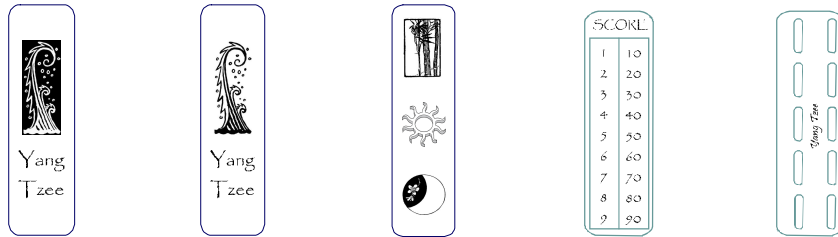


YANG-TZEE

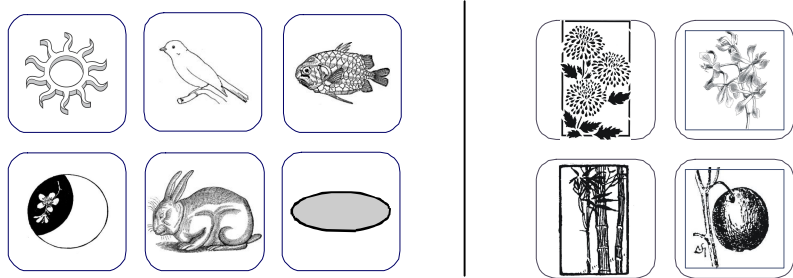
Yang-Tzee is the game where you outscore your opponent by collecting tiles with matching symbols.

THE TILES



Start Tile Back(9) Play Tile Back(36) Tile Face Score Track(1) Tray (2)

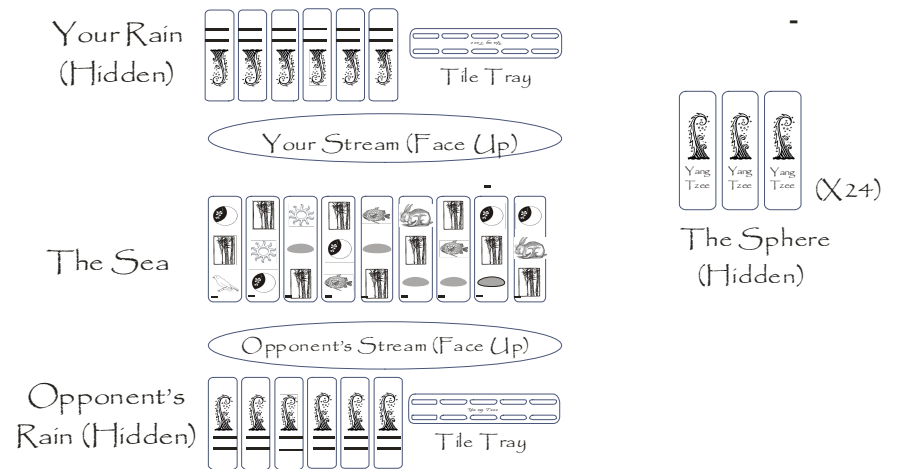
Each tile has three characters printed in a single column. Two of these characters are Symbols, and one is a Blossom. For example, on the illustrated tile face above the bamboo is the Blossom and the sun and moon are the Symbols. Symbols are what you match to collect tiles; Blossoms determine the points you score for collecting them. Blossoms are contained within rectangular borders, while Symbols are not.



Symbols: sun, moon, bird, rabbit, fish, hole. **Blossoms:** Mum, Bamboo, Orchid, Plum

HOW TO PLAY

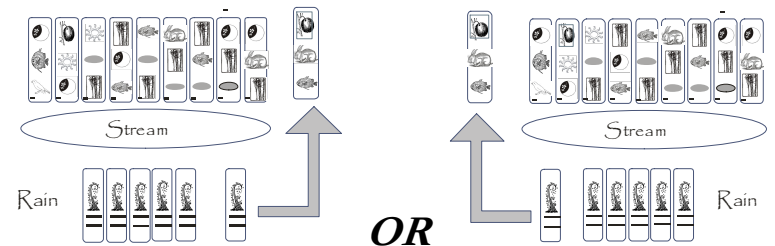
Play begins with all nine Start tiles (Start tiles are identified by the darker wave on the back of the tile and a small "S" on the lower left front of the tile), placed in a single row alongside each other in random order, face-up with their symbols right-side-up (none upside-down). These tiles form the *Sea*. The *Sea* is your gameboard. Your goal will be to collect as many high-scoring tiles from the *Sea* as you can, while preventing your opponent from doing the same. A typical start of game setup is shown:



