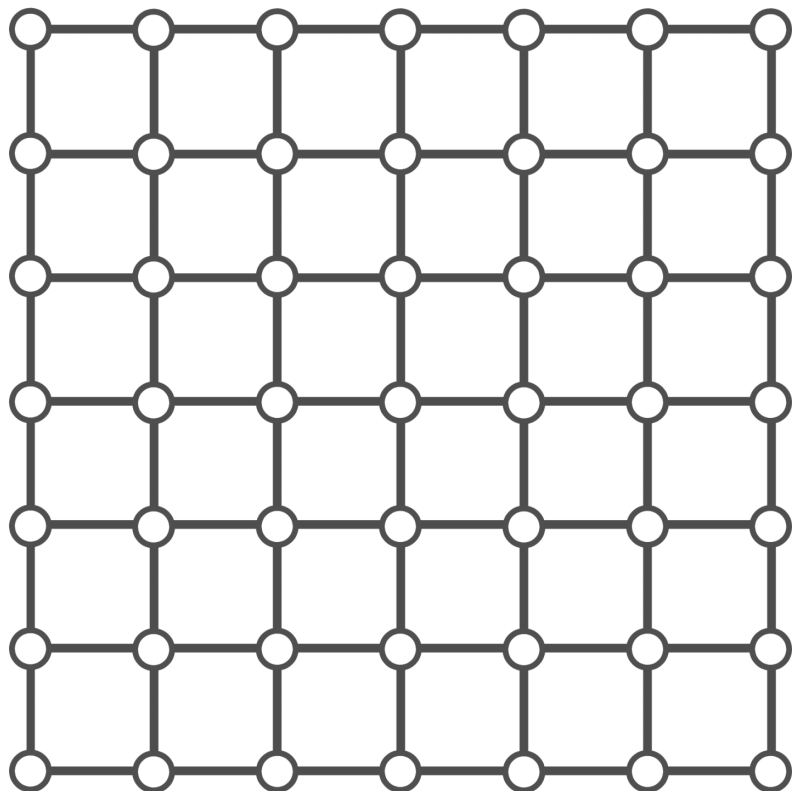
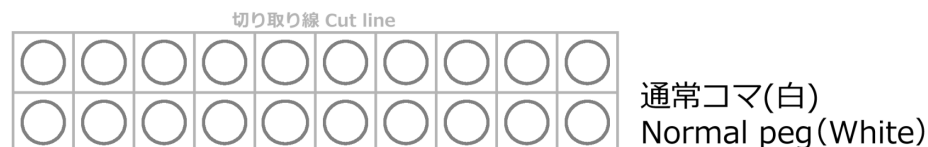
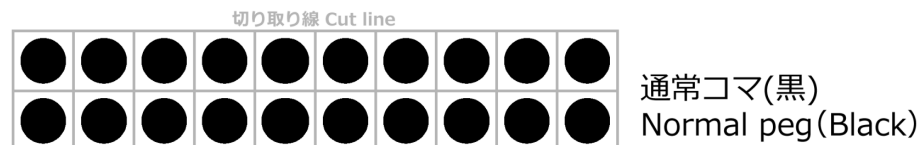


- これは3種のアブストラクトゲームが遊べるボードゲームセット、「LOGS mini」のWEB無償配布版です。
あくまで簡易版ですので、体験版としてお楽しみください。
- プリンターで印刷した後、切り取り線に沿ってハサミやカッターなどで切り離してご使用ください。
厚紙などに貼ってから切り離すとプレイしやすくなります。
- 小さなコマは20個ありますが、1個は予備です。
- データ、印刷物の再配布はご遠慮ください。

- This is a WEB free distribution version of board game set, "LOGS mini".
You can play three types of abstract games.
This is a simple version, so please enjoy it as a trial version.
- After printing with a printer, use scissors or a cutter along the cut line to cut it off before use.
To make it easier to play, it is recommended to attach it to thick paper and then separate it.
- There are 20 Normal pegs, but one is a spare.
- Please refrain from redistributing data or printed materials.



