



Game Instructions

Game Overview.

"Kaban ni Ippai" is a set collection and shopping game. Everyone becomes a forest animal and prepares for hibernation. During the three seasons of Spring, Summer and Autumn, travel the path while collecting the blessings of the forest in your bag, and shop at the Bear store at the bottom of the forest. Animals who are ready for the most wonderful winter retreat can stay at the Bear's Hotel and ride the super swing.

Components

The Bear Store Tree: 1

Finish order track: 1

Score Track: 1

Coins (Acorns): 32

1 Acorn: 24

2 Acorns: 8

Blessings of the Forest tiles: 72

Spring: 24 tiles

Summer: 24 tiles

Autumn: 24 tiles

Animal tokens: 6

Score markers: 6

Animal standee: 6

Objective tiles: 9

Bear tile: 1

Bear standee: 1

Rulebook: 1

Zabuton: 1

Finish order track

Score Track

Animal standee

Blessings of the Forest tiles

Objective tiles

Bear tile

Setting up the game

1. Assemble the Bear Store tree and place it on the table.

2. Place the Finish Order Track next to the Bear Store tree.

3. Place the Score Track on the table.

4. Place the Acorns to the side, creating a bank for each of the value "1" and "2" Acorns.

During the game, take the Acorns from this area when you receive them, and put them back in this area when you pay them. You can exchange values freely at any time. If you run out of the Acorns, use something else instead.

5. Shuffle the Blessings of the Forest for each season (Spring, Summer and Autumn) and prepare the number of tiles according to the number of players. The tiles are placed face down for each season. All other tiles are returned to the box.

- The number of Blessings of the Forest tiles to prepare.

- 6 players: 24 tiles for each season

- 5 players: 21 tiles for each season

- 4 players: 18 tiles for each season

- 3 players: 15 tiles for each season

- 2 players: 12 tiles for each season

6. All the Blessings of the Forest tiles in the Spring are placed face down, connected to form a path from the Bear Store tree. The Bear Store becomes the end point of the forest path.

7. Each player chooses one of the animals and receives the corresponding token, score marker and standee for that animal. All other animals are returned to the box.

8. Each player's animal token indicates the animal he or she is responsible for during the game.

9. Place each player's Standee together at the end of the forest road, on the other side of the Bear Store. This is the starting point of the forest path.

10. Place each player's score marker on the "10" box on the score track.

11. Shuffle the 9 Objective tiles and place them face down next to the tree above the Finish Order Track.

12. Turn over the top three cards of the Objective tiles pile and place them face up by the tree above the Finish Order Track. This is the placement area for the items available at the Bear Store. During the game, the Objective Tiles and the remaining Blessings of the Forest are placed in this store area.

13. Place the Bear at the beginning of the forest path with each player's Animals.

14. The player who went to the forest most recently is the first player. The starting player takes the Bear tile and places it between him or her and the person to his or her right.

15. The game begins in Spring.

How to play

The game is played over three seasons: Spring, Summer and Autumn. During each season, you must do the following four things, in order, from the top.

1. Collect the Blessings of the forest

2. Make purchases

3. Calculate your score

4. Prepare for the next season

1. Collect the Blessings of the Forest.

As the animals move along the forest path, they collect the Blessings of the Forest for their Winter shelter. Collect Acorns and get ready to shop at the Bear Store at the end of the path. The owner of the store, Bear, will also travel down the forest path with the animals to stock his store with items.

- ◆ Starting with the First Player to the left of the Bear card, each player takes a turn.
- ◆ The order in which you play is determined by the Bear tile.
- ◆ At first, players use the "clockwise" side, so you take turns going clockwise. After each player's turn, you play the Bear's turn and flip the Bear card over, then play counterclockwise.
- ◆ After everyone has played a turn, you play the Bear turn again, turn the Bear card over, and play clockwise. Repeat this process until one of the End of Season conditions is reached.

During your turn, you do the following from the top.

1 Pick up your standee and move it to the Blessings of the Forest tile of your choice on the Forest Path (or to the leftmost free space on the Finish Order Track in the Bear Store).

If the destination is a The Blessings of the Forest tile

2 If the destination is a Blessings of the Forest tile, take the tile and place it face up in front of you for all to see.

3 You also take the number of Acorns indicated on the tile and place them in front of you (visible to everyone).

4 You leave your standee where the tile was.

If the destination is the Bear Store

2 If the destination is the Bear Store Finish Order Track, place your standee in the left-most square (the square with the smallest number).

3 Once you have placed your standee on the Finish Order Track in the Bear Store, you cannot play again until step 2. Make purchases. When it is your turn, announce that you are going to the store and move on to the next player's turn.

You play the turns one at a time, starting with the First Player, and when the last player finishes his or her turn, the Bear's Turn is played.

