

ひとりたしはやく

- Fast Alone -

Ages : 6 and up
Players : 1
Time : 5min



"FastAlone" is a collection of board games for solo play, one play can do in about five minutes. And you can play various games with dice and whiteboard markers.

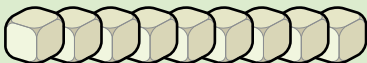
The rules of the game are five kinds. Every one rule have two variation of boards. So you can enjoy ten games.

One playing time is short. So you can play a little free time.

Also, it's not just to enjoy the game clearing. You can compete with other players by score. Please enjoy according to your lifestyle.

《Component》

White-dice 9



Red-dice 1



Whiteboard marker 1



Wiping cloth 1



Playboard 5 types

- ※ If you shell the board in the clear film, no trace will remain when to use the whiteboard marker, you can play for a longer time.



《Explanation of the symbol marks appearing in the game》

It shows the meaning of the common symbol mark used in the game.
Please see the rules of each game for how to use it.



It refers to any number. For example, in the case of "using [dice symbol] pips of dice", it means that you can use numbers from [1] to [6] pips of dice.



It is a specific number. For example, in the case of "gather [dice symbol] pips of dice", if [dice symbol] is [1], that means "gather [1] pips of dice."

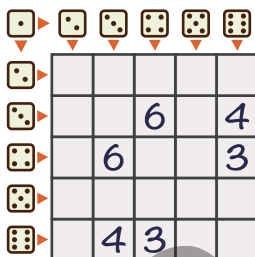
《When playing with some players》


You can play with some players, compete for speed to succeed, compete for score etc. In that case, prepare the necessary number of dice (16 mm size) by yourself.

4 How to write numbers

① Main rule

- You roll three dice.
- You write the pips of the remaining dice to the square where crossing the vertical and horizontal line indicated by the pips of any two dice.
- You can not write on a square with numbers already written.
- After you write numbers etc in the square, you will reroll three dice. And you repeat again.



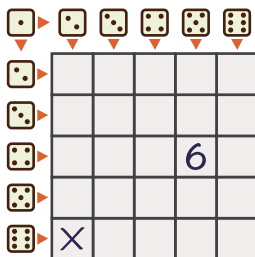
If the pips of the dice are like , one of the six squares is written as shown above.

②-1 When writing [1]

- If you use [1] as a number to write in a square, write it as [1] normally.




②-2 Use [1] for line selection

- [1] is pips of almighty. You can choose any line.
- When used as almighty, write "x" to any blank squares.



③ Pass to write

- If you can not write to any squares, or if you do not want to write on any squares you can pass.

When dice's pips are , you used  as . and you wrote "x" to the 2-6 squares.

- However, if you pass, you must write "x" to any blank squares.
- In addition, **you check the mark the square of the path check.** Only three passes can be used.

5 The end of the game

- The game is over when completing one and more line each in the vertical and horizontal satisfying the condition. And you win.
- The line in which "x" is written has no condition.
- You lose when you can not play any more or all the squares are filled, If you failed the condition.

6 Scoring Variations

- Play time is 5 minutes. The time remaining on success –seconds rounded down– and the number of unused pass checkmass is the score.

7-1 Satisfying condition (Total side)

- [Horizontal] ≤ 14 the sum of five squares is 14 or less.
 $= 17$ the sum of five squares is 17.
 ≥ 21 the sum of five squares is 21 or more.
- [Vertical] EVEN the sum of squares is even number.
 $= 18$ the sum of five squares is 18.
 ODD the sum of squares is odd number.

7-2 Satisfying condition (Number side)

- There are three or more same number in line.

ふえていく GrowingNine



Bleed! Fill! As you can see, the dice grow. However, to do that you need a trigger. You have to manipulate the red burning power and gain the energy of grow. And it is your job to control that power.

1 Summary

- When a white-dice enters the growth square on the board, one new white-die is put on the board.
- If you can put all ten dice on the board, it is your "win".

