



~Cross×Clover~

## Game Instructions

Cross×Clover is a competition-style number placement puzzle game.

Your character in this game is a ladybug girl living on Clover Planet where there is a lot of greenery. Her favorite food is Dory, a tiny aphid.

Two players are to compete against each other using the number and picture tiles.

Let's see which one gets the higher score!



### The box contains:

- Red and white number tiles: 24
- Ladybug tiles: 8
- Aphid tiles: 2
- Ladybug pieces: 2
- Flower markers: 16
- Game board: 1
- Game instructions: 1

Red side		White side	
Number tiles		Number tiles	
<b>1 2 3 4</b> ×3		<b>1 2 3 4</b> ×3	
Ladybug tiles		Ladybug tiles	
×1		×1	
Aphid tiles		Aphid tiles	
×1		×1	
Straight flower marker ×5		Straight flower marker ×5	
Round flower marker ×3		Round flower marker ×3	



### Before you start playing:

1. One player plays with red tiles and the other with white tiles. Keep the tiles facing down and shuffle them well. Divide them in two decks and place them on your right side.
2. Place an aphid tile in front of the deck of tiles. Be sure to keep the aphid side facing up.
3. Place the ladybug piece at where it is marked as zero on your score scale.
4. Place the flower markers on your left side.
5. Decide who plays first (by rock-paper-scissors).
6. The first player draws a tile from a deck on the right side and place it in whichever box you like. Be sure to keep the tile facing down. The other player does the same.
7. The first player draws another tile from the deck and place it in a box anywhere except for those in the same column, row, or a circle as your first tile (see Figure-1 to 4). The other player does the same.
8. Flip over the four tiles on the board so that they are facing up as shown in Figure-5. You can rotate your tiles to make it easy to read.
9. Each player draws three tiles from whichever of the two decks on the right side. Now that you have the tiles in hand, you can start the game!

Place all of the items on the game board as show below.

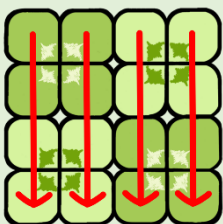
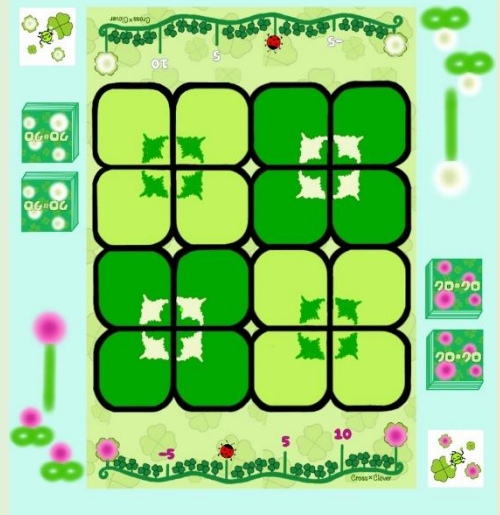


Figure-1  
Column

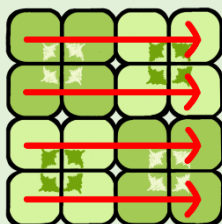


Figure-2  
Row

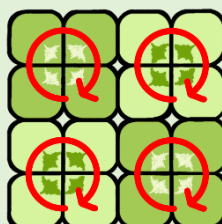


Figure-3  
Circle

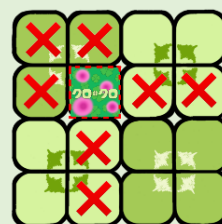


Figure-4  
The second tile cannot  
be placed in these boxes



Figure-5  
An example of the  
four tiles at the start  
of the game



### Goal of the game

- Try to fill a column, row, and circle with all of the digits from 1 to 4. The player who finishes filling in a column, row, or a circle wins a score. The game is over when all of the boxes are filled with the tiles. The player who has the higher score wins.



### What you do on your turn

Play your turn either by:

- Drawing a tile from either one of your own decks, or
- Placing a tile in your hand into a box on the board. Be sure to keep the tile facing up.

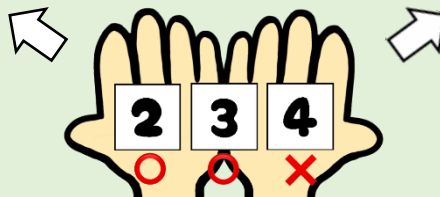
#### 【Basic rules】

1. You can only have four or less tiles in hand.
2. You must have the same or larger number of tiles in hand as the number written on the tile you wish to place in a box. For example, you must have three or four tiles in hand if you wish to place the tile of "3" in a box.
3. You cannot place a tile of the same number and the same color in the same column, row, or circle. If the tile you wish to place in a box has the same number but is in your opponent's color, you can place it down.
4. The tiles which have already been scored (those marked with flower markers) cannot be overlapped with a picture tile nor be moved by an aphid tile.

The boxes in which you can place the tile of **2**



The boxes in which you can place the tile of **3**



If you have these tiles in hand, you can place either "2" or "3" in any of the boxes marked with yellow circles.



