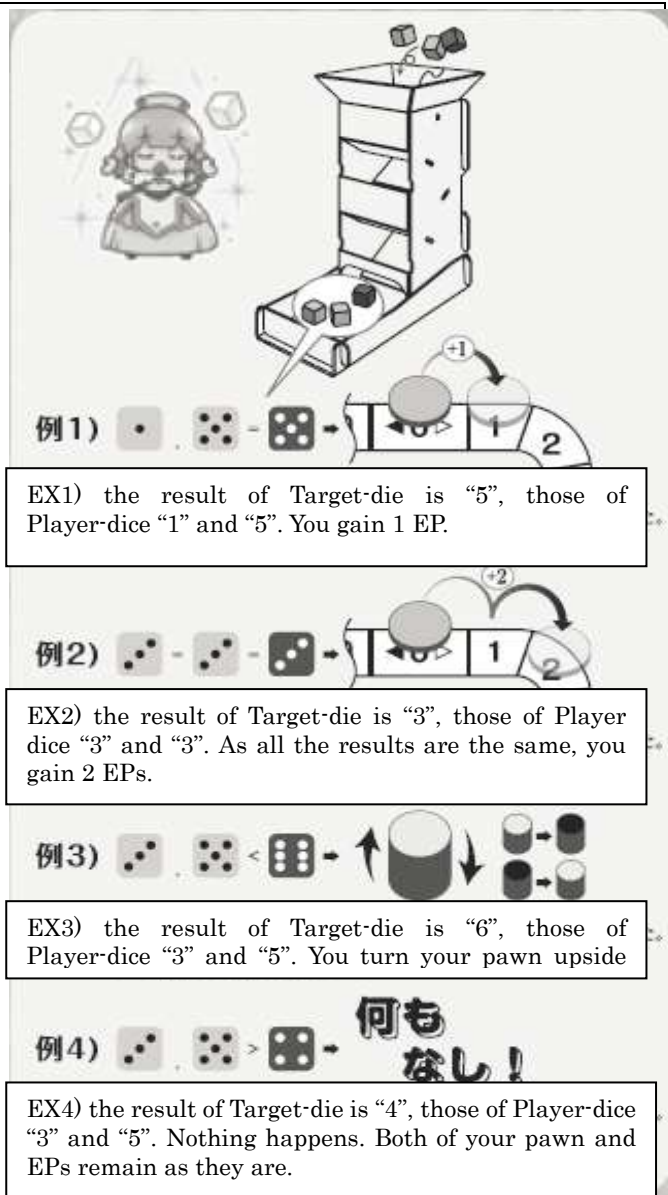
!Important!

In general, you place only one tile in a turn, but sometimes you may place more than one tile by the instructions such as “place another tile in addition”.

You might use up all tiles you have as the game approaches to the end. In this case, you do not place the tiles anymore.

EX1)

Your Player-pawn stops on an empty space after following the results of the dice. You choose a tile of “3



Spaces Forward” from three tiles you have, and place it on the space. You move your Player-pawn 3 spaces forward, for you have to follow the instructions immediately. Your Player-pawn stops on the tile of “12 Spaces Backward”. Your pawn goes back 12 spaces and stops on a normal empty space. However, you do not place a tile anymore because you have already placed one in this turn.

