

How to play.

Each player takes on the role of a dango maker. (Dango is a mochi (rice) based yummy snack from Japan.) It's a set collection card game where you gather required ingredients for the recipe, eat some leftovers and try and gain more points than all the other dango makers.

Contents

5 recipe cards. 60 dango cards (20 plain(white), 19 Yomogi (green), 18 Sakura (cherry blossom), 3 Kibi (Rainbow background)), 10 Anko (sweet red bean), 5 Mitarashi (topping), 5 Ingredient swap cards, 5 plate cards, 1 閉店 Closing card, 6 Ojama (mouse & dirt 3 each) cards, & this instruction manual.

Number & Types of cards.

1-Dango Cards 60 (20 plain(white), 19 Yomogi (green), 18 Sakura (cherry blossom), 3 Kibi (wild-can be used as any-color dango)).

2-10 Anko Cards (sweet red bean-pink BG).

These are used as dango toppings. When this is used as a topping the dango it's on is worth +2 points. The number of toppings you can put on one dango is unlimited, but each additional topping after the first is only worth +1 point.

3- 5 Mitarashi Cards (Sweet Soy Glaze-orange BG) Combine 1 Mitarashi card & 4 Plain Dango cards to make a Mitarashi dango. Note: you can not add an Anko topping to a Mitarashi Dango.

4- 5 recipe cards.

This has all the dango recipes. When you complete a recipe you receive the corresponding points. On the reverse side of the recipe card the 3 bonuses (Ume, Take, Matsu) are shown. You can receive bonus points by completing those conditions.

5- 5 plate cards

Use a number of plate cards equivalent to the number of players. When you draw an ingredient card you place it next to a plate card. This card is also taken when you take all the ingredients from it. At the end of the round all plate cards are returned to the center.

6- 1 閉店 Closing card.

When you draw this card set it aside and draw another. When the round is finished the game will be over.

7- 6 Ojama (nuisance) cards

These are also placed next to plate cards like an ingredient card.

3 Mouse cards.

From the group of ingredients you've acquired throughout the game, discard one of the type you have the most of. If you have a tie for the most then the mouse prefers White then Green then Pink then Kibi (rainbow background).

3 Dirt dango cards

This card can't be used to make a dango. If you're stuck with this at the end of the game it's worth -3 points. The dirt dango can be swapped with another ingredient card when using the ingredient swap card.

8- 5 ingredient swap cards

Only this card is used immediately when it is drawn. It is discarded after use. You can trade up to 2 ingredient, topping or Ojama cards with another player or cards on the Plate cards with your own cards. Swapping one card each with 2 different players is also ok. Note: You cannot take an ingredient card from a completed dango.

If you don't have any ingredients in front of you you may instead take one ingredient from on plate card in the center or from another player if any are available.

3-- Preperation

1-Place a number of Plate cards equal to the number of players in the center of the table.

2- Each player takes a recipe card.

3-Take the Closing card aside and mix all the other cards together (don't mix recipe or plate cards) to make a draw pile.

4-Place the Closing card face down as the 16th card from the bottom of the draw pile.

5-The player who has most recently eaten a dango starts.

4-- Game flow

Each round players collect ingredient cards, create dangos, and earn points. After the Closing card appears that round is continued then the game is over.

On your turn.

Starting with the first player and continue in clockwise order. Take 1 of 2 following actions on your turn.

1- Take one card from the draw pile and place it next to a plate card. Each plate card can have a maximum of 3 ingredients next to it.

2- Take a plate card with at least 1 card next to it and all the cards next to it. You can also complete any dangos that match dangos on the recipe card.

After a player takes a plate card they are done for that round and can take no further actions. Place the plate card in front of that player to make it clear they have taken a plate this round.

Get points by completing dangos from the recipe card. When you take a plate with ingredients then you can finish one or more dangos if you have the right ingredients. When you complete a dango that set can not be broken, the pieces cannot be used for anything else. You can add Anko toppings for more points.

Eat extra ingredients and earn points.

When you receive ingredients (and only then) if they are Dango, anko or mitarashi you can choose to eat one or

more of them. Each one is worth 0.5 points. To show that you've eaten them place them facedown in front of you. Of course once you've eaten an ingredient they can't be used to make dangos anymore.

There is no limit to the number of ingredients you can eat.

When each player has taken a plate the round is over. The last player to take a plate is the first player for the next round. Plate cards are returned to the center and play continues for several rounds.

5-- End of game

When the Closing card is drawn from the draw pile the current round continues as normal. After each player has taken ingredients, made dangos, and calculated their score then the player with the highest score is the winner.

Score calculation

Score points for completed dangos. Score additional points for any bonuses earned. Any leftover ingredients are worth -1 points at the end of the game.

6-- Extras

When playing a 2-player game remove 9 each of the 3 basic dangos.

In a 3-player game remove 5 each.

In a 4 or 5 player game all cards are used.

The Kibi Dango card can be eaten as well. It's worth 0.5 points as well.

When playing with children removing of the Ojama cards can make the game easier to play.

7-- Message

Thank you very much for buying "Oh! DANGO Lite". This is an original game. If you have some fun ideas for new rules or variations please contact us using the methods below. Have fun!