During the Bear's Turn, you perform the following actions in order from the top.

It does not matter which player takes the Bear's turn.

1 Take the Bear's standee and move it to the Blessings of the Forest tile closest to the starting point of the Forest Road (the tile farthest from the Bear Store).

2 Take the Blessings of the Forest tile and place it face up on top of the Bear Store.

3 Leave the Bear's standee where the tile was.

4 Turn the Bear tile over (if it is on the clockwise side, turn it over to the counterclockwise side).

Attention

After the Bear's turn, start with the player who took the turn just before the Bear's turn, and take turns in reverse order. Continue in this manner until all players have reached the store.

EX)

A→B→C→D→Bear

↑↓

Bear←A←B←C←D

As soon as one of the following two ending conditions is met, "1. Collecting Blessings of the Forest" ends and you may proceed to the next step: "2. Make purchases".

Conditions:

- All standee have been placed on the Finish Order Track in the Bear Store.

- When it is the Bear's turn to move forward, there is not a single Blessings of the Forest tile left on the forest path.

Notes

Attention

◆ The forest path is one-way. It takes you all the way to the Bear Store, and you cannot go back.

◆ Whether clockwise or counterclockwise, the last player to take a turn in this order will take another turn after the Bear's turn, and so on in succession without interrupting another player's turn.

◆ After each turn, Blessings of the Forest tile are collected on the path. When the path becomes difficult to find because the tiles have become too few, move the tiles closer together.

◆ When one of the ending conditions is met, players can no longer take the remaining tiles from the forest path and they are not placed in the Bear Store.

How to play

2. Make Purchases.

When the store queue is full or the Bear has finished bringing in the season's items, the Bear Store opens and shopping can begin. Use the Acorns you've collected to purchase items. The first animal in line at the store is the first to choose the item and also gets it for the lowest price.

◆ **The order in which you buy items** is determined by **the order in which you arrive on the Finish Order Track**.

◆ The player who has placed his or her **animal** on the left-most square can buy an item first.

◆ The player to the right of the left-most player then gets to buy an item, and so on. When the right-most player has bought an item or passed, the game **returns to the left-most player**. The game continues until all players have passed or there are no more items to buy.

Attention

◆ If the game ends with the condition "When it is the Bear's turn to advance **the Bear's standee**, there are no more Blessings of the Forest on the path", then the player who has not yet reached the store will not be able to buy anything. He or she immediately takes his or her Animal standee and places it in front of him or her. He or she skips step "2. **Make purchases**".

When it is your turn to Make a Purchase, do the following in order from the top:

- 1 Choose an item (an Objective tile or a Blessings of the Forest tile) that **you want to buy** from the items in **the Bear Store**.
- 2 Pay **Acorns according to the number of Acorn** shown on the square you are in on the Finish Order Track (if you cannot pay, you cannot purchase an item).
- 3 Take **the item you purchased** (an Objective tile or a Blessings of the Forest tile) and place it face up in front of you (visible to all players). You do not receive Acorns, even if there is a number of Acorns listed on the Blessings of the Forest tile you purchased.

◆ When it is your turn to buy something, if you do not have enough Acorns or do not wish to buy an item, tell the other players that **you are passing**. You take your standee back and place it in front of you. You will not be able to make any more purchases during this season.

Attention

◆ **The first player to pass** among those on the Finish Order Track receives **the Bear tile** and places it between him or her and the player to his or her right, with the "clockwise" side visible. That player becomes **the First Player** for the next season.

◆ Once **everyone has passed** and all the standees have been removed from the Finish Order Track, you may finish "2. **Make purchases**" and move on to "3. **Calculate your score**".

Notes

◆ You can **only purchase one item at a time**. Even if you have enough Acorns to buy several items. After you buy an item, you must wait until it is your turn again.

◆ Once all **the items are gone** from the store, you must **pass**.

◆ If no one has arrived on the Finish Order Track at the end of "1. **Collect Blessings from the Forest**", step "2. **Make purchases**" is skipped. Do not change the position of **the Bear tile**, but make sure the "Clockwise" side is visible.

3. Calculate your score.

When the animals are ready for Winter, they show each other the Blessings they have gathered in the forest. Who will be the first to be ready? Be careful though, only at the end of Autumn will you know which animal will have the best Winter.

◆ While looking at the summary **on the score track**, everyone calculates their score simultaneously and moves their score marker forward by the number of victory points they receive (or moves back by the number of victory points they lose).

Together, everyone does the following, in order from top to bottom:

1 Calculate the score for Flowers.

▪ We need color in this White Winter. All players who do not have the current season's Flowers (dandelions in Spring, bellflowers in Summer, cosmos in Fall) lose a point.

