

ピースフル

Peaceful *Instructions of How to Play*

遊び方説明書



ピースフルとは

What is Peaceful?

This game is a continuation of
the first "Pouch and Peace" picture book.
This time, the stage is in the forest next to Pouch and Peace.



If you read the picture book, it will be much easier to understand.



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Equipment

The Forest for Animals Board
(6 sheets)



Box
(1)



The Fairy of Great Tree Card
(26 sheets)



The Knowledgeable Owl Card
(12 sheets)



The Bird & Insect Card
(72 sheets)



Picture Book
(1 book)



Instructions of
how to play
(1 book)



The Fruitful Tree Chip (25 pieces) &
The Great Tree Chip (5 pieces)



The Animal Chip
(17, +extra 1 piece)



The Food Chip
(96 pieces)



Object of The Game Flow

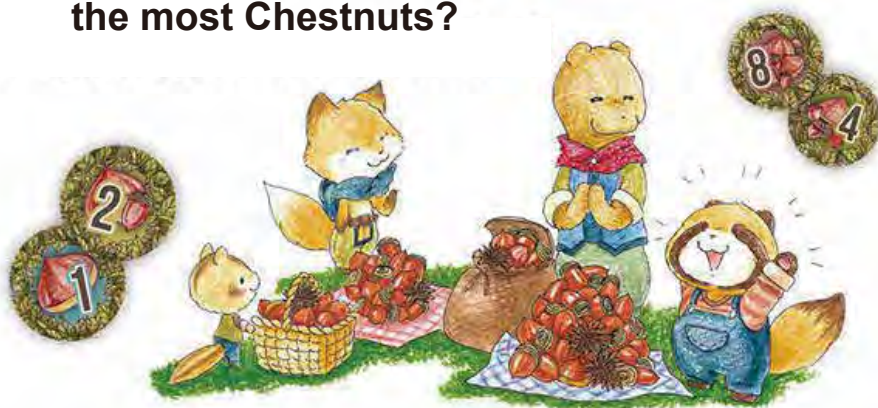
Let's grow food using the "Food Chips" of Chestnut!



Surround a tree and harvest together!



Who can collect
the most Chestnuts?





The Point of Harvest



The Point of Harvest 1

When Animals surround the tree,
it is the timing of harvest food!

Surround more trees!



The Point of Harvest 2

After the harvest is over
when the tree becomes yours,
you can get food on your turn!

Let's get a tree quickly!



The Point of Harvest 3

When you surround The
Great Tree, you can draw
The Fairy of Great Tree Cards!

Chance of Great Turning Point!

Not only positive, but also
there are also negatives too...
Good or Bad is depending on your luck...



You can see how to play in the video!

Game type: Tile·Card·Area Majority·Hand Management
Play Time: 40-60 minutes / Number of people for play: 2 to 4 players



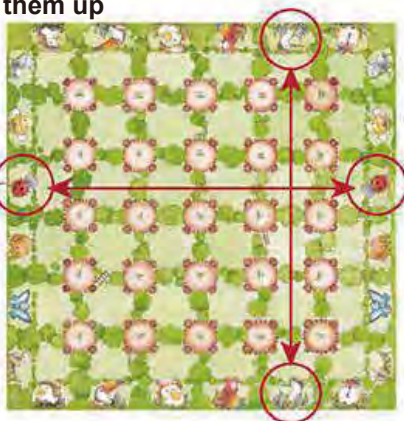
Let's get ready!



1. Take out the boards from the box and line them up

Take everything out of the box,
and The Forest for Animals (board)
Place as the 6 sheets shown.

The same birds and the same insects
are lined up facing each other!



2. Separate "Animal Chips"

Give separated for each Animals to the players.

Playing with just 2 players,

It's fun to have a Pouch & Nike team (34 pieces) and a Peace & Fortu team (34 pieces)!

Playing with 3 to 4 players



Playing with just 2 players



3. Separate "Food Chips"

Give "Food Chips" of 40 chestnuts
per person.

The rest pieces are in the box!



4. Arrange "Fruitful Tree Chips" & "Great Tree Chips"

Shuffle it upside down, line it up in the shelf on the board.



Let's turn it over!

5. Deal Cards

Shuffle "Bird & Insect Cards" well, Give 4 cards to each player.

Shuffle "Knowledgeable Owl Cards" well and hand out one.