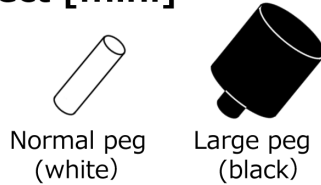
切り取り線 Cut line



• 2 players
• 15+ minutes
• for 8+ years old

● Supplied items used in LOGS·connect [mini]

Game board... 1
Normal peg(white)...19, Large peg(black)...6
Normal peg(white)...19, Large peg(white)...6



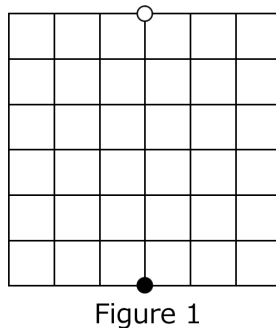
● Game rules

① Game goals

You aim for your pegs to be connected like a stroke from the front edge to the far edge, before of the other player.

② Preparation for playing

Decide on the first move player. The first move player takes a black pegs. After putting the Normal pegs as shown in Figure 1, start the game. Put the large pegs at hand. It can be used in the case of "④ Use of Large peg".



③ A place where you can usually put a Normal peg

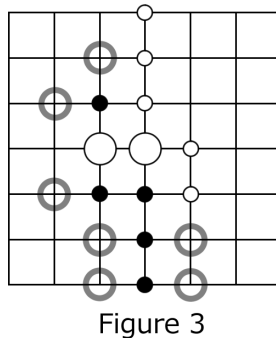
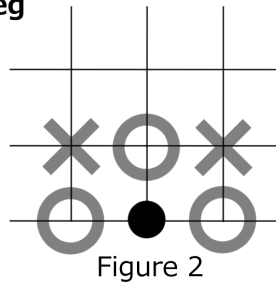
Starting with the black, put a Normal peg on the board one by one.

The place where Normal pegs can be put is where pegs are not put next to your Normal pegs or Large pegs on the board. (The diagonal position is not next side.) When your pegs are adjacent to each other, they become connected.

In the case of Figure 2, the places with ○ is possible, but the places with × can not be put because it is not adjacent.

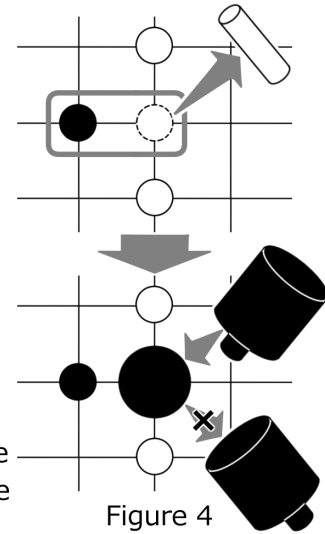
In the case of Figure 3, you can put a Normal peg in the places with ○. Even if the pegs is isolated on the board, you can put a Normal peg if possible.

Normal pegs put on the board can not be removed or moved except for the case of "④ Use of Large peg".



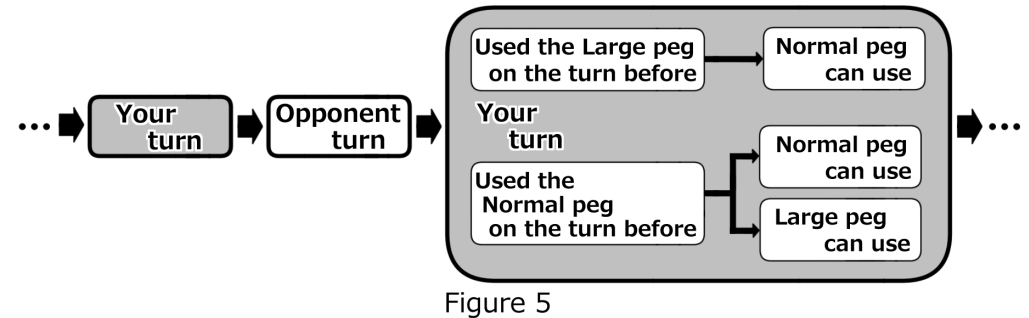
④ Use of Large peg

If your peg (Normal or Large) and the opponent's Normal peg are adjacent to each other, you can remove the opponent's Normal peg and replace it with your Large peg instead of putting the Normal peg on the board (Figure 4). It can not be replaced for the opponent's Large peg. Large pegs put on the board can not be removed, exchanged with other pegs, or moved.



【! Important !】

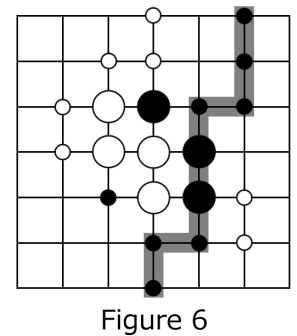
If you use Large pegs, you can not use Large pegs in your next turn (you can not continue to use Large pegs in your turn). The next turn after using a Large peg can only put a Normal peg (Figure 5).



