

Katamari Rules V3

0. Components:

0.0 Katamari Boards

The game includes four Katamari Boards, each features a Cousin and a 5-across hex grid with a [2] symbol in the center. Each player's Katamari Board will serve as their play space.

0.00 Center Katamari Space

The Center Katamari Space is located at the center of the Katamari Board. Recognizable for its [2].

0.1 Stuff

Stuff are used to build your Katamari. There should be six bags, each containing Stuff of a specific size. The size of Stuff is determined by the number of hexes it fills when placed on a Katamari Board.

0.10 Stuff Size and Level

Stuff comes in 3 levels:

- Yellow Stuff is solid and includes Stuff of sizes 1 and 2.
- Blue Stuff has stripes and includes Stuff of sizes 3 and 4.
- Purple Stuff has boxes and includes Stuff of sizes 5 and 6.

0.2 Dice

Included are 108 Dice. There are 36 Dice of each color: Yellow, Blue (may be Greenish), and Purple.

0.3 Dice Tray

A blue plastic tray to roll dice in so they won't fall off the table.

0.4 Emperor Piece and Turn Track

The Emperor is a paper standee that tracks the current turn. The track is a piece of paper with a path marked by pieces.

0.5 A Box of Crayons

1. Setup:

1.0 Katamari Boards

Give Each player one Katamari Board at random. Players should place their board in front of them in a place where they won't bump it or breath on it. Remember, it's rude to touch another player's Katamari without permission.

1.1 Stuff Piles

Shuffle each bag of Stuff and place it within arms reach of all players. Flip the top Stuff of each pile. At the end of this process there should be six piles of Stuff, one of size 1, one of size 2, one of size 3, one of size 4, one of size 5, and one of size 6. Each pile should be face down except for the top piece.

1.2 Crayons

If there are more than two players, empty the box of crayons onto the table where they can be shared.

1.3 First Player

1.30 Determining First Player

Each player rolls a die, the higher rolling player goes first. If players tie for the highest result, they roll off again.

1.31 First Player Responsibilities

The first player takes the first turn and is responsible for moving the Emperor across the Turn Count Track. Give the First Player the Dice Tray after determining who they are.

1.3 The Emperor Turn Count Track

Place the Turn Count Track within reach of the First Player and place the Emperor on the space marked “Start.”

2. The Player Turn:

2.0 Move the Emperor

If it is the First Player's turn and the Emperor is on the space marked “Done”, players move to the Scoring stage of the game. Otherwise, the First Player moves the Emperor one step down the Turn Count Track.

2.1 Collect Dice

The current player collects the dice they will roll on this turn. Players gain dice depending on their Katamari Board and the “Stuff” they have. See 0.10 for Stuff levels.

2.10 Yellow Dice

The current player gets 2 Yellow Dice if the Center Katamari Space of their Katamari Board is uncovered.

The player gets 1 Yellow Die for each [1] icon visible on their Katamari Board on Yellow Stuff.

2.11 Blue Dice

The current player gets 1 Blue Die for each [1] icon visible on their Katamari Board on Blue Stuff.

The current player gets 2 Blue Dice for each [2] icon visible on their Katamari Board on Blue Stuff.

2.12 Purple Dice

The current player gets 2 Purple Dice for each [2] icon visible on their Katamari Board on Purple Stuff.

The player 3 Purple Dice for each [3] icon visible on their Katamari Board on Purple Stuff.

2.2 Rolling the Dice

The current player rolls all the dice they have. After checking cases 2.20 and 2.21 players begin counting their Rolling Power 2.3.

2.20 Going Too Fast

After rolling their dice the player checks if they have rolled 4 or more ‘6’s. If they have then their Katamari Crashes (2.22).

2.21 Dice Falling Off of the Table

If Dice fall off of the table during a roll, the player rolling immediately Crashes (2.22).

2.22 Crashes

If a player Crashes, they remove the largest Stuff on their Katamari that does not have another Stuff laying on top of it. The removed Stuff is placed beneath the pile associated with its size, face down.

The turn of the player who crashed immediately ends.

2.3 Counting Rolling Power

Rolling Power is used to buy Stuff to put onto your Katamari Board. After rolling their Dice, players count the Rolling Power they have for this turn. Rolling Power does not carry over between turns.

Each Die generates 1 Rolling Power if it succeeds.

2.30 Yellow Dice

Yellow Dice succeed on a 3 or higher.

2.31 Blue Dice

Blue Dice succeed on a 4 or higher.

2.32 Purple Dice

Purple Dice succeed on a 5 or 6.

2.4 Using Rolling Power

After rolling their Dice and counting Rolling

Power, players can use their Rolling Power to buy Stuff 2.4 or to cycle their piles 2.41.

2.40 Purchasing Stuff

2.400 Purchasing Cost

Stuff cost an amount of Rolling Power equal to its size. Stuff that fills in 1 spot on the Katamari Board costs 1 Rolling Power, 2 costs 2, etc.

2.401 Placing Stuff

The Level of Stuff determines how they can be placed. See 0.10 for Stuff levels. No piece can be partially placed outside of the 5 across hex grid on the Katamari Board.

Stuff can be placed anywhere where they can fit on the Katamari board, except that Blue Stuff must be placed wholly on top of Yellow or Blue Stuff, and Purple must be placed wholly on top of Blue or Purple Stuff.

2.402 Exception: Center Katamari Space

Any level Stuff can be placed over the Center Katamari Space.

2.41 Pile Cycling

Players may spend 4 Rolling Power to cycle one of the Stuff Piles. That player removes the top Stuff from the pile, turns it upside down, and places it beneath its pile. The player then reveals the top Stuff.

2.5 End of Turn

When a player is done using their Rolling Power, either because they have no more Rolling Power or because they don't want to buy any more Stuff, they pass the dice tray then it becomes the next player's turn.

3. Game End and Scoring:

All players examine their Katamari to find their final score. The player with the highest score wins.

3.0 Stars

Each player earns 1 point for each ★ visible on their Katamari Board.

3.1 Special Symbols

For each of the Smiley-Face, Flower, Cow, or Pencil Symbols, if a player has more of that Symbol than any other player visible on their Katamari, that player earns 7 points.

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