Don't show your card around!



6. Put the extra Cards side by side

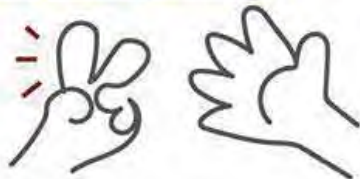
Extra "Bird & Insect Cards"
"Knowledgeable Owl Cards"

Shuffle
"Fairy of Great Tree Cards"
well and leave them



7. Let's start the game!

This game has time of action in turn.
Let's decide who to start
with Stone-Scissors-Paper.



Let's grow the forest!

When your turn is here, you can choose one!

Friends to go looking for food

OR

Become an owner of the tree



Friends to go looking for food

How to use "Bird & Insect Cards"

Choose one from a "Bird & Insect Card" or a "Knowledgeable Owl Card" in your hand. If you choose a "Bird & Insect Card," you can place your Animal Chip at the intersection of each row of the Bird and the Insect in the picture and discard this.

Draw 1 card from the "Bird & Insect Card" or the "Knowledgeable Owl Card" from the Card deck. (It doesn't matter which a Card you draw!)

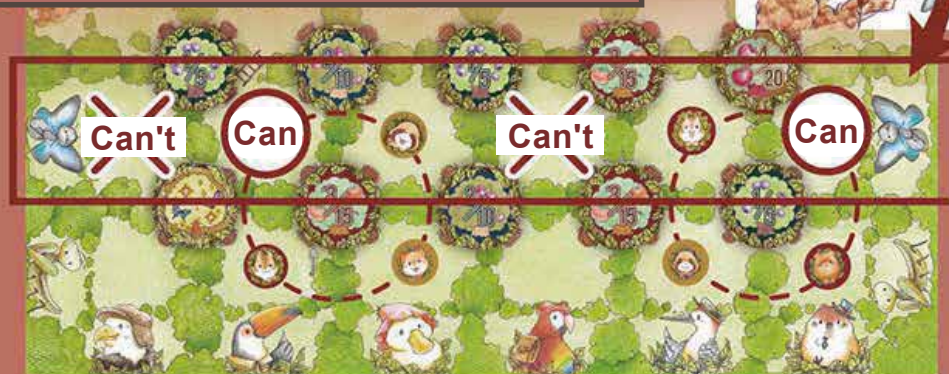


How to use the "Knowledgeable Owl Card"

When you use the "Knowledgeable Owl Card" for placing the animal cannot participate in this turn harvest.

Around the Chips, it can only be used when 3 places are filled.

(Put the "Animal Chip" on the face down and when this turn harvest is over, you make it face up. That will be easier to understand.)



The card on hand covered the same place. Then, you can put it in the same place or discard one and replace it with a new card.

- * The card without an "Animal Chip" can't be changed.
- * The "Knowledgeable Owl Card" is can only be changed when the "Animal Chips" filled in all the spaces in that row.
- * Lose 1 turn

Card exchange OR Put the animal



Card exchange!



If no "Animal" on this row
Can't exchange the Card!

* Do not return the used Card to the pile!

Become an owner of the tree

If it does not managed tree on the board, then you can be the owner of any tree. Only one animal can manage the tree.

The number written at the bottom right of the "Fruitful Tree Chip", give back the Chestnuts from your hand as fertilizer to grow trees. Then, an "Animal Chip" places on top.

Trees that have no owner at the time of being surrounded, the fruit is not growing, so this tree can't harvest.

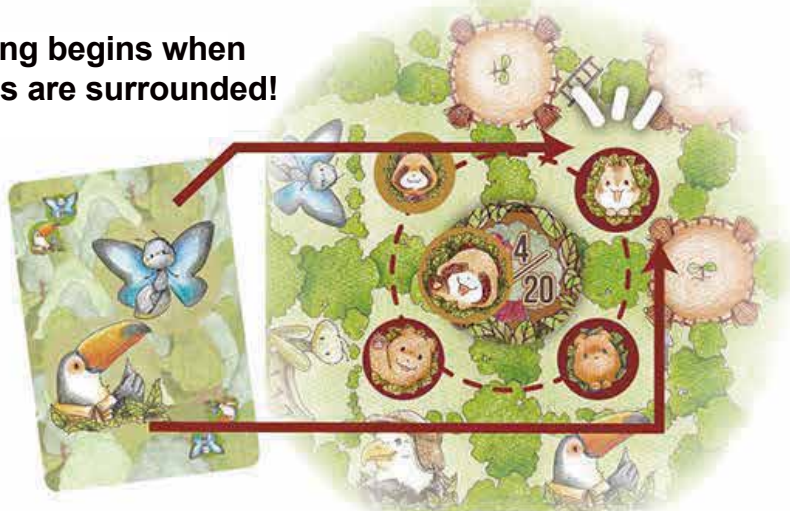
Be the owner of the tree before it is surrounded!

