

Quick Start Instructions

Shifting Stones (1-5 players)

Setup:

- In the middle of the play area, randomly place the **9 Stone tiles in a 3x3 grid**. All tiles should face the same direction. Notice that each tile is **double-sided**, featuring 1 of 4 symbol combinations: **Sun/Moon**, **Fish/Bird**, **Horse/Boar**, **Seed/Tree**. Give each player a **reference card** for a reminder of these 4 combinations.
- Shuffle the **Pattern cards** and **deal 4 to each player**. Decide which side of the grid is going to be the **TOP side** and place the remaining cards **at the top** with space for a **discard pile** as shown in the picture here.



How to Play:

- Decide who will go first. On your turn, take as many of the following **3 actions** as you want, **in any order**, as long as you have cards to either discard or score. OR instead of taking actions, you may **skip your turn** to **draw 2 cards** (so you have 6 in your hand). You may not skip your turn twice in a row.
 - 1. Shift Stones:** Discard a Pattern card from your hand, then swap the positions of **any 2 adjacent** Stone tiles. No diagonal shifting.
 - 2. Flip Stones:** Discard a Pattern card from your hand, then flip 1 Stone tile over to its **opposite side**.
 - 3. Score a Card:** Reveal a Pattern card that **matches the current layout** of Stone tiles (with the top side as agreed on earlier). Place it face-up in front of you. You can score multiple Pattern cards on one turn.
 - The card's pattern must match the **symbols** and **orientation** in the grid.
 - **Example (left):** You can score the 1-point card since the symbols AND orientation match. Score only once, even if there are 2 matches. You can't score the 2-point card because the orientation doesn't match.
- You can **end your turn** at any time. **Refill your hand** back to 4 cards from the deck.



Game End:

- The game end is triggered when 1 player completes the following number of Pattern cards depending on the number of players:
2 Players: 10 cards | **3 Players:** 9 cards | **4 Players:** 8 cards | **5 Players:** 7 cards
- If needed, finish the round so that all players have had the same number of turns.
- All players add up the points on their scored cards. The player with the most 1-point cards gets 3 bonus points. Whoever has the most points wins!