

Bonsai Tiles: 48 / Ornament Tiles: 3 / Planter Tiles: 2 / Shape Bonus List: 2 Feature Bonus List: 1 / Bonsai Tile List: 1 / Rule Book: 2

STORY

Artistry of Bonsai

Bonsai is a Japanese art form of putting hand to nature through the creation of a smaller scale version of nature's grand greenery that exists in this world. A well cared Bonsai will live beyond 100 years, surpassing the likes of us.

BONSAI UCHU is a 2-player game to create your very own Bonsai by connecting tiles of branches and leaves. The game consists of 2 generations, First and Next, where Bonsai is created and exchanged. How a player assesses and better the exchanged Bonsai becomes the determining factor of winning the mastery competition.

Grow, prune, shape and decorate.

Display your artistry in the universe of Bonsai.

GAME RULES

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Growing of First Generation Bonsai

- · The winner of BONSAI UCHU is the player with the highest Value Points after the completion of 2 rounds. First and Next Generations.
- Players will take turns in growing their Bonsai.
- · When all Bonsai Tiles have been taken, Value Points are tallied, and then on to the Next Generation

First Generation Assessment and Next Generation Growth

- · Before starting the Next Generation round, Bonsai are exchanged between the players. (exchange of seats, if the actual exchange is difficult)
- · Assess each other's Bonsai upon the exchange. (giving praise of each other's creation is highly recommended at this time)
- · Prune and nurture the exchanged Bonsai, making the best of what was given.
- · A player's Next Generation points will be the total points gathered in the round subtracted by the opposing player's First Generation points. Better the growth, higher the points.

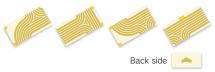
PLAYER'S TURN

· A player must select to perform either A or B (not both) upon their turn.

· A player may prune at any time during their turn.

(A) Grow OR Prune: any time during turn





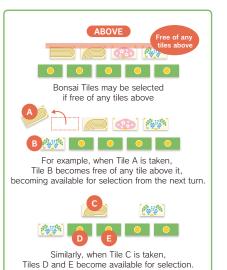




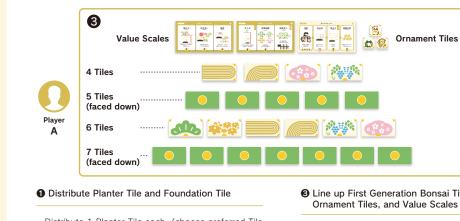
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(A) GROWTH: TILE SELECTION

- · Take 1 Bonsai Tile and add it to your Bonsai (must be added).
- · Bonsai Tiles are to be selected from the pyramid of tiles, from top to bottom.
- · Bonsai Tiles to be taken must be free of any tiles above it.
- · Bonsai Tiles become available for selection from the next turn, following the tile above being taken.
- Face down Bonsai Tiles are flipped face up upon becoming available to be selected.



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GAME SET-UP

Each to receive 1 Planter Tile and 1 Foundation Tile

· Distribute 1 Planter Tile each. (choose preferred Tile side for use)

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Player A

· Distribute 1 Foundation Tile each, face down. Place remaining Foundation Tiles, face up, away to the side.

② Divide Bonsai Tiles

- · Divide Bonsai Tiles into "First Generation" and "Next Generation". First Generation Bonsai Tiles have 1 Artistic Point (yellow mark) on the back side of tiles and Next Generation Bonsai Tiles have 2.
- Next Generation Bonsai Tiles are to be used later in the game so keep them to the side until then.

S Line up First Generation Bonsai Tiles, Ornament Tiles, and Value Scales

- · Line First Generation Bonsai Tiles in a pyramid shape. Rows with 5 tiles and 7 tiles are to be placed faced down.
- Ornament Tiles and Value Scales, of Shape Bonuses and Feature Bonuses, to be lined in view of both players.

Obtermining the Player to Start Game

- · Each player to plant their Foundation Tile on to their Planter Tile. (see setup details)
- · The player to have watered a bonsai tree most recently is to start the game.

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EXAMPLES

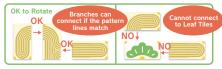
(A) GROWTH: ADDING OF TILES

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- · Selected Bonsai Tiles are to be added to the player's Bonsai immediately. If tiles cannot be added (or do not wish to add) to the Bonsai, then the same number of tiles are to be pruned as was selected.
- Selected tiles are only to be placed adjacent to existing tiles on the Bonsai
- Bonsai Tiles come in 2 types, Leaf Tiles and Branch Tiles, with differing ways of use.

Adding of Branch Tiles

- · Add to connect with any other existing Branch Tiles on Bonsai.
- · Branch Tiles are void of any correct side up and may be rotated in any which way to be added.
- · If all sides of Branch Tiles on the Bonsai are already connected, then a Branch Tile cannot be placed. Branch Tiles also cannot be connected to . existing Leaf Tiles.

