

# Kimono Memories



Expert Mode

RULEBOOK

English

Embark on a mesmerizing journey through Kyoto's quaint streets, where locals and tourists wear traditional kimonos, immersing themselves in the city's timeless charm. As a budding photographer enchanted by the beauty of kimonos, you traverse the streets, seeking permission to capture these elegant figures. Strategize and outmaneuver your opponent to secure the best photo opportunities in this vibrant scene. With captivating glimpses of kimono-clad beauties, create cherished memories to treasure forever.

In Expert Mode, new scoring mechanisms are introduced for a more competitive gameplay experience.

## COMPONENTS

- ① — 1 Game Board
- 30 Kimono Cards
- (② 25 Beauty Cards and ③ 5 Prop Cards)
- ④ — 2 Departure Cards
- ⑤ — 30 Pattern Tokens (5 colors, 6 each)
- ⑥ — 7 Cat Tokens
- ⑦ — 1 Starting Marker
- ⑧ — 1 Photographer
- ⑨ — 5 Pattern Scoring Markers
- ⑩ — 5 Scoring Tiles



## 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.

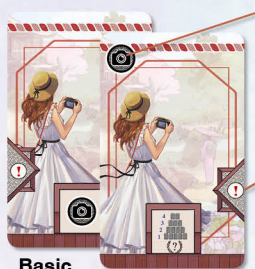


### Beauty Cards

**Cat Symbol**  
Match this symbol with adjacent cards to score a cat token.

**Object icon**  
Indicate this object present in the photo.

### Departure Cards



Basic  
Expert

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

**Wild Icon**  
It can be any partial pattern or cat symbol.

### Prop Cards



Number of objects in this game

**Scoring Bonus**  
Scores points for each indicated object icon(s) in your album.

## SETUP

- 1 Place the Game Board in the center of the table.
- 2 Place the Pattern Scoring Markers on the corresponding color squares in the middle of each track on the board.
- 3 Shuffle the Kimono Cards to form the Kimono deck face down, place it in an easily accessible position on the table. Draw and place a card on each side of the board, then draw 2 cards to place beside the deck as the Reward Display.
- 4 Place the Photographer between two cards indicated by the photographer mark on the board.
- 5 Organize the Pattern Tokens, Cat Tokens, and Scoring Tiles next to the Kimono Deck.



- 6 Each player leaves a space in front of them for their photo album, then takes a Departure Card and places it with the Expert side face up as the first card in the album. The Mon Symbol on the card indicates their side on the board.
- 7 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)

### TAKE A PHOTO

- A 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.



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.

### ADD THE PHOTO TO ALBUM

- B 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)

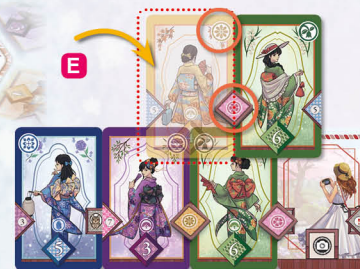
- C Each card has 1 or 2 symbols on its sides. If the photo placed and the adjacent photo(s) have matching symbols, immediately place a token of that pattern (or cat) on them, between two cards.
- D A wild symbol counts as any pattern or cat. If both matching symbols are wild, the player can choose any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



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



**Player A** adds a **Yellow** card on the 2nd layer for a matching of pattern 7, so they move the **Pink & Yellow** Pattern Scoring Markers toward them.



• Player A's photo album

### REPLENISHMENT & END CONDITION


- F 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 replenishment.
- G If there are only 2 cards left around the board, the game ends. Otherwise, the next player begins their turn.









## GAME END

**I** Move the remaining cards around the Central Board to the Reward Display.

**J** Starting with pattern 3 , both players compare the positions of the Scoring Markers for each pattern.

The winner of each comparison collects the corresponding Scoring Tile and selects 1 card from the Reward Display to add to their album, following the “GAIN AND SCORE PATTERN(S)” rules.

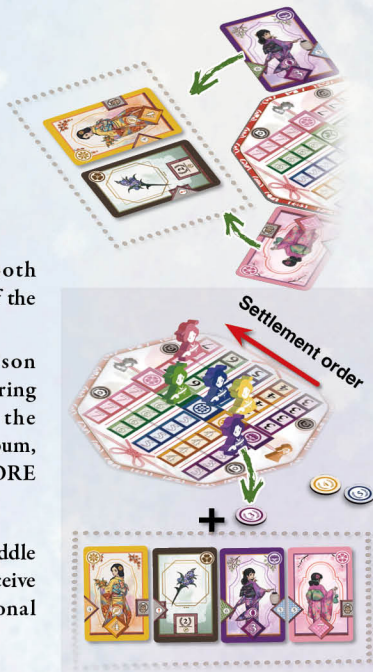
If the Scoring Marker is in the middle of the track, neither player will receive the Scoring Tile nor an additional reward card.








Continue the process in the order of 4, 5, 6, and 7 until all patterns and cards are settled. (   )

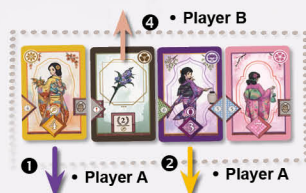
★ The obtained reward card may still score the pattern or cat, which can be used for subsequent pattern comparison but not for the patterns that have already been scored.

★ If there are no cards left in the Reward Display, there will be no additional rewards after collecting Scoring Tiles.

© Winning the pattern comparisons significantly affects the scoring, thus players should exercise caution during play.



- 1 Player A won the pattern 3  comparison and selected a yellow card, thus winning pattern 4 .
- 2 Winning pattern 4  led to selecting a partial pattern 5 card, resulting in a tie for pattern 5 . (pattern 3 had already been scored. ★)
- 3 The pattern 5  & 6  comparison are tied.
- 4 Winning pattern 7 , a prop card was selected.



## FINAL SCORING

**K** Players score the points from the following:

- a Points on the collected Scoring Tiles.
- b  $X^2$  points for Cat Tokens.  
(1/4/9/16/25/36/49 points for 1/2/3/4/5/6/7 Cat Tokens)
- c Bonus points for the Prop cards.
- d Each visible(uncoverd) Mon symbols, with 1 point for the first layer, 2 points for the second layer, and so on.

Scoring for player A,

- a 7 points for Scoring Tiles (Patterns 3 and 4).
- b 9 points for 3 Cat Tokens.
- c 4 points for 2 lantern icons from the Lantern card, and 6 points for 2 sets of Lantern and Flower icons from the Lantern and Flower card.
- d 3 points for 3 Mon symbols on the first layer.  
6 points for 3 Mon symbols on the second layer.  
9 points for 3 Mon symbols on the third layer.



Player A's Side























Total score: 44 points.



✕ The player with the highest total score wins. In case of a tie, the player with more Cat Tokens and Prop cards wins.



## SCORING SHEET

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



- For a more intense game between players, try Sudden Victory Mode.



## SUDDEN VICTORY MODE

A player wins immediately if they have two Scoring Markers on the third or fourth space on their side.

If no player has won with sudden victory, proceed to the normal scoring.

- ★ Sudden victory does not apply during the final scoring phase.

**Game Design:** Nao Shimamura

**Illustration:** Maisherly Chan

**Graphic Design:** EmperorS4

**Producer:** Eros Lin



© 2024 EmperorS4 Technology Co., Ltd. All Rights Reserved.

Tel: +886-2-2732-6972

Email: BoardgameLove@bgl.com.tw

Website: www.EmperorS4.com