--If your Player-pawn stops on a normal space with a tile--

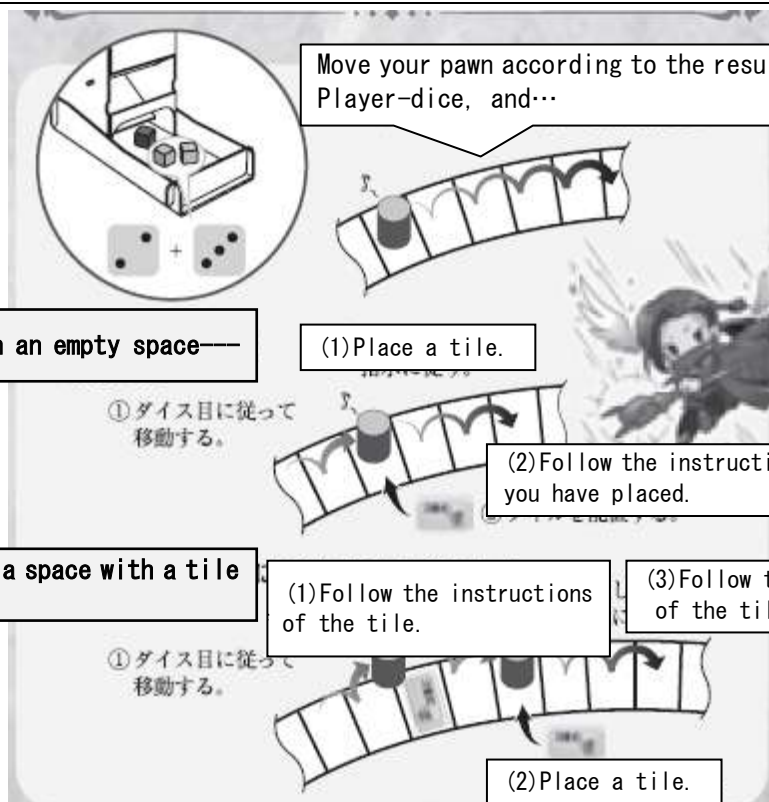
First, you follow the instructions of the tile.

If your pawn stops on a normal empty space after following the instructions of the previous tile, you place a tile and follow its instructions as already explained as above.

If your Player-pawn does not move from a space with a tile and you have not placed a tile in this turn yet, you place a tile face up on the nearest normal empty space. In this case, you just place the tile without following its instructions. (See the picture “When your pawn stops on an Event space” below).

EX2)

You move your Player-pawn according to the results of the dice. The pawn stops on a tile of “Forward to Start Space and Roll Dice”. After you move the pawn and gain 1 EP (see the section below [Details of Event-Spaces]), you reroll Player-dice. The results are “7”, so you move the pawn seven spaces forward. The pawn stops on an empty space. You place a tile of your choice and follow its instructions.



***If your pawn stops on an empty space--**

(1) Place a tile.

(2) Follow the instructions of the tile you have placed.

***If your pawn stops on a space with a tile --**

(1) Follow the instructions of the tile.

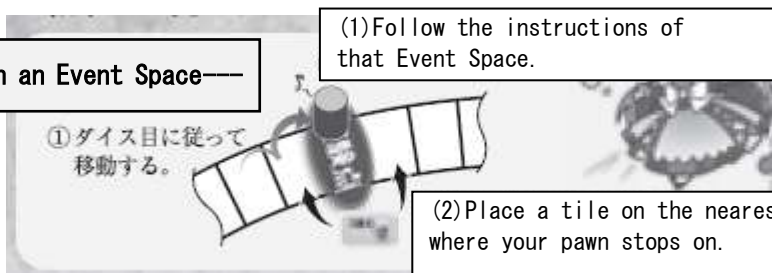
(3) Follow the instructions of the tile you have placed.

(2) Place a tile.

--When your Player-pawn stops on an Event Space [Start Space, Initiation Space, Pit In-Out Space, Gods' Bet Space, Experience Space]

First, follow the instructions of the Event Space your pawn stops on.

Then, place a tile face up on the nearest tile from that Event Space if you have not place any tile yet. You just place a tile without following its instructions (See below).



***If your pawn stops on an Event Space--**

(1) Follow the instructions of that Event Space.

(2) Place a tile on the nearest space from the tile where your pawn stops on.

Important: What would you do in such a case like this?

◆Doublets; when the results of both Player-dice are the same —

First, you move your Player-pawn, ignoring all instructions except for those related to EPs. Then, you reroll both Player-dice and move the pawn again according to the results.

If your pawn stops on a space with the instructions related to EPs, you modify your EPs. Then, you reroll both Player-dice and move the pawn again the same way as above. (If your pawn stops on a tile which one or more other pawns have already occupied, ignore them).

If you roll doublets again, repeat the procedures above.

EX) You roll doublets of “4, 4” by Player-dice, whose total value is “8”. Therefore, you move the Player-pawn forward by 8 spaces, and it stops on an Experience Space. You gain 1 EP and reroll Player-dice. As the results are “3, 6”, you move your pawn forward by 9 spaces.

◆If your Player-pawn stops on a space which one or more other pawns have already occupied –

Move your pawn backward by 1 space, regardless all instructions except those related to EPs. If there are other pawn(s) again, you have to move your pawn backward by 1 once more.

