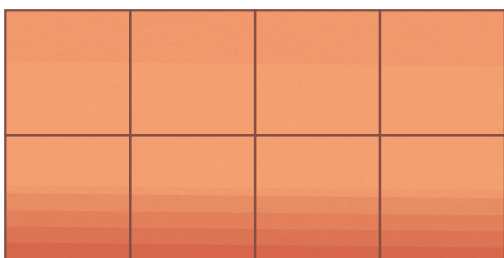


ARIZONA



Game rule explanation

Components



8 game tiles



1 knight piece



3 point chips x 8



2 point chips x 16



1 point chips x 40

How to play

Game Method:

Each player takes 3 game tiles and 3 point chips worth 3 points, 6 point chips worth 2 points, and 15 point chips worth 1 point.

The first player places a game tile and places 1 point chip worth 3 points, 2 point chips worth 2 points, and 5 point chips worth 1 point on the game tile.

The second player also places game tiles and point chips. At this time, the tiles must be placed so that at least one side touches another tile.

Both players repeat this until all three tiles are placed and the point chips are placed.

Game Play:

After all tiles are placed, the first player places a knight piece on a spot with a 1-point chip anywhere on the board and removes the point chip from the game.

The second player moves the knight piece like a knight in chess and acquires the point chip from the landed spot.

The knight must move to a spot with a point chip.

The knight can move across empty spaces or walls.

Players take turns,

and the game ends when all point chips are removed or the knight can no longer move.

After the game ends, players calculate the scores of the point chips they have acquired.

The game is played twice with players switching turns as the first player.

The player with the highest combined score from both games wins.

If the scores are tied, the game is declared a draw.

The game ends when there are no more point chips for the knight to acquire.

Each game ends when no more point chips can be acquired.

The player with the higher combined score from both games wins.

Game End:

The game ends when all point chips are removed or the knight can no longer move.

The game is played twice, with players switching turns as the first player.

The player with the highest combined score from both games wins.

If the scores are tied, the game is declared a draw.

The game ends when there are no more point chips for the knight to acquire.

Game Goal:

The player with the highest score from the acquired point chips wins.□

Detailed game method

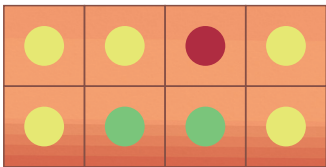
- game goal

Change the first player and play 2 games.
The player with the higher total score for each game wins the game.
- end of game

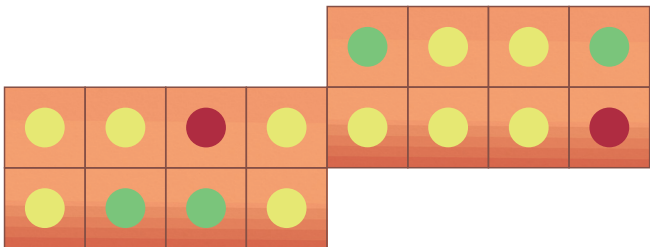
Each game ends when there are no more point chips for the Knights to acquire.
- How to play

1. Each player takes 3 game tiles, 3 of 3-point point chips, 6 of 2-point point chips, and 15 of 1-point point chips.

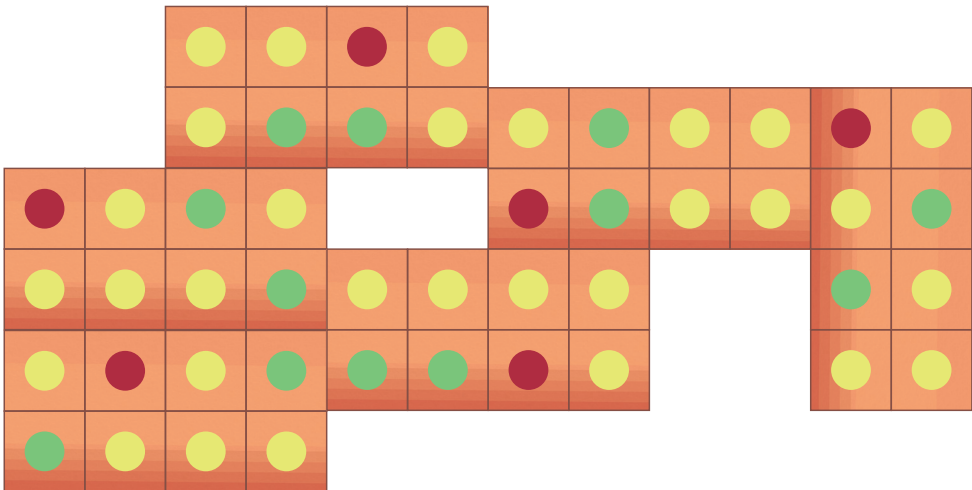
2. Starting with the first player, place the game tiles and place one 3-point point chip, two 2-point point chips, and five 1-point point chips on the game tile.



3. The second player also places the game tiles and point chips.
At this time, the tiles must be placed so that at least one space touches them.

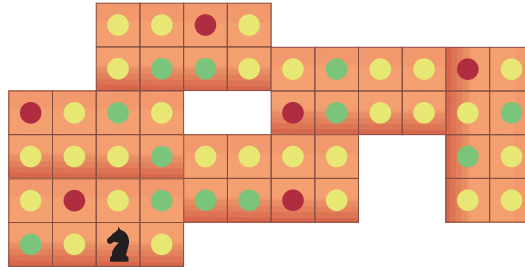


4. Repeat until both players place 3 tiles and place a point chip.



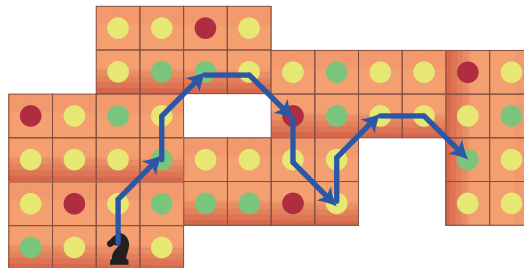
- After all the tiles are placed,
the first player places one knight piece on the entire game board
where a 1-point point chip is placed and removes the point chip from the game.

The position placed by the first player
Point chips are removed from the game.



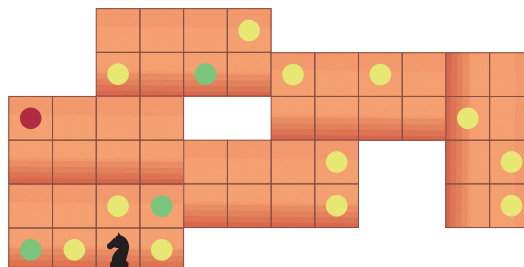
- At this time, the second player moves the knight piece
in the same way as the knight in chess,
and acquires the point chip for the space he arrived at.
The knight can only move to where the point chip is.
Knights can move across empty spaces or walls.

Earn only one point chip at a time



- Players take turns playing the game,
and the game ends when all point chips disappear or the knight can no longer move.

knight no more
If you can't move
game over



- After the game ends, the score of the point chips you have earned is calculated.
The starting player is changed and two games are played,
and the player with the higher total score of the two games wins.
If there is a tie, it is treated as a draw.

Both players use the same knight.

You take turns earning one point chip.