⑤ Win / Lose

As shown in Figure 6, you will win if you completed connection of your pegs from the near side to the far side on the board before the other player. At that time, the connection may be bent any number of times. Even if connection is completed by using Large peg, you win.

At your turn, you lose the game if you can not to complete the connection, or if you can not to put your pegs on the board.



...Enjoy LOGS·connect [mini]!

Designer: ホリグチヒロシ (Hiroshi Horiguchi)
Publisher: 彩彩工房 (Sai-Sai Workshop)
Twitter: @sai2koubou
E-mail: poporon397-sai2koubou@yahoo.co.jp



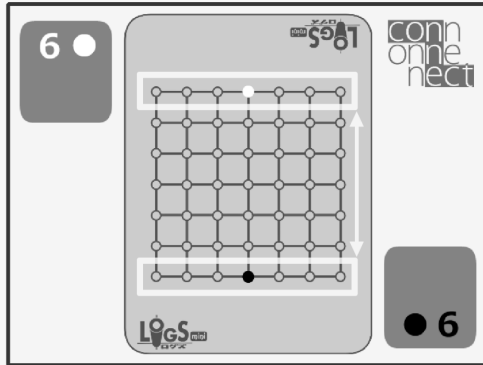
Introduce
by
image!



conn
onnect
mini

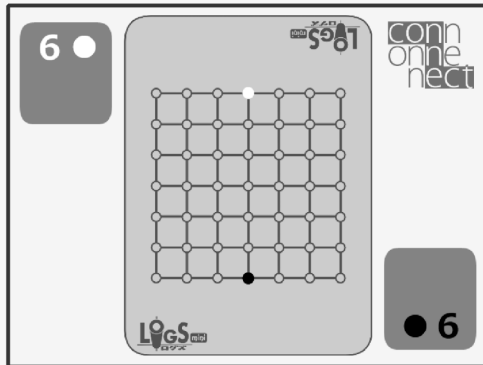
- 2 players
- 15+ minutes
- for 8+ years old

《1.Game goals》



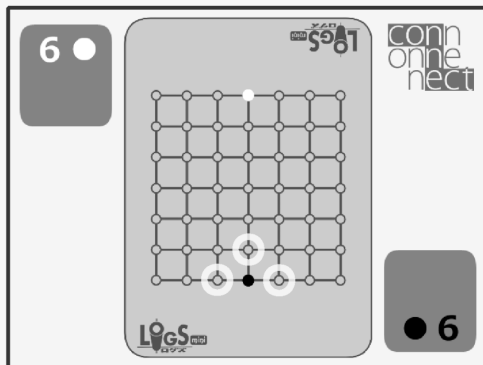
You aim for your pegs to be connected like a stroke from the front edge to the far edge.

《2.Preparation for playing》



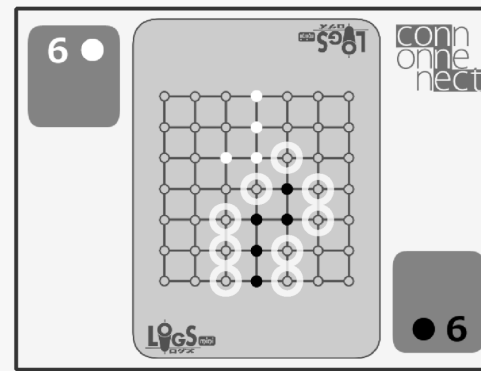
Arrange the pegs as in the image on the left.

《3.A place where you can usually put a Normal peg》



The thin pegs is called "Normal peg".