If your pawn stops on a space with the instructions related to EPs, modify your EPs following its instructions, and then move your pawn backward by 1.

Your color is Red. Your Red pawn stops on a space which Blue pawn has already occupied. Red pawn retreats one space and stops on an Experience Space, which Green pawn has already occupied. You gain 1 EP and move your pawn backward by one more space.

◆If you complete a Loop—

Sometimes, you may complete a “Loop” by combinations of the tiles and/or by temporal positional relationship with the other pawns. In the Loop, your pawn moves around the same spaces endlessly without you rolling the dice. In this case, your pawn must stop moving and go to Start Space immediately (You gain 1 EP because your pawn stops on Start Space).

#If the Loop includes any spaces related to EPs, follow the instructions of these spaces only once, then you gain 1 EP in the end because your pawn stops on Start Space.

EX) You Red pawn stops on an Experience Space which Blue pawn has already occupied. First, you gain 1 EP, and move your pawn backward by 1 space where is placed a tile of “1 Space Forward”. Following the instructions, your pawn stops again on the Experience Space which Blue pawn has already occupied. This is a Loop! You move your pawn to Start Space and gain 1 EP.

3. Retrieve your Player- dice from Dice-tower and draw the tiles until you have three in your hand.

It is possible that you draw plural tiles at the same time when you have used more than one tile in your turn by the instructions of the tiles. The players other than you (=the turn player) also draw the piles if they have less than three as a result of following the instructions. The players draw the tiles clockwise from you.

When the draw pile is used up, you do not draw the tiles anymore.

4. The player on the left takes his turn.

Move Turn Marker forward by one space when all the players take their turn. When you play certain turns given in each scenario, the game ends.

● Details of Event Spaces



○ Start Space

Only on this space, more than one pawn may stay.

The player whose pawn stops on this space receives the same effects as those of Experience Space (see below).



○ Initiation Space (Devotion / New faith)

You turn your Player-pawn upside down (white to black, black to white). This means that your camp has changed (“White” is the symbol of the camp of Fortune; “Black” is that of the camp of Misfortune).

When your camps have changed, the way how to gain EPs differs widely. (see below)

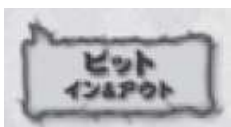


○ Experience Space

You gain 1 EP. If your pawn shows the white side, move 1 space clockwise on EP circle. If your pawn shows the black side, move 1 space anticlockwise.

If there are other pawns on the space of EP circle, place your pawn onto them.

In general, follow these procedures above when you find the instructions “Gain EP”,



○ Pit In & Out Space (Adventure in Dungeon)

When your Player-pawn stops on this space, you may choose if you challenge the dungeon or not.

If you choose not to, nothing happens.

If you choose to challenge, roll 4 dungeon dice into Dice-tower. You succeed the challenge if the results of the dice make a combination-hand similar to poker hands.

Place a token on the corresponding space on the board, showing that you have succeeded in that combination-hand. Whenever you succeed to make a combination-hand, you may choose to stop the challenge or not. If you choose to stop, you gain the total EPs according to the combination-hands you have made.

You have to count the best combination-hand in one roll. For example, when you make “two pairs (Goblin)”, you may not insist it as “one pair (Kobalt)”.


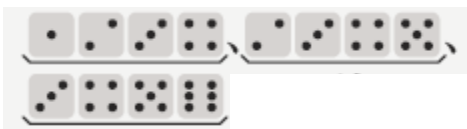

When you make the same combination-hand as the ones you have already made, the challenge fails and ends immediately.

You cannot gain “any” EPs.



[List of Combinations (Encounter Monsters)]

Nothing (Zombie)	1 EP	and so on
1 Pair (Kobalt)	1 EP	and so on
2 Pairs (Goblin)	2 EPs	and so on

3 Dice (Golem) the same results of three dice	2 EPs	 and so on
Straight (Dragon Rider)	2 EPs	Any one of combinations below. 
4 Dice (Nightmare) the same results of 4 dice	Any EPs of your choice	 and so on



○ Gods' Bet

When your Player-pawn stops on Gods' Bet, you have to move it to "Gods' Bet Track" immediately. Then you predict whose pawn stops on or goes through Start Space next, and place your pawn on the space of the corresponding color on the track; however, you may not choose your own or the one which another player has already betted on.