If you don't have the Chestnuts on hand, you can borrow them. Let's the minus Chestnuts settle immediately when you get some the plus Chestnuts.

You can't be the owner of The Great Trees!



Harvesting begins when the Chips are surrounded!



When two or more trees can harvest at the same time, the "Fruitful Tree Chips" can be harvested from anywhere, but a "Great Tree Chip" must be the last.

The Great Tree is the last!





In a case, there is a tree owner

The owner of the tree will move, no matter who puts it last and surrounds it.

When playing with 2 people (Example 1)

The surrounded the "Fruitful Tree Chip" this time is the "Blueberry Tree" (1/5).
The owner of this tree is the yellow team.



This tree is surrounded by 3 Animals from yellow team and 1 Animal from red team.

You can get 1 Chestnut from the "Blueberry Tree" (1/5).
The owner is yellow team
can get a total of 3 Chestnuts.



Each of the surrounding Animals can get 1 Chestnut.
Let's take 3 Chestnuts from the box.
(The Animal who owned this tree will not participate.)



The red team helped with the harvest.
So, the yellow team let's thank for 1 Chestnut to the red team.

When the finished the "Blueberry Tree" (1/5) and the owner's Animal will bring them back to the yellow team.

The Animal that have returned to hand can go looking for food again.

This is the end of the harvest.



When playing with 2 people (Example 2)

The surrounded the "Fruitful Tree Chip" this time is the "Tangerine Tree" (3/15). The owner of this tree is the yellow team.



This tree is surrounded by 1 Animal from yellow team and 3 Animals from red team.

You can get 3 Chestnuts from the "Tangerine Tree" (3/5).

The owner is yellow team, and one of the surrounding Animals can get a total of 3 Chestnuts.

Let's take 3 Chestnuts from the box.



(The Animal who owned this tree will not participate.)

The red team helped with the harvest.

So, the yellow team let's thank for 3 Chestnuts to the red team members, total of 9 Chestnuts.

... That's not enough on your hand.



At that time, let's go borrow it from the forest next door! 6 Chestnuts are missing. Take 6 Chestnuts from the box.



After you borrow it, you can give 6 Chestnuts to the red team members.

When the finished the "Tangerine Tree" (3/15) and the owner's Animal will bring them back to the yellow team. The Animal that have returned to hand can go looking for food again.

This is the end of the harvest.





In a case, there is no a tree owner

Trees, that don't have an owner at the time of being surrounded, can't be harvested because the fruits don't grow.

Let's remove it from the board.



When The Great Tree is surrounded

There is a fairy in The Great Tree!
It brings various happiness and disasters to Animals.

From the last Animal to surround it
Let's proceed clockwise one by one.

You can choose one!

**Draw a
Fairy of Great Tree
Card**

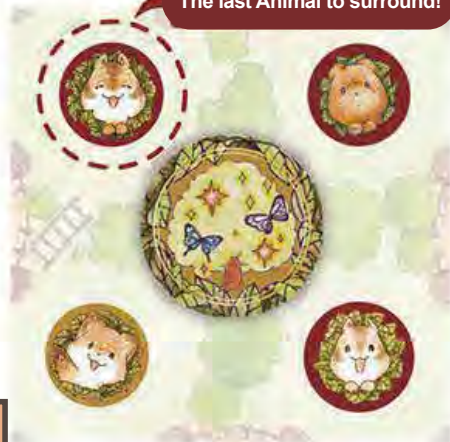


OR



Get 4 Chestnuts

The last Animal to surround!



In the case of drawing a “Fairy of Great Tree Card”

As soon as you draw the Card,
turn over it and follow
the written instructions.



(Detailed effects of
these cards, please see pages 17-19)

**The following Animal
can take either action too.**



When all the Animals surrounding the tree have finished their actions,
Remove the “Great Tree Chips” from The Forest for Animals (board).