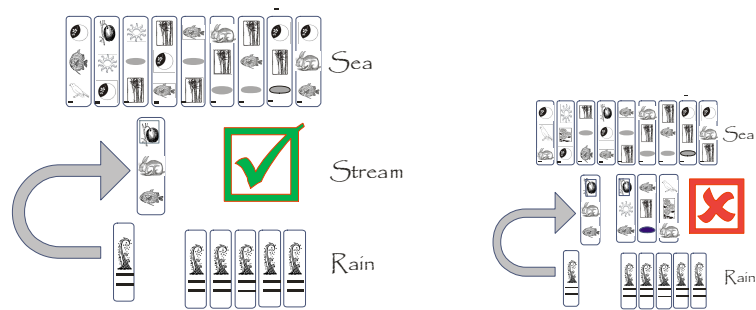
Shuffle the play tiles face-down (or in a bag). This group of tiles is called the *Sphere*. Players randomly draw six tiles from the *Sphere* to form their hand. Your hand is also called your *Rain*, and should be concealed from your opponent at all times (use the tile tray). Directly in front of you is your *Stream*, an interim place where tiles must go before they can collect tiles from the *Sea*. Your opponent must be able to see the contents of your *Stream*, and vice versa.

Randomly determine who goes first. Players alternate turns. On your turn, if you have less than six tiles in your *Rain*, draw a tile from the *Sphere*. Then do one of the following:

- ☉ **Rain to the Sea.** Take one tile from your hand and place it in the *Sea*, following the *Rules of the Sea* (below). You score 1 point when you Rain on the *Sea*.



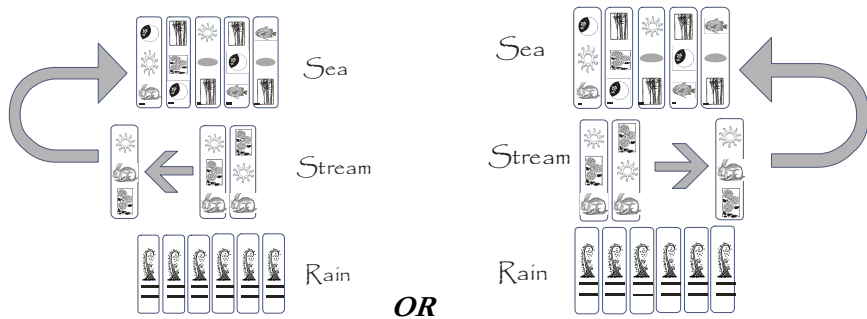
- ☉ **Rain to your Stream.** Take one tile from your hand and place it face-up in your *Stream*. You may only Rain to your *Stream* if your *Stream* has fewer than three tiles in it.



Allowed (< 3 tiles in Stream)

Not Allowed (3 tiles already in Stream)

- Stream to the Sea.** Take one tile from your Stream and place it in the Sea, following the Rules of the Sea. Tiles placed in the Sea from the Stream *may* result in tiles being collected and scored according to the *Rules of Gathering* (below). You may Stream to the Sea without making a collection. However, you do not get one point as you do when you Rain to the Sea.



OR

After performing one of these three actions, and recording any points you may score on the score track, your turn is over. Play passes to your opponent.

RUNNING OUT OF TILES

Once you run out of tiles in the Sphere, play continues with one scoring change: Raining to the Sea now scores 2 points instead of one. Players do not draw.

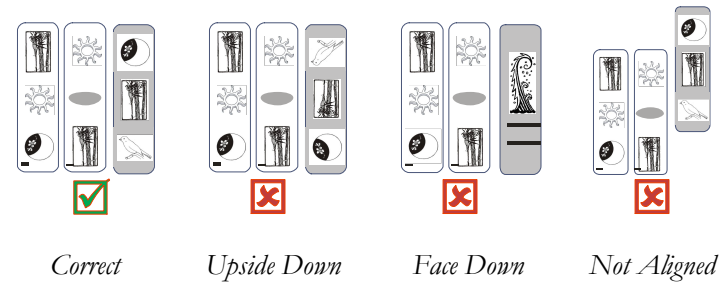
ENDING THE HAND

The hand is over when A) no tiles remain in the Sphere, either player's Rain, or either player's Stream OR B) a player collects all tiles in the Sea. The player making such a collection scores it normally, then subtracts 10 points from their score. This is called the *Drought Penalty*.

RULES OF THE SEA

Whenever a tile is placed in the Sea, it must follow the Rules of the Sea. The tile must be:

- 1) Face-up (Symbols and Blossoms visible)
- 2) Lying flat on the playing surface
- 3) Right-side-up (no Symbols or Blossoms upside-down).
- 4) Aligned; i.e., the top and bottom edges of the tile must line up with those of the other tiles in the Sea.