If you predict correctly, you gain 3 EPs immediately and move your Player-pawn to Start Space.

If your miss the prediction, you immediately turn your pawn upside down (white to black, black to white) and move it to Start Space.

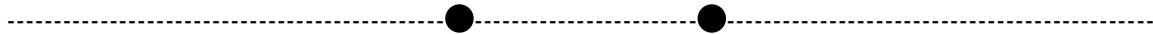
If your turn comes before it turns out whether your prediction is correct or not, continue your turn by placing your spare pawn on Start Space as the other self (In

this case, which side of white or black it should show is the same as your pawn on Gods' Bet Track).

When your prediction turns out correct or no, you remove this spare pawn from the board and move your Player-pawn to Start Space from Gods' Bet track as above. Just turn your Player-pawn upside down, ignoring which side of white or black the spare pawn has showed.

#Nothing happens when your spare pawn stops on Gods' Bet Space.

#When you move your Player-pawn to Start Space or move your spare pawn forward from Start Space, you do not gain any EPs.



About Scenarios

This rulebook carries five scenarios as below. You will enjoy five adventures in Cocoon World by playing these in order. Scenario 1 is for beginners. If you play this game first or play alone, we recommend you to choose this. In campaign, you may compare the total EPs or the total number of victory to decide who wins.

#This rulebook holds only Scenario 1. Please check the other scenarios in English on our official website <http://www.groupsne.co.jp>.

Scenario 1 -- Scenario for Beginners [Adventures who rotate Wheel]

Fortune and Misfortune scheme to win over the next God born in Kuryio and decide to interfere with the candidate adventurers.

However, fortune and misfortune are next-door neighbors. Even Gods cannot predict exactly to which camp the tide goes towards. For the time being, they think, let the candidates seek the fame (=EPs) as adventures. When one of them is at the summit of fame, which camp would he stand for? No one can expect the future.

Adventures will explore around Kuryio, tempted by Fortune and Misfortune in turn!

○ The Summary of this Scenario

Prepare a draw pile with 32 basic tiles (the tiles without any marks) and 12 tiles with the marks ● on the left bottoms.

Before starting the game, draw 18 tiles randomly from the draw pile. Place them one by one on the first tile, the fourth tile and the seventh tile clockwise from each Event Space.

How to play is similar to the basic rules. However, when your Player-pawn stops on the tile face down, you open it and follow its instructions (hereafter, the tile remains there face up).

When you finish five turns (ten turns in two-player play), the game ends. The player who wins the highest total value of EPs wins the game. If it is ties, the player whose pawn shows the white side wins. If it is tied again, the player whose pawn sits on the other player's wins (=the player who places his pawn on that space later wins).

● Details of Tile



○ Forward to Start Space

Move your Player-pawn to Start Space in the normal direction. This will be important when you are instructed to count the laps (in some scenarios).



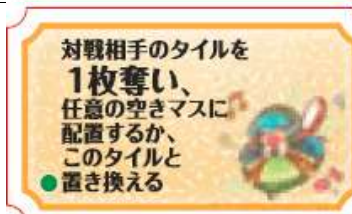
○ Forward to Start Space and Roll Dice Again.

Move your player-pawn to Start Space in the normal direction, and then roll your Player-dice again. If the pawn goes through Start Space on the way, consider it fulfill the conditions of Gods' Bet.



○ Forward to Pit

Move your Player-pawn to Pit In & Out Space in the normal direction. If the pawn goes through Start Space on the way, consider it fulfill the conditions of Gods' Bet.



○ Take a Tile from an Opponent of your Choice and Place it on any Empty Space or Replace it with this Tile.

You choose one of the opponents and check all the tiles he has. You take one of them, and then, place it on any empty tile or remove this tile from the game and place the tile immediately on the space and follow the instructions.

You return the other tiles you have not chosen to the owner. If no one has the tiles, consider that you follow the instructions of this tile but cannot execute them.



○ Forward to the next Experience Space

This tile targets any Event Space with the instructions "Gain 1 EP", including Start Space.



○ Forward to the next Experience Space and Roll Dice again.

This targets any Event Space with the instructions "Experience Point (EP)", including Start Space.