### Scores

- The player who finished filling in a column, row, or a circle with numbers 1 to 4 scores a point.
- Place a flower marker on the tiles which have been scored (a straight flower marker to the scored column or row and a ring flower marker to the scored circle).
- Each player calculates the score by adding the numbers of his/her color. The player who finished filling in a column, row, or a circle gains the score, and the opponent loses the score.
- The player who finished filling in a column, row, or a circle can add the total number of flower markers as a bonus to his/her score. See below for more details.

Example: The white player placed a tile of "2" to finish a row, column, or a circle.  
The circled numbers are the bonus points.

#### Single line (1 bonus point)

White player: Wins 7 points

$$1+2+3=6$$

$$6+\textcircled{1}=7$$

Red player: Loses 4 points



#### Double line (2 bonus points)

White player: Wins 10 points

$$2+3+1+4=10$$

$$10+\textcircled{2}=12$$

Red player: Loses 8 points

$$4+1+3=8$$



#### Triple line (3 bonus points)

White player: Wins 13 points

$$3+2+1+4=10$$

$$10+\textcircled{3}=13$$

Red player: Loses 12 points

$$4+1+4+3=12$$

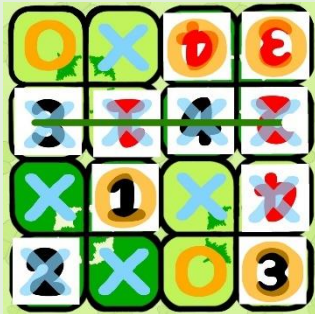




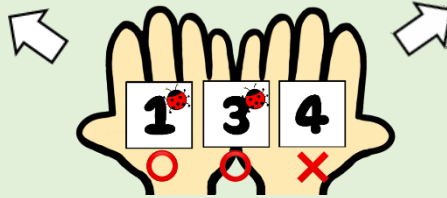
## How to use ladybug tiles

- A ladybug tile can be used as a number tile just like other number tiles. In addition to that, a ladybug tile can be placed on top of a tile that has already been placed on the board. You must also follow Rule-3 and Rule-4 of **the basic rules** when using a ladybug tile.

The boxes in which you can place the tile of **1**



The boxes in which you can place the tile of **3**



If you have these tiles in hand, you can place either "ladybug 1" or "ladybug 3" on the board.



## How to use an aphid tile

- An aphid tile is a special tile which each player can only have one.
- An aphid tile should not be mixed with the tiles in hand or the deck. You can use it on your turn regardless of the number of tiles you have in hand.
- Just like a ladybug tile, you can place your aphid tile on top of a tile that has already been placed on the board.
- When you place your aphid tile, you can move one of the ladybug tiles that has already been placed on the board and place it on top of the aphid tile. The box where the ladybug tile had been placed should be left empty.
- An aphid tile can be used under the following conditions.

- You cannot use your aphid tile if there is no ladybug tile on the board.
- If your opponent has used his/her aphid tile, you must play your next turn without using your aphid tile. You can use your aphid tile after you finished playing your turn without using your aphid tile.
- You must follow Rule-3 and Rule-4 of **the basic rules** when moving a ladybug tile.

### Example of where you can place an aphid tile

- In this case, the ladybug tile that can be moved to on top the aphid tile is either **1** or **2**.



The boxes in which you can place the aphid tile to move the ladybug tile of **1**



The boxes in which you can place the aphid tile to move the ladybug tile of **2**







## Winning condition

You win the game if you meet one of the following conditions.

1. You have a higher score when all of the boxes are filled with the tiles.
2. Your score exceeds the upper limit (16 points).
3. Your opponent's score reaches the lower limit (-11 points).



## FAQ's

Q1: If you already have four tiles in hand but cannot place any of them in a box, what do you do on your turn?

A. Discard one of your tiles in hand with its face up. Finish your turn by drawing a tile from your deck.

Q2: Who wins the game if the two players have the same score at the end of the game?

A. Neither of the players win the game. It is a tie.

Q3: Can you move your opponent's ladybug tile by using your aphid tile?

A. Yes, but you must be following **the basic rules**.



## Credits

Game design: Akame

Illustration: Ochaho

Production and editing: Chronos

Printing: Banjo Yugi Seisakujo  
(Board Game Manufacturing)

English translation: Kaori Takimi

Game produced by: Red I Games

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Shiomi, and Janet



SUBBOX  
Cafe & Bar Kalabar  
Board game club B.A.C.K  
J4Y Association



### Post script

I would like to thank all of you who have shown interest in Cross×Clover. This game is made up of the things that I liked when I was a kid; ladybugs, four-leaf clovers, and number puzzles. Back then I was able to find four-leaf clovers easily just by running around in the field, but as I grow older I find it so difficult to find one. A four-leaf clover is a symbol of happiness hidden so deep that you need to look closely not to miss it. That is what this game is about. You need to be careful not to look the other way in order to make your flowers bloom. It would be a great pleasure for me if you could enjoy playing this game with your family, with your friends, or with your loved ones.

Last but not least, I would like to dedicate this game to my young daughter, who is the model of HINA, the heroine of Cross×Clover.



Link for a play video



<https://www.youtube.com/channel/UC0gCexfhATOuMRt6aQDzPfQ>

(Cross×Clover,google it.)