When the harvest is over



Bring the harvested the "Fruitful Tree Chip" to your hand
(Go to page 10 for the harvest process)



The "Fruitful Tree Chip" that you got after harvesting will grow fruits every turn from your next turn, so you can get the Chestnuts.





How to read a Chip



- The number of Chestnuts that the Animals surrounding this tree can get at harvest
- After becoming the owner of this tree and harvesting it, the number of Chestnuts you can get each turn from your next turn after you get it in hand.
- The number of fertilizers you must give first to become the owner of this tree
- The number of Chestnuts that you can get at the end of the game



The Fruitful Tree Chips



Blueberry Tree (1/5)



Tangerine Tree (3/15)



Cherry Tree (2/10)



Apple Tree (4/20)



The Great Tree Chips





The game ends when any of 1 to 4 below is done.



When all the Player's Animals are gone

Skip the player who have lost their "Animal" and continue until all of them are gone.



When there are no more the "Fruitful Tree Chips" (20 pieces) on the board

The game will end when all 20 of the "Fruitful Tree Chips" are no longer on the board.



When there are no more the "Great Tree Chips" (5 pieces) on the board

The game will end when all 5 of the "Great Tree Chips" are no longer on the board.



When both the "Bird & Insect Cards" and the "Knowledgeable Owl Cards" are gone

When the game is over, count the number of the Chestnuts!

If you have some of the minus borrowed Chestnuts, it will be double the minus.



(Example) -4 Chestnuts were borrowed → Return amount calculation is -8 Chestnuts

Let's fill our friends with the Chestnuts we got!
The Animal's player who collected
a lot of Chestnuts is an excellent leader!



List of effects for The Great Tree Cards



Happiness is at your feet【Hello Fairy】(2 sheets)

A Fairy told me where the full of food!

You can change it to a lot of Chestnuts! Get 3 Chestnuts.

Do it as soon as you pull it. Discard this card when you're done.



Happiness is at your feet【Hello Fairy】(2 sheets)

A Fairy told me where the full of food!

You can change it to a lot of Chestnuts! Get 6 Chestnuts.

Do it as soon as you pull it. Discard this card when you're done.



Happiness is at your feet【Hello Fairy】(2 sheets)

A Fairy told me where the full of food!

You can change it to a lot of Chestnuts! Get 12 Chestnuts.

Do it as soon as you pull it. Discard this card when you're done.



Princess of the Forest【Beautiful White Peacock】(2 sheets)

The Peacock led me to a certain tree!

You can get one the "Fruitful Tree Chip" without an owner from the board.

Do it as soon as you pull it. Bring one Chip at hand without harvesting.

Invalid when there is no the "Fruitful Tree Chip" on the board without an owner.

Discard this Card when you're done.



Witch of the Forest【Secret Candy】(2 sheets)

When I ate the candy I become lucky! You can act twice.

The timing to use is free. Can only be used once.

Discard this Card when you're done.



Good Harvest [The Blueberry Tree] (1 sheet)

It seems that the fertilizer was good. Triple the harvest of your Blueberry Trees you have. It is applied at the end of the game. At the end of the game, it is invalid if you do not have the "Fruitful Tree Chip" of the Blueberry in your hand.

* Not applicable to chestnuts that can be obtained every turn.



Good harvest [The Cherry Tree] (1 sheet)

It seems that the fertilizer was good. Double the harvest of the Cherry Trees you have. It is applied at the end of the game. At the end of the game, it is invalid if you do not have the "Fruitful Tree Chip" of the Cherry in your hand.

* Not applicable to chestnuts that can be obtained every turn.



Good harvest [The Tangerine Tree] (1 sheet)

It seems that the fertilizer was good. Double the harvest of the Tangerine Trees you have. It is applied at the end of the game. At the end of the game, it is invalid if you do not have the "Fruitful Tree Chip" of Tangerine in your hand.

* Not applicable to Chestnuts that can be obtained every turn.



Bad Harvest [The Cherry Tree] (1 sheet)

It seems that the fertilizer was bad. Throw away the Cherry Trees you have. Do it as soon as you pull it. Discard this Card when you're done. If you have a good harvest [The Cherry Tree] card, turn over these two cards for shuffling them, and use the one drawn card. Discard the other one.