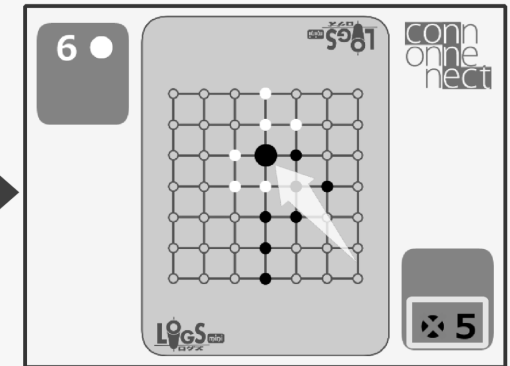
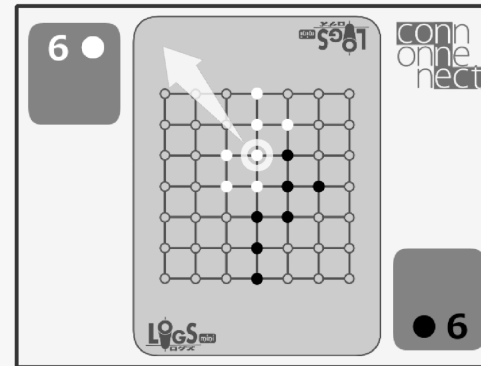
Normal pegs can be placed adjacent to your peg placed on the board.
In the image, you can place a new normal peg in the place marked with ○.



A place where you can put the normal peg after a few turns.

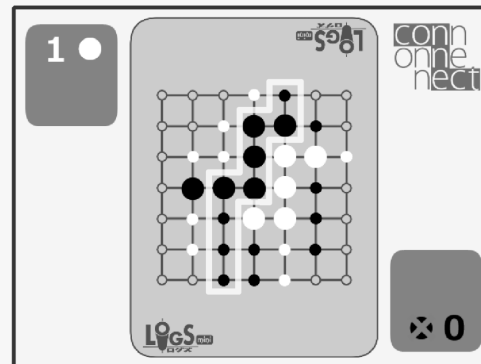
《4.Use of Large peg》

Thick pegs are called "Large peg".



When your opponent's Normal peg is next to your peg, you can replace it with your Large peg. You and your opponent can not remove the Large pegs until the end of the game.
You can not continue to use Large pegs in your turn.

《5.Win / Lose》

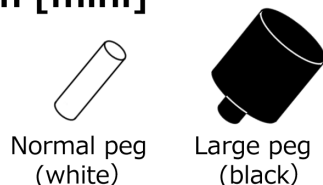


You will win if you completed connection of your pegs from the near side to the far side on the board as in the image on the left. Finally, it is possible to connect using a Large peg.
If you can not connect or there is no place to put a peg, you lose.

- 2 players
- 15+ minutes
- for 10+ years old

● Supplied items used in LOGS·bloom [mini]

- Game board... 1
- Normal peg(black)...19, Large peg(black)...6
- Normal peg(white)...19, Large peg(white)...6



● Game rules

① Game goals

You aim to make the number of Normal pegs put around the Large pegs on the board more than the opponent player.

② Start of Game

Decide on the first move player. The first move player takes the black pegs. Put the Large pegs at hand. It can be used in the case of "④ Use of Large peg".

③ Put a normal peg

Starting with the black, put a Normal peg on the board one by one. Normal pegs can be put anywhere there are no pegs on the board. You can not move the Normal pegs put on the board. However, it may be removed in the case of "④ Use of Large peg".

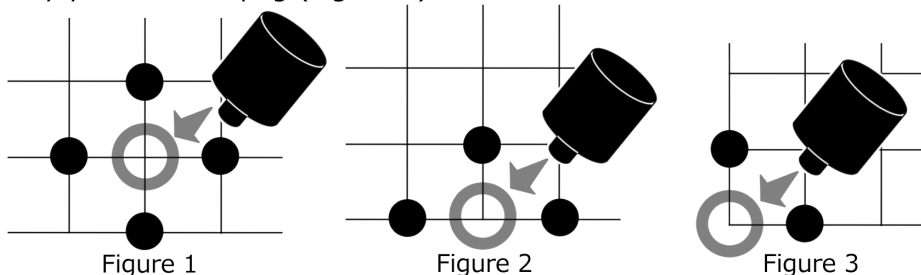
④ Use of Large peg

Large pegs are an important factor in gaining points for win.

• Where Large pegs can be used

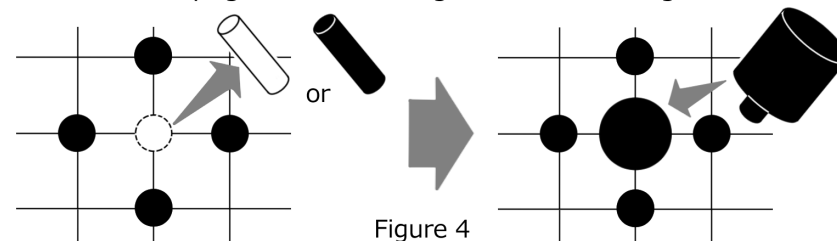
There are three places where you can use a Large peg.