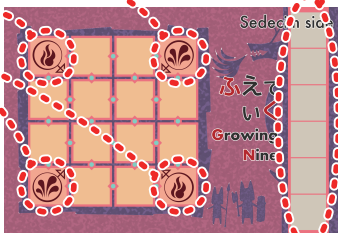
2 Component

White-dice ... 9 Red-dice ... 1

3 Explanation of board

"growth square"

The diagonally square is a pair. Symbols are drawn for each square in the 🔥 and the 🌸



standby place of dice

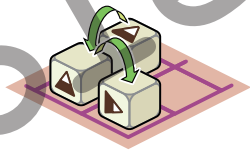
4 Set up

- You roll nine white-dice and one red-dice.
- You put three white-dice and one red-dice of your choice on the growth squares with growth symbols drawn at the corners of the 4 × 4 grid on the left side of the board.
- Which dice and where to put is optional. However, it should not be changed pips of dice when roll and dice direction.
- You place six remaining white dice in the dice standby place on the right side of the board.

5 How to move a dice

① How to move the dice

- You move the dice so that it rolls in units of squares. Do not move the top surface does not change, or move it turning horizontally.



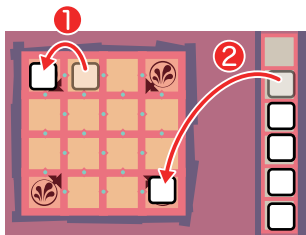
Example of the position of the dice face when moving.

② How to move white-dice and red-dice

- When the pips on the top of the white-dice are the same number as the pips on the top of the red-dice, be sure to move the white-dice. If there is more than one, you can move from any dice.
- Red-dice can move only when there is no white-dice of the same pips. –In other words, this is a game of changing the pips on the red-dice top to move the white-dice.–
- If there is the same white-dice as the red-dice at set up, you should move it of course.

6 How to put white-dice

- When the white-dice enters the growth square, you put one die to the diagonal square the same symbol from the standby place.
- You put it the dice in the standby place in order from the top. Do not change the direction to put it.
- If the red-dice enters the growth square, you can not put the white-dice.
- If the pips of to put the white-dice are the same as the red-dice, the white-dice must be moved.



- 1 When white-dice enter to the growth square...
- 2 put on a dice at standby place to the diagonal growth square .

7 The end of the game

- The game ends at the time when all nine white-dice can be put onto 4×4 grid. And you win.
- When it is success at the time of appearance, at this time, the same white-dice as the red-dice may be left.
- When you move or put the white-dice it already be a dice, repetition of moves, etc, so If the game stops moving, you lose.

8 Scoring Variations

- Play time is 5 minutes. The time remaining on success –seconds rounded down– is the score.
- If you lose, the number of white-dice which could not put it is points given up.



Dice do not like gaps. Dice love that everything fits neatly. But they alone can not decide where to put them. So you are waiting for your cooperation with luck.

1 Summary

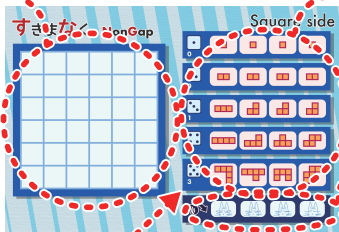
- You write the shape of the tiles of the pips of the dice on the 6×6 grid.
- If you can fill all 36 squares, it is your "win".

2 Component

White-dice ... 6 white board markers

3 Explanation of board

6×6 grid of to write the shape of a tile.



Tile decided by the pips of dice.

Points to use for scoring.

check square
rerolled the
dice.

4 How to write the shape of tile

- You roll six dice and put it aside the board.
- You select one of the tiles decided by the pips of the dice, and you write a shape of tile using the write board marker. The direction of the tile can be rotated or turned inside out.

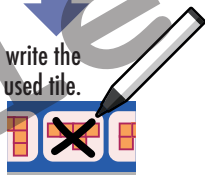
You choose this tile...



So you write like this...

- One tile can be used only once. you check a mark the tile to be used.

And you write the mark at used tile.



- The dice used to select a tile will not be usable until you reroll. You put aside as the used dice. At this time, be careful not to mix with unused dice.
- There is no tile decided to the dice of [6]. If you have the dice of [6], you must put 6 pips of dice to used dice area.

5 Reroll the dice

- If you run out of dice, -if there is a dice of [6], including it--reroll, and continue the game.

Example of check square rerolled the dice when rerolled two times.



- you reroll the dice, so you write a mark at the check square. You can only reroll four times.

6 Remove of the dice





- Depending remaining condition of square on the 6×6 grid, because there are only remaining shape of tiles can not write, you come out the dice can not be used.
- And because all of the dice pips of tiles have been used, you come out the dice can not be used.
- In such cases, these dice are completely removed from the game. It can not be reused.