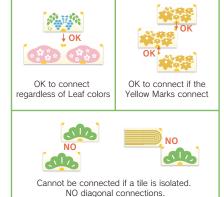


Adding of Leaf Tiles / Ornament Tiles

- · Add by connecting the yellow marks (patterns must connect) on the Tiles with existing Tiles on Bonsai
- · Leaf Tiles have a correct side up and may not be rotated for use.



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- Ornament Tiles can be acquired by paying the same amount of Artistic Points as the desired tile.
- · Only 1 Ornament Tile may be purchased at one time
- · The acquired Ornament Tile must be placed on the Bonsai
- · Ornament Tiles are to be connected in the same manner as Leaf Tiles.
- · No change will be given or accounted for when purchasing Ornament Tiles

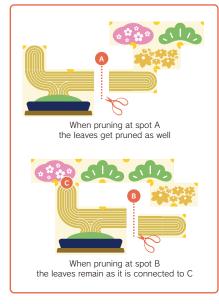


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Player E

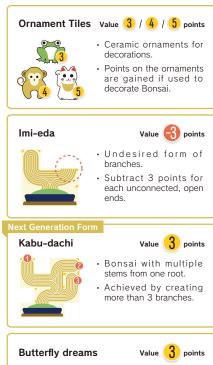
PRUNING

- · Any number of Bonsai Tiles on the Bonsai may be pruned.
- · Pruning may be done as many times during a player's turn.
- · Pruning must be done in accordance to the aforementioned rules
- · Pruned Leaves and Branches are to be flipped face down and kept as Artistic Points (1 point for First Generation and 2 points for Next Generation)
- · Ornaments may be pruned as well. Pruned Ornament Tiles are excluded from the game.



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FEATURE BONUSES



Gather more butterflies than your opponent. No points if the number is the same.

FIRST GENERATION POINTS CALCULATION

- · When all Bonsai Tiles have been taken from the pyramid, points are calculated immediately there-after.
- · Points are accumulated by fulfilling the Shape Bonuses and Feature Bonuses.
- · Great Artistry points and Master Artistry points are to be gained only once each for Shape Bonuses.
- · Total accumulated points become the player's First Generation points. Make a note of each player's points as it will be required in determining the Next Generation points.

NEXT GENERATION SETUP

Bonsai exchange and carry-over points

- · Exchange of Bonsai. (exchange of seats, if the actual exchange is difficult)
- · Assess and give praise of each other's creation. (highly recommended)
- Accumulated points of the First Generation are not exchanged.

Next Generation setup and another Foundation Tile

- · Next Generation Bonsai Tiles are lined in a pyramid, just as in First Generation.
- · The player with the lower First Generation points to start the Next Generation.
- · Each player is to receive a Foundation Tile, with the starting player getting to choose from the 2 that remain
- Foundation Tiles are to be added to Bonsai upon a player's turn to [(A) Growth], instead of selecting a tile from the pyramid.

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Houki-dachi

Fukinagashi

Kengai

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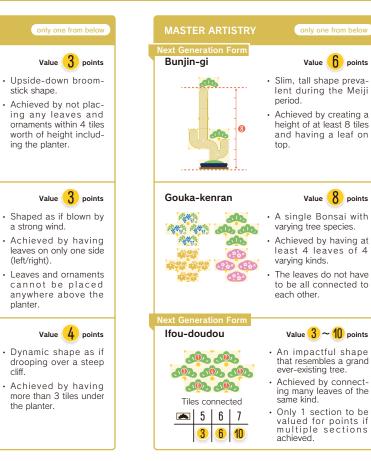
NEXT GENERATION POINTS CALCULATION AND WINNER

- · As in First Generation, points are calculated after all Bonsai Tiles have been taken from the pyramid.
- · Points are accumulated by fulfilling the Shape Bonuses and Feature Bonuses.
- · Great Artistry points and Master Artistry points are to be gained only once each for Shape Bonuses.
- Next Generation Points are accumulated, then subtracted by the opposing player's First Generation Points. What remains is the player's Next Generation Points. (Bonsai's growth from the First Generation = Next Generation Points)
- The winner is the player with the most points after adding their First and Next Generation points.
- · If the total points are equal, the player with the more Ornament Tiles wins. The victory is shared if both the points and the number of Ornament Tiles are the same.



Share your Bonsai masterpieces by posting with hashtag #bonsaiuchu !!

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SHAPE BONUSES





Game Design / Illustration Hiroshi Kawamura

Special Thanks! / Yukiko & Takumi, Yu Maruno, Takayuki Mizuki Takao, Kazuhiro Ikeuchi, Rune Miyamoto, Pokkuri

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planter.

cliff