1. The place where the four directions are surrounded only by your Normal peg (Figure 1)
2. The Edge of the board where the three directions are surrounded only by your Normal peg (Figure 2)
3. The Corner of the board where the two directions are surrounded only by your Normal peg (Figure 3)



When there is any place of 1 to 3 above, you can use the Large peg unconditionally if there is empty. Also, if a Normal peg (your or opponent's) is already in place, you can remove it and replace it with your own Large peg (Figure 4).

The removed Normal peg can be used again in the same game.



Normal pegs can be used multiple times as conditions when surrounding Large pegs.

【! Important !】

You can not use another Large peg as a condition where you can use a Large peg (Figure 5).

• When you can use the Large pegs

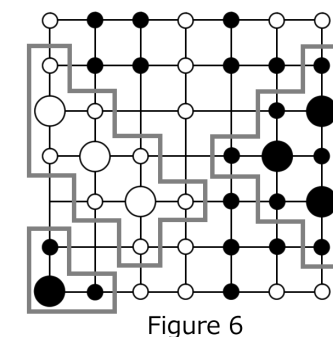
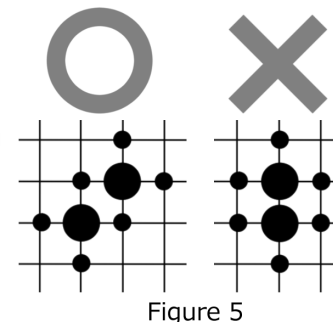
Large pegs can only be used within the same turn, when a Normal peg is put on the board and a Large peg can be used. If you have more than one possible location, you can use Large pegs for all of them.

• Score by peg

Your score is the sum of the number of your Normal pegs adjacent to your Large peg put on the board (Figure 6: black 8 vs white 7).

【! Important !】

The Normal peg counts as one even if it is adjacent to multiple Large pegs.



⑤ End of game

The game is over when one player has used all the Normal pegs or the Large pegs and the other player finishes his next turn.

The score is calculated with reference to "④ Use of Large peg / • Score by peg", and the player with the highest score wins.

If the players are tied, the second move player wins because the first move player to act is somewhat more advantageous.

...Enjoy LOGS·
bloom [mini]!

Designer: ホリグチヒロシ (Hiroshi Horiguchi)

Publisher: 彩彩工房 (Sai-Sai Workshop)

Twitter: @sai2koubou

E-mail: poporon397-sai2koubou@yahoo.co.jp



Introduce
by
image!



- 2 players
- 20+ minutes
- for 10+ years old

《1. Game goals》

You aim to secure the area and score more.

《2. Start of Game》

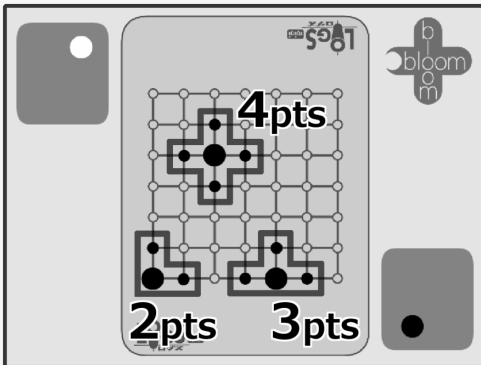
There is no arrangement you have to do first.
Decide on the first move player, and starting with the black.

《3. Put a normal peg》

The thin pegs is called "Normal peg".
Normal pegs can be put anywhere there are no pegs on the board.

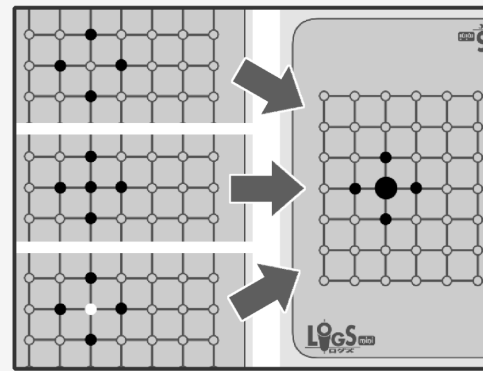
《4. Use of Large peg》

Thick pegs are called "Large peg".
You can put the Large peg in the place surrounded by your Normal pegs.