7 The end of the game

- If you can write all 6×6 grid, the game is over. And you win.
- If you can not write the grid, or you lost usable dice, or you can not wrote all of the grid when rerolled four times, etc, such as when you can not continue the game, you lose.

8 Scoring Variations

- Play time is 5 minutes. The time remaining on success –seconds rounded down– is the score.
- In addition, add the victory point of the tile used to write the grid at the last.

	... 0 point
	... 1 point
	... 2 point
	... 3 point

This number is
add piont.



单一化

Unification



Dice is square so they can not forgive to lack uniformity. They wants to be in the same condition as soon as possible. Now, you are tried your ability of arrangements in orderly.

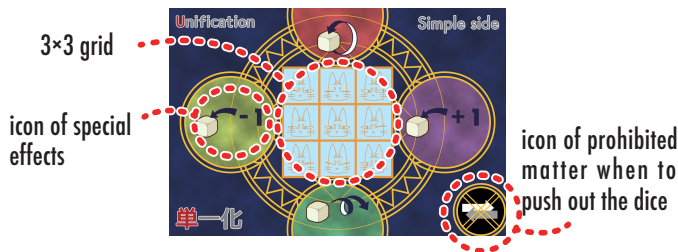
1 summary

- You put the eight white-dice and one red-dice on 3×3 grid. With the remaining one white-dice, push out the dice on grid.
- Special effects is activated against pushed out dice, the pips of the dice change.
- If you can make all the pips of nine dice the same as the pips of a red-dice, it is your "win".

2 Component

White-dice ... 9 Red-dice ... 1

3 Explanation of board



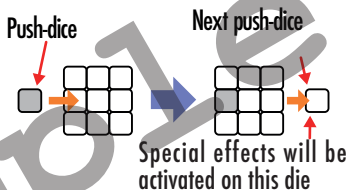
4 Set up

- You roll eight white-dice and one red-dice, so put on 3×3 grid of the board. You put it as random as can.
- You roll the remaining one white-dice. This die is push-dice.

5 How to change the pips of dice

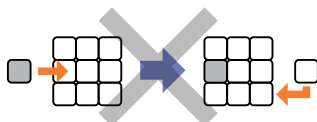
① Push to the dice

- You push to the dice on the 3×3 grid with a push-dice. You can push anywhere to the four sides.
- When to push, you match the side of the dice so push it. Do not push two or more dice.
- When the dice is pushed, the special effects on side of 3×3 grid must activated against this dice.
- The pushed dice will be the next push-dice.



② Prohibited acts

- Red-dice can not be pushed from 3×3 grid. In other words, you can not change the pips of red-dice. –Exceptions are described later.–
- It is not possible to push back from the pushed side with the next pushing.



- ※ You put aside be pushed side with pushed dice, so you will not forget the pushed position.

6 The end of the game

- When all the dice put on 3×3 grid became the same pips, the game ends. And you win.

7 Scoring Variations

- Play time is 5 minutes. The time remaining on success -seconds rounded down- is the score. When in the game end red-dice is center in nine dice, score will be double.

8-1 Special effects (Simple side)

【-1】



You must do "-1" to the pips of pushed dice. However you can not pushed dice of [1]. Because you can not be smaller any more pips of this dice.

【+1】



You must do "+1" to the pips of pushed dice. However you can not pushed dice of [6]. Because you can not be bigger any more pips of this dice.

【Turn Up Side Down】



You must turn up side down the pips of pushed dice. For example [1] to [6], [4] to [3], and so on.



【Reroll】

You must reroll pushed dice.

8-2 Special effects (Complex side)

【 ± 3 】



You must do " ± 3 " to the pips of pushed dice. You can only do "+3" to the dice of [1] to [3]. Because the dice of [1] to [3] can not be "-3". For the same reason you can only do "-3" to the dice of [4] to [6].



【 ± 2 】

You must do " ± 2 " to the pips of pushed dice. The limitation is the same as 【 ± 3 】.



【 ± 1 】

You must do " ± 1 " to the pips of pushed dice. The limitation is the same as 【 ± 3 】.



【Rotation】

After pushed the dice, rotate the nine dice

ninety degrees counterclockwise while keeping their placement state.



【Paradigm Shift】

You must change the pips of the red-dice to the pips of pushed dice. The position of the red-dice does not change. Because the pips of the red-dice do not change, you can not push the same pips of dice as the the red-dice.