○ Move Forward to Initiation Space and Roll Dice

Move your Player-pawn to Initiation Space in the normal direction. If the pawn goes through Start Space on the way, consider it fulfill the conditions of Gods' Bet.

If no other pawns occupy Initiation Space, you turn your pawn upside down, and roll Player-dice again and move your pawn according to the results.

If one or more other pawns have occupied Initiation Space, move your pawn backward by 1 space, and follow the instructions of the tile if needed. Then, roll Player-dice again and move your pawn according to the results.

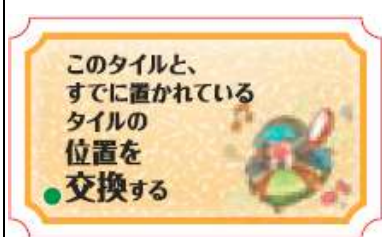


- Lose 3 EPs.
- Gain 1 EP and Roll Dice again
- Lose 1 EP and Roll Dice again

Modify your current EP(s) according to the instructions of these tiles.

EX)

Regardless of which side your pawn shows (white or black), you move your EP marker clockwise on EP Circle when the instructions say “Gain ~”. You move your EP marker anticlockwise when the instructions say “Lose ~”.



- **Replace this Tile with any other Tile already Placed on the Board.**

You choose one from the tiles already placed on the board, and replace it with this tile. Then, you follow the instructions of the replaced tile. (In Scenario 2, the instructions of “Retrieving a Tile” targets this original tile.)



- **Change Side from White to Black, Black to White; Roll Dice again.**

These instructions are the same as those of Initiation Space. However, the space with this tile is different from “Initiation Space”. (That is, you never call the space with this tile “Initiation Space”.)



- **Place a Tile on any Empty Tile.**

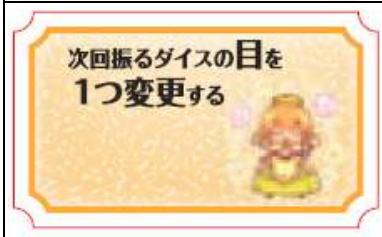
An empty tile means a space without a tile. It does not matter whether any other pawns occupy the space or not. However, those pawns except the turn player’s are not affected by the newly placed tile in this turn.

When you have to follow the instructions of this tile several times in a turn, you place the tiles as long as possible. If you have no tile, consider you follow the instructions but cannot execute them.



- **Add one Die in your Next Turn.**

Use a dungeon die to increase the number of dice you roll. Treat this dungeon die as one of your Player-dice. If the results of more than 1 die are the same, consider that you have made doublets and make another movement, but this time, you roll only two dice. (It is only once that you roll more than 2 dice).



- **Change Result of Die in your Next Turn.**

You may change any result of either one of your Player-dice or Target-die.

次の移動は
逆向きに
進む



○ **Move in Reverse in your Next Turn.**

These instructions are applied to only one movement immediately after you roll the dice. You move your Player-pawn in the normal direction when you follow the instructions of the tile on which your pawn stops or when you have to move your pawn further because of the influence of the other pawns on the

same tile.

次のタイル補充は
3枚めくって
1枚選べる



○ **Choose 1 Tile from 3 when You Supply the Tiles next time.**

This instructions are applied when your pawn stops on this tile and you draw a tile from the draw pile.. You can check three tiles from the pile and choose one. Then you return the other two on the top of the pile in any order you like.

さらにダイスを振り、
タイルを
もう1枚
配置する



○ **Roll Dice again and Place one more Tile.**

You roll Player-dice, move your Player-pawn and place a tile following the rules for the tile placement. If you have not placed a tile after moving your pawns as defined in the basic rule, you place another tile after finishing the procedure of this tile.

If you have to follow the instructions of this tile several times in a turn, you place a tile as long as you have any. If you have no tiles, just roll the dice.

さらに
ダイスを振り



○ **Roll Dice again**

You roll two Player-dice, and move your Player-pawn according to the results as usual.

ゴッズベットへ
進む



○ **Move Forward to Gods' Bet.**

You move your Player-pawn in the normal direction to Gods' Bet. If the pawn goes through Start Space on the way, consider it fulfill the conditions of Gods' Bet.

About the Rules

If you find any difficulty in these rules, please e-mail us to webmaster@groupsne.co.jp. Our official web site is <http://www.groupsne.co.jp>