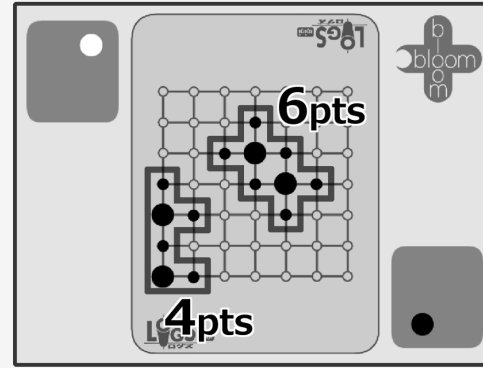


The number of Normal pegs
around the Large peg is the score.

Surround the four sides with Normal pegs, and put a Large peg in the center, it will be 4 points. If it is the corner of the board, it will be a score of 2 points, if it is the edge around the board it will be a score of 3 points.



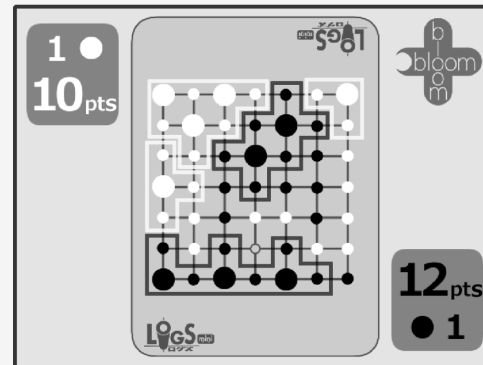
If there is a space for a Large peg, you can just put it. Also, if a Normal peg (your or opponent's) is already in place, you can remove it and replace it with your own Large peg.



Normal pegs can be used multiple times as conditions when surrounding Large pegs, but will count as 1 even if they are adjacent to multiple Large pegs.

《5. End of game》

The game is over when one player has used all the Normal pegs or the Large pegs and the other player finishes his next turn.



Each player adds a score, and the one with a high score wins.

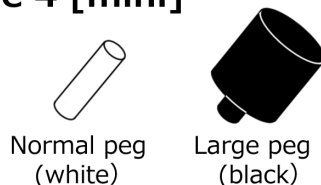
In the case of the image on the left, black is 12 points and white is 10 points, and black wins.

If the players are tied, the second move player wins because the first move player to act is somewhat more advantageous. Therefore, the first move player to act can not win if he does not score more than his opponent.

- 4 players
- 15+ minutes
- for 8+ years old

● Supplied items used in LOGS·capture 4 [mini]

- Game board... 1
- Normal peg(black)...5, Large peg(black)...5
- Normal peg(white)...5, Large peg(white)...5



● Game rules

① Game goals

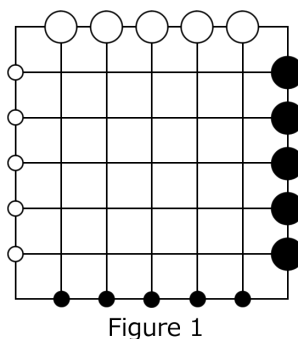
You aim to capture more quantities of other players' pegs. You can capture it by moving the peg so that the other player's peg is put between your peg and the pegs on the board.

② Preparation for playing

Each player uses one of four pegs as his peg. The board is put with the four sides facing each player, put the pegs as shown in Figure 1.

【! Important !】

Players who are in charge of Normal pegs (black) and Large pegs (white), Normal pegs (white) and Large pegs (black) must be on the front of each other.



③ Start of Game

After deciding the first player in any way, the players move their pegs in turn. The order at that time is clockwise. As long as there are pegs that can be moved, you can not pass.

• Move the peg

In your turn, you can move one of your pegs on the board straight, forward or backward or left or right, the distance you want. You can not change the direction in which you move the peg on the way. Also, pegs can not move past other pegs.

• Capture of peg

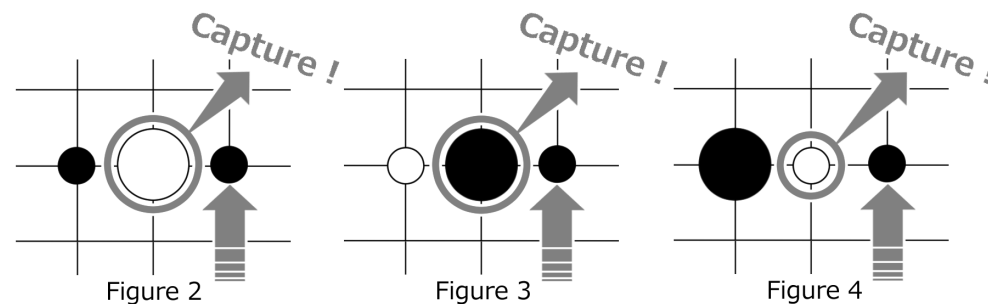
When you moved your peg so that the other player's peg on the board is between you moved peg and the other peg, you can remove the other player's peg from the board and keep it. This called "Capture of peg".

