

# Kimono Memories

Basic Game

## COMPONENTS

- ◆ 1 Game Board
- ◆ 30 Kimono Cards  
(25 Beauty Cards, 5 Prop Cards)
- ◆ 2 Departure Cards
- ◆ 30 Pattern Tokens (5 colors, 6 each)
- ◆ 7 Cat Tokens
- ◆ 1 Starting Marker
- ◆ 1 Photographer
- ◆ 5 Pattern Scoring Markers

## CARD ANATOMY

"Mon" Symbol  
For color differentiation.

Partial Pattern Symbol  
Match this symbol with adjacent cards to form a complete pattern.

Pattern Symbol  
The characteristic pattern of this kimono.

"Mon" Symbol  
Distinguish player's side on the board.



### Beauty Cards

- ◆ **Cat Symbol**  
Match this symbol with adjacent cards to score a cat token.
- ◆ **Object icon**  
Indicate this object present in the photo.

### Departure Cards

- ◆ **Wild Symbol**  
It can be any partial pattern or cat symbol.



## SETUP

- Place the Game Board in the center of the table.
- Place the Pattern Scoring Markers on the corresponding color squares in the middle of each track on the board.
- Shuffle the Kimono Cards to form the Kimono deck face down, place it in an easily accessible position on the table. Then, draw and place a card on each side of the board.
- Place the Photographer between two cards indicated by the photographer mark on the board.
- Organize the Pattern Tokens and Cat Tokens next to the Kimono Deck.
- Each player leaves a space in front of them for their photo album, then takes a Departure Card and places it with the Basic side face up as the first card in the album. The Mon Symbol on the card indicates their side on the board.
- The player who most recently took a photo takes the Starting Marker to begin the game.

## GAMEPLAY

Players alternatively take turns until the end of the game.

On their turn, do the following,

- 1 TAKE A PHOTO
- 2 ADD THE PHOTO TO ALBUM
- 3 GAIN AND SCORE PATTERN(S)

① While *player A* can move the photographer cross over up to 3 cards, they move it cross over the first card and ② take the Green card.



### TAKE A PHOTO

- 1 Move the photographer clockwise around the board, crossing over 1-3 cards, and take the last kimono card crossed over as the photo was taken.

### ADD THE PHOTO TO THE ALBUM

- 2 Place the photo taken into your album, extending the album to the left or right, next to any existing photo, or on top of 2 adjacent photos, covering their upper corners, as shown in the picture, to start a new layer.

### GAIN AND SCORE PATTERN(S)

- 3 Each card has 1 or 2 symbols on its sides. If the photo placed and the adjacent photo(s) have matching symbols, immediately place a token of that pattern (or cat) on them, between two cards.
- 4 A wild symbol counts as any pattern or cat. If both matching symbols are wild, the player can choose any pattern or cat.



Since both matching symbols are wild, the player can select whichever pattern token they prefer.

- 6 Based on the number of patterns obtained from the newly placed photo and tokens, move the corresponding Pattern Scoring Marker toward the player's side. If the marker reaches the end of the track, further movement is lost.

### REPLENISHMENT AND END CONDITION

- 7 At the end of the player's turn, draw a card from the Kimono Deck to fill the now emptied space. If the Kimono Deck is empty, continue playing without replenish.
- 8 If there are only 2 cards left around the board, the game ends. Otherwise, the next player begins their turn.



## GAME END

Both players compare the positions of the scoring markers of each pattern on the Central Board along the track, collecting the markers on their corresponding sides. If a Pattern Scoring Marker is in the middle of the track, neither player receives the Scoring Marker.

• *Player A* collects Green & Yellow Scoring Markers.

• *Player B* collects Blue & Pink Scoring Markers.

• *Player A & Player B* are tied for Scoring Markers, so they will use the tiebreaker.

Player A's Side

Player B's Side

- ✕ The player collecting more Scoring Markers wins. In case of a tie, the player with more Cat Tokens and Prop cards wins.

• After a few basic games, you can explore the game further with Expert Mode.

# Kimono Memories

## Solo Game

※ In the solo game, you will compete against Fanny, a rival virtual photographer, to capture the best photos.



## SETUP

Follow the Setup of the *Basic Game* except for the following:

Step 2: Remove the Prop Cards before forming the deck.

The 5 Prop Cards will not be used in the solo game.

Step 7: Take both Departure Cards and place them side by side in front of you, with the one farthest away designated as Fanny's departure.



## GAMEPLAY

① There are no layers in the solo rules; the cards can only be placed to either side of the cards. Neither Fanny nor you will collect Cat Tokens; instead, you will compete for cat symbols.

② Move the Photographer clockwise across 2 or 3 cards, taking THE LAST Kimono card crossed over for yourself and the previous one for Fanny.

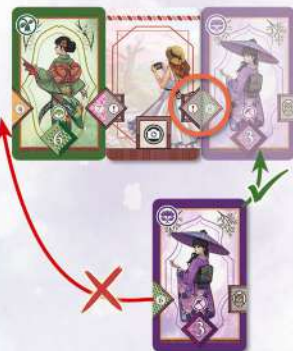
## FANNY'S PHOTO

Place the kimono card for Fanny according to the following rules:

- ◆ Priority is given to completing a full pattern based on the partial pattern icons, and placing the corresponding pattern marker.
- ◆ If either both patterns or no pattern can be completed on either side, placement is determined by the Mon symbol position on the card.

If the symbol is on the left side, place it on the left side of the album; if on the right side, place it on the right side of the album.

During this process, the Game Board can still be used to record the pattern's ownership.



◆ Fanny places the purple card to the right of the Departure to complete pattern 6.

- ◆ Replenish cards from the furthest space from the Photographer Token.
- ◆ Play until the last card remains and give it to Fanny. Then the game ends.

## GAME END

- ◆ Fanny and you compare the positions of Pattern Scoring Markers on the track and collect the respective markers. If the markers are in the middle, Fanny collects the markers.
- ◆ Compare the total number of cat symbols, and the side with more cat symbols obtains the Starting Marker. In case of a tie, Fanny is considered to collect the marker.

## WINNING CONDITION

☆ You need to obtain 2 or more Pattern Scoring/Starting Markers than Fanny to win.



Terms	VP	Name	Total	Name	Total
Pattern Scoring Tiles 	3/4/5/6/7				
Cat Tokens 	X <sup>2</sup> (1-7)	X	1/4/9/16/25/36/49 VP	X	1/4/9/16/25/36/49 VP
Prop card Bonus 		×2			
		×2			
		×2			
		×2			
		×3			
"Mon" Symbol 	1st.	×1			
	2nd.	×2			
	3rd.	×3			
	4th.	×4			

Terms	VP	Name	Total	Name	Total
Pattern Scoring Tiles 	3/4/5/6/7				
Cat Tokens 	X <sup>2</sup> (1-7)	X	1/4/9/16/25/36/49 VP	X	1/4/9/16/25/36/49 VP
Prop card Bonus 		×2			
		×2			
		×2			
		×2			
		×3			
"Mon" Symbol 	1st.	×1			
	2nd.	×2			
	3rd.	×3			
	4th.	×4			

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Prop card Bonus 		×2			
		×2			
		×2			
		×2			
		×3			
"Mon" Symbol 	1st.	×1			
	2nd.	×2			
	3rd.	×3			
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Prop card Bonus 		×2			
		×2			
		×2			
		×2			
		×3			
"Mon" Symbol 	1st.	×1			
	2nd.	×2			
	3rd.	×3			
	4th.	×4			