Correct

Upside Down

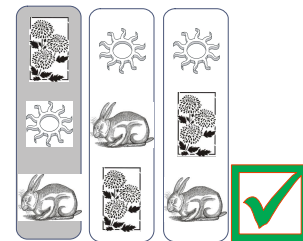
Face Down

Not Aligned

When you Rain on the Sea or Stream to the Sea, place your tile so that it touches either the left-most tile or the right-most tile of the Sea, at your choice.

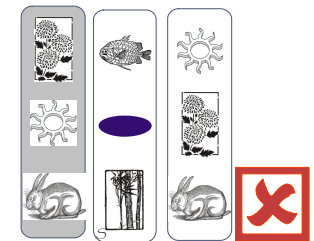
RULES OF GATHERING

If you Stream to the Sea, and a Symbol on the tile played matches a Symbol in the Sea on same row, with **no Bamboo** in that row between the matching Symbols, and at least one tile between the matching tiles, you collect the two matching tiles and all tiles between.



Valid Collection

Matching rabbits in bottom row



Not a Valid Collection

Bamboo blocks the matching rabbits.

Remember that you are looking for matching **Symbols**, not matching Blossoms.

Matching a Bamboo, Plum, Chrysanthemum, or Orchid will not result in a collection.

SCORING YOUR COLLECTION

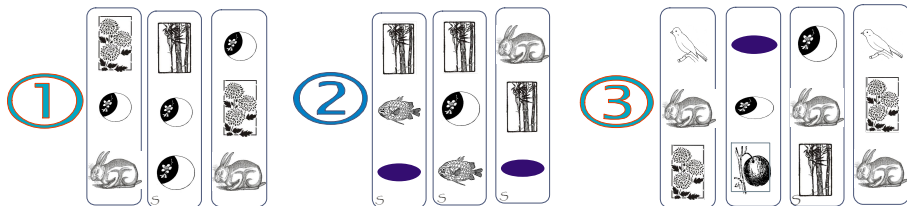
If you matched Holes, you have made a *Spirit Match*. You ‘score’ one tile from your opponent’s stream. Choose any tile from their stream and add it to your stream. You add no points to your score for this collection. If your opponent has no tiles in their Stream, you may instead place a tile from your hand to your Stream. You may add this tile regardless of how many tiles are in your Stream.

If you matched any Symbol other than Holes (Suns, Moons, Birds, Rabbits, or Fish), you have made an *Earth Match*. Add points to your score for each tile in your collection, according to its Blossom.

- ☉ Bamboo are worth one point
- ☾ Plums are worth three points
- ☀ Mums worth one point for each tile in this collection.
- ☼ Orchids are worth one point, and double the total points for this collection.

After scoring an Earth Match, your opponent may take one tile from your Stream and add it to theirs. This is called your *Offering*. This offering may be taken regardless of how many tiles are in your opponent’s stream.

Multiple collections. If when you Stream to the Sea, the tile you place results in more than one possible collection, score all the collections, starting with the one with fewest tiles, then the next fewest, and so on until all possible collections have been scored. Then discard the tiles from the largest collection and Seed the Sea. Only one Offering is made for a multiple collection (not one for each collection). Keep track of your score and your opponent’s on the scoring track. Examples are shown below:



Example 1) Earth match (rabbits) is worth $3+1+3 = 7$ pts (3x1 for mum, 1 for bamboo, 3x1 for mum)

Example 2) Spirit match (holes) is worth 0 pts, but you may take a tile from your opponent’s Stream

Example 3) Two Earth matches (birds in top row, rabbits in middle row). For the rabbits score $3+3+1 = 7$ pts (3x1 for mum, 3 for plum, 1 for bamboo) For the birds score $4 + 3+ 1+ 4 = 12$ pts (4x1 for mum, 3 for plum, 1 for bamboo, 4x1 for mum). Total score = $7+12 = 19$ pts!

Seeding the Sea. Once a collection is made, remove the collected tiles from the Sea and discard them. Then draw one tile from the Sphere and place it in the Sea in place of the collected tiles, on the side they were collected, following the Rules of the Sea. This is called *Seeding the Sea*. If no tiles remain in the Sphere, then do not Seed the Sea.

WINNING

The player with the most points at the end of the hand wins the game. Ties go to the player who moved last in the first round of the game. The first player to win two games wins the match.

VARIANTS

Cumulative Score: Play a set number of hands, keeping a running score. Whoever scores the most points after the set number of games is the winner.

a blue panther game

Game Design by Brendan Herlihy

Development by BH and Steve “Stephen” Jones

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This game was designed, developed and manufactured 100% in the USA.