Pocket & Biscuit
ポケット & ビスケット

Flip Pocket tiles one by one to find in them one, two, three and then more cookies.
Who will find more cookies than anyone else?

COMPONENTS

36 Pocket tiles

x9   x2   x6

x7   x1   x7   x1   x3

SET UP

Place the tiles face down in a 6×6 square.
Determine the start player by rock-paper-scissors.

6

6

How to Play

❶ Flipping Pockets

In your turn, flip a Pocket tile face up.
If it reveals 1 Biscuit, flip another tile. If you flip another tile and it reveals 2 Biscuits, flip another tile.
Keep flipping the tiles face up so long as the number of cookies on the flipped tile increases one by one.

When you fail to flip a tile with an additional cookie, stop flipping.
Flip the last tile you flipped face down and proceed to "❷ Receiving Biscuits".

* Keep flipping the tiles until you fail to flip a tile with an additional cookie.

Chocolate Biscuit
Count each chocolate biscuit as 1 biscuit, just like the normal biscuit.

1   2   3

Cracked Biscuit
You may count each cracked biscuit as either 1 or 2 biscuits.

1   2   OR   1   2

❷ Receiving Biscuits

If you find 2 or more biscuits before you fail, receive the tiles you've flipped before you failed. Place the tiles you've received beside you. Then, the turn of play moves to the next player (the player on your left).
If you've failed to find two or more biscuits, flip all the tiles back face down. In this case, you can't receive any card and the turn of play moves to the next player.

1 tile
▼
Can't receive any tile.

2 or more tiles
▼
Receive the tiles.

Place the tiles you've received beside you. Place Cracked Biscuit tiles face up in line. Pile up other biscuit tiles face down. Then, the turn of play moves to the player on your left.

Place Cracked Biscuit tiles face up, making sure that they're visible to all the players.
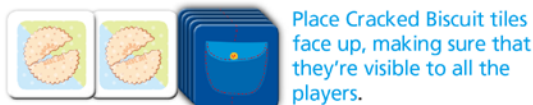
❸ Casting a Spell

You can cast a spell on each Pocket tile by tapping on it before you flip it, so that the number of biscuits on it "increases by one".

If you only flip a tile:
2

If you tap on a tile and flip it:
tap   tap   +1   3!!

* If you tap on a tile and then flip it, the number of biscuits on the tile increases by one. However, even if you tap on a tile twice, you can't increase the number of biscuits by two.

4 Biscuits

There isn't any Pocket tile with 4 biscuits in it. And you must keep flipping the tiles.
After flipping a tile with 3 biscuits, tap on the next tile so as to cast a spell to add a biscuit in it before you flip it.

Great 6

If you manage to advance to flipping the 6th tile successfully by casting spells, you've made the best achievement, Great 6!
Receive the flipped Biscuit tiles, and then flip a tile face up for the next player.
Then, flip that tile back face down. The turn of play moves to the next player.
(Be sure to try flipping the 6th tile as well.)

❹ Failing to cast a spell

If you tap on a tile (cast a spell) and then flip it, and it turns out to be a cracked biscuit, your magic has failed.
All the tiles flipped until that moment must be flipped face down, and the turn of play moves to the next player.
You can't receive any Biscuit tile.

❺ End of the Game

If one of the players flips and receives the last of the 6 Crack Biscuit tiles, then all the other players take their turn once to flip the tiles. Then the game ends.

❻ Counting Biscuits

After the game ends, count the biscuits. The score is 1 point for each normal biscuit, 1 point for each cracked biscuit, and 2 points for each chocolate biscuit.
When you count the biscuits, ignore the magic's effect to increase the number of biscuits on some tiles. That magic is no longer effective. The player with the highest total score wins the game.

* How many points for these biscuits?

1pt   1pt   1pt   1pt   2pt

4pt   3pt   3pt   5pt   **Total 21pt**
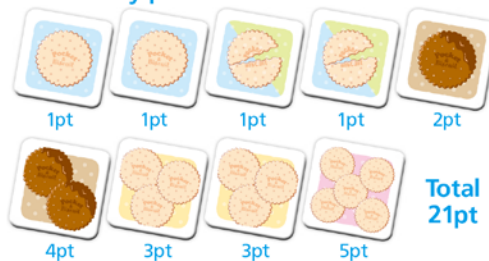
In case of a tie, the player who has taken more tiles wins. If the number of the tiles received is also the same, the tied players win the game together.