2つが5つ Pairing Five



Dice are shy lonely, so they hope that their partner will appear. And they are a selfish, so they do not hope that anyone to be similar to theirsIf will appear. Only you can make dice hope come true.

1 Summary

- The board is divided into five areas, and each area has two square to put the dice.
- You will put the dice one by one in the square according to the rules.
- If you can put ten dice in ten squares, it is your "win".

2 Component

White-dice ... 9

Red-dice ... 1

3 Explanation of board

Square to put the dice

Icon of Special effect to activate against the dice.



In one area, two squares and special effect icons.

4 Set up

- you roll ten dice and put it aside the board. You will put on the dice one by one on the square of the board from here.
- It is the red-dice to put first. You can put it in the square of any [1st DICE].

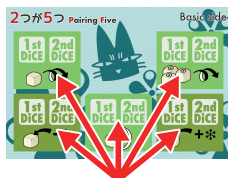
5 How to put on the dice

① How to activate special effects of area

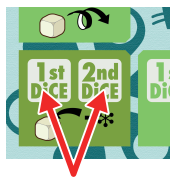
- You put on a dice to square, so you be sure to activate special effects of an area against unused dice. Special effect will not be activated on the dice already put on the square. –There is only one exception–
- Special effects will be sure to activated. Therefore, you can not put the dice in areas where the effect can not be activated.

② Restriction to put the dice onto area

- Dice must not be put on [2nd DICE] square unless the dice is put on the [1st DICE] square of all five area.
- Each area can only put the dice of different pips. Also, the two squares in the area can only dice of the same pips.



You can not put the same pips



You can only put the same pips

6 The end of the game

- The game is over at the moment the last one dice was put. At this time, special effects may not be activated. And you win.

7 Scoring Variations

- Play time is 5 minutes. The time remaining on success –seconds rounded down– is the score.

8-1 Special effects (Basic side)

【down】



You Reduce the pips of one unused dice. For example, if the dice of [3], you reduce it to [1] or [2].



【up】

You increase the pips of one unused dice.



【Turn Up Side Down】

You turn up side down the pips of one unused dice. For example, [1] to [6], [4] to [3].



【Reroll one】

You reroll one unused dice.

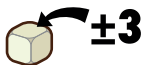


【Reroll the same pips of dice】

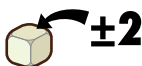
You reroll all unused dice of any same pips. If there are not more than two unused dice of the same pips, so it can not be put on this area.

8-2 Special effects (Expert side)

【 ± 3 】

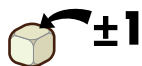


You must do " ± 3 " to the pips of one unused dice. You can only do "+3" to the dice of [1] to [3]. Because the dice of [1] to [3] can not be "-3". For the same reason you can only do "-3" to the dice of [4] to [6].



【 ± 2 】

You must do " ± 2 " to the dice of one unused dice. The limitation is the same as 【 ± 3 】 .



【 ± 1 】

You must do " ± 1 " to the dice of one unused dice. The limitation is the same as 【 ± 3 】 .



【Almighty】

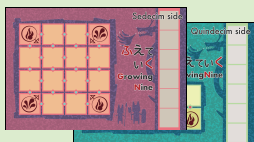
You can be change to any number one the pips of one unused dice. However, must change the pips to the different number.



【Area change】

You must swap all the dice put on the two areas. Any area can be selected as long as one or more dice is put on swaping area.

-By this effect, the effect may be activated again in the area where the special effect was used already twice.-



【Horizontal and Vertical】

Write numbers that decided the pips of the dice on the square, let 's make one or more lines that satisfy the conditions vertically and horizontally.

【Growing Nine】

Move the dice on the board, and put the new dice, let's put on all ten dice.

【NonGap】

Write the shape of the tile of the pips of the dice in the square, let's fill all squares.

【Unification】

Move to push the eight white-dice and one red-dice in the grid, let's make all the same pips.

【Pairing Five】

Change the pips of the dice by special effect, let's put on the ten dice in the ten squares.



WEB site
E-mail

Game design / Art work IZAKA, Makura
Produce 10-Shiki GameWorks
First edition 2018/11/25

<http://10shikigameworks.sakura.ne.jp/>
contactus@10shikigameworks.sakura.ne.jp