Bad harvest [The Tangerine Tree] (1 sheet)

It seems that the fertilizer was bad. Throw away the Tangerine Trees you have. Do it as soon as you pull it. Discard this Card when you're done.

If you have a good harvest [The Tangerine Tree] card, turn over these two cards for shuffling them, and use the one drawn Card. Discard the other one.



Trade [Please give me one] (1 sheet)

I will manage the tree from now on! You can trade one of someone's own the "Fruitful Tree Chip." When trading, exchange for the number under the "Fruitful Tree Chip" (Ex: 5 Chestnuts for 1/5 The Blueberry Tree). You don't have to trade it. Through if no one has a the "Fruitful Tree Chip." You can't trade trees on the board or trees that can't be harvested and are removed from the board.



Inventory management (Worm-Eating) (2 sheets)

When I was checking the food in my hand, it was actually eaten by worms.

Discard 3 Chestnuts

Do it as soon as you pull it. Discard only from what you have.

If you don't have it, it's through. Discard this Card when you're done.



Inventory management (Worm-Eating) (2 sheets)

When I was checking the food in my hand, it was actually eaten by worms.

Discard 6 Chestnuts.

Do it as soon as you pull it. Discard only from what you have.

If you don't have it, it's through. Discard this Card when you're done.



Inventory management (Worm-Eating) (2 sheets)

When I was checking the food in my hand, it was actually eaten by worms.

Discard 9 Chestnuts.

Do it as soon as you pull it. Discard only from what you have.

If you don't have it, it's through. Discard this Card when you're done.



Inventory management (Worm-Eating) (2 sheets)

When I was checking the food in my hand, it was actually eaten by worms.

Discard 12 Chestnuts.

Do it as soon as you pull it. Discard only from what you have.

If you don't have it, it's through. Discard this Card when you're done.



Great Storm Forecast (Great Disaster) (1 sheet)

I don't know which tree I had! Turn over all the "Fruitful Tree Chips" that everyone has, shuffle them, and draw one the "Fruitful Tree Chip" clockwise from the player who draws this Card.

Do it as soon as you pull it. Discard this Card when you're done.



Great Storm Forecast (A Storm is Coming!) (1 sheet)

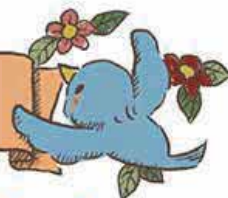
In a hurry, put food on the tree! Only the Animals that drew this Card were in time, and the food was washed away ... Discard 20 Chestnuts.

Do it as soon as you pull it. Discard only from what you have.

If you don't have it, it's through. Discard this card when you're done.



When you don't know what to do



How can I start the game?

Let's get ready!

Go to page 5

It's your turn!
What can I do?

You can go looking for food or
become the owner of a tree.

Go to page 7

If you have a tree in your hand,
you can get Chestnuts!

Go to page 14

Can I get chestnuts?

Surround the trees and harvest!

Go to page 10

What is the
"Bird & Insect Card" for?

They will guide
the Animals to tree!

Go to page 7

What is the "Knowledgeable Owl Card?"

They will guide
the Animals to tree!

Go to page 8

What is the
"Fruitful Tree Chip?"

Let's grow a tree and
make fruit for food!

Go to page 9

What is The Great Tree?

You can't be the owner of a Great Tree!
If you are in trouble, draw a card!

Go to page 13

What if you don't have Chestnuts?

Let's borrow the Chestnuts
from the next forest!

Go to page 12



**There is a different Animal
in the place you want to put it ...**

There are 2 patterns!

Go to page 8

**Two harvests were happened
at the same time!**

**The Great Tree should
do it last!**

Go to page 10

How to read the Chips?

There are many effects!

Go to page 15

What if it didn't have a tree owner?

**You can't get food without
growing trees ...**

Go to page 13

**I drew a "Fairy of Great Tree Cards!"
How do I use it?**

**Each cards have a
different effect!**

Go to page 17

How does the game end?

There are 4 patterns!

Go to page 16

I ended up borrowing Chestnuts!

Have to return it double!

Go to page 16

You can see how to play in the video!



Game type: Tile • card • Area Majority • Hand Management
Play Time: 40-60 minutes / Number of people for play: 2 to 4 players

Thank you for playing!
Please continue to play a lot!



Click here for the "Peaceful" Survey