▪ When the Flowers are collected, you can make a nice bouquet. For each set of 3 Flowertiles, you get a score according to the season. You get 1 point for Spring, 2 points for Summer and 3 points for Fall. You can use any type of Flower, and these sets can contain the same or different Flowers.

2 Calculate the score for Clovers.

▪ The more Clovers you collect, the better your luck. The player with the most Clovers gets a score based on the season. The player with the lowest number of Clovers loses points according to the season. 1 point for Spring, 2 points for Summer and 3 points for Fall. A tile with two Clovers counts as two Clovers.

▪ Only Flowers and Clovers are counted in Spring and Summer. In Autumn, more ways to earn victory points are added, in order from top to bottom:

3 Calculate the score for Fruits.

▪ Fruit is a feast for the Winter months. For each Fruit tile, you get 1 point.

▪ The more different Fruits you have, the more fun it is. If you have at least 5 different kinds of Fruits, you get 3 extra points.

4 Calculate the score of the Objective tiles.

▪ The Objective tiles offer different ways to earn victory points.

▪ The "Choose a Flower or Fruit of Your Choice" tile: for example, if you choose a type of Fruit that you don't have, you get 1 point for that Fruit, and you can also treat it as one of the five types of Fruits for 3 extra points.

▪ The "Three Clovers" tile counts as three Clovers only when calculating the Autumn scores. This tile also applies to the calculation of the "1 point per 2 Clovers" tile.

When you have finished calculating and moving the score markers, finish "3. Calculate your score" and proceed to "4. Prepare for the next season".

Special rules for the 2-player game.

If a 2-player game, the Clovers give victory points to the player who has the most but do not make lose victory points to the other player.

4. Prepare for the next season.

When one season ends, the next begins. New Blessings appear in the forest and Bear brings new items.

If the current season is Spring or Summer, do the following, in order from top to bottom:

1 Return all the Objective and Blessings of the Forest tiles that are still on the forest path and the Bear Store to the box.

2 All Blessings of the Forest tiles for the upcoming season are placed face up on a single path from the Bear Store.

3 Place each player's animals and the Bear together at the end of the forest path.

4 Turn over the top 3 cards from the Objective tile pile and place them face up in the Item Area.

◆ When you have completed "4. **Prepare for the next season**", move on to "1. **Collect the Blessings of the Forest**" of the next season. The first player **who passed purchases becomes the first player** and starts clockwise.

End of the game

◆ If the current season is Autumn, do not prepare for the next season. Whoever has the most points gets to stay at the Bear Hotel and put their standee on the super swing!

◆ If there is more than one player with the most points, the player with the most Acorns will stay at the Bear Hotel. If more than one player has the same number of Acorns, they will stay together at the Bear Hotel (but be careful when you get two people on the swing!).



Notes

◆ If there is more than one player with the most points for the Clovers, all will receive a score based on the current season. If there is more than one player with the least points, they all lose the same number of points for the current season.

◆ If everyone has **the same number** of Clovers, everyone gets victory points and then everyone loses the victory points (so the players' score stays the same).

◆ If a player receives victory points with a Blessings tile from the forest, **that tile is not lost**, but remains in front of him or her. For example, a dandelion picked up in the Spring is used to calculate scores in Spring, Summer and Autumn.

◆ If **the score exceeds 39 points**, advance the score marker to the second cycle.

When playing with children

Each Objective tile has some text on it. If you are playing with children who are not yet able to read and understand the text on the Objective tiles, you can play without them.

◆ In "Setting up the game", skip steps 11 and 12 and leave the Objective tiles in the box.

◆ In "Setting up the game", skip steps 11 and 12 and leave the Objective tiles in the box.

◆ In "3. **Calculate your score**", you skip the calculation of points for the Objective tiles in Autumn.

◆ In "4. **Prepare for the next season**", step 4 is skipped and no Objective tiles are added.



⚠ WARNING/Please Read ⚠

● Not suitable for children under 3 years due to small pieces which may present a choking hazard.

● Keep away from direct sunlight and high temperature humidity.

● Be careful not to get it wet.

NOV 2021

Game design : Masato Uesugi (I was game)

Illustration & Graphic design : Shigeru Mizouchi (STUDIO U×F)

Translation support : Yannick

Planning & Production : A&R GAMES

Manufacturing : BoardGameMill (Morikawa-paper Co., Ltd)

Made in Japan



A&R GAMES
MADE IN JAPAN
100% PAPER
AARGAMES.COM



www.boardgamemill.jp



1-21-1
Kikui Nishi-ku,
Nagoya, Aichi
451-0044 Japan
Morikawa-paper Co., Ltd
TEL 052 571 3366
FAX 052 571 3872
info@morikawa-paper.jp