【! Important !】

Each player can not do "Capture of peg" in their first turn.

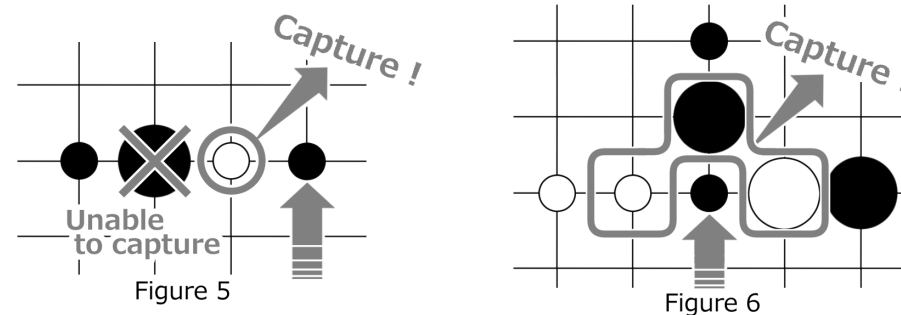
You can do "Capture of peg" with the peg you moved and one of the following:

1. Your peg (Figure 2)
2. A peg of the same size (normal or large) as your peg (Figure 3)
3. A peg with the same color (black or white) as your peg (Figure 4)



【! Important !】

If multiple captureable pegs are aligned in one direction, only one can be captured (Figure 5). However, if capture is possible in multiple directions, it is possible to capture one peg in each direction (Figure 6).



The you captured pegs are needed to determine the winner at the end of the game, so keep them separated from other pegs.

④ End of game

If there is a player with only one peg on the board, the game is over. It becomes 1st place, 2nd place ... in order of the number of captured pegs. When players have captured the same quantities of pegs, players with more pegs remaining on the board will be ranked higher. If the number of pegs remaining on the board is the same, the ranking will be the same.

【! Important !】

The four corners of the board are safe areas where pegs are not captured. At the end of the game, pegs here can not be counted as pegs left on the board.

...Enjoy LOGS·
capture 4 [mini]!

Designer: ホリグチヒロシ (Hiroshi Horiguchi)
Publisher: 彩彩工房 (Sai-Sai Workshop)
Twitter: @sai2koubou
E-mail: poporon397-sai2koubou@yahoo.co.jp



Introduce
by
image!



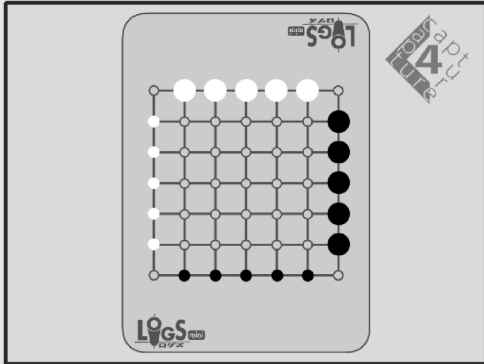
- 4 players
- 20+ minutes
- for 8+ years old

《1. Game goals》

You aim to capture more quantities of other players' pegs.

《2. Preparation for playing》

This game is for 4 players.
Each player uses one of four pegs as his peg.

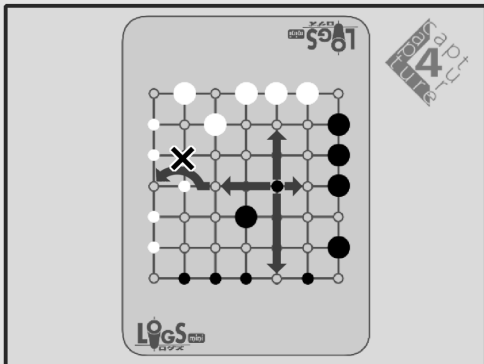


First, you put the pegs as in the image on the left.

Players with different sizes and colors of their pegs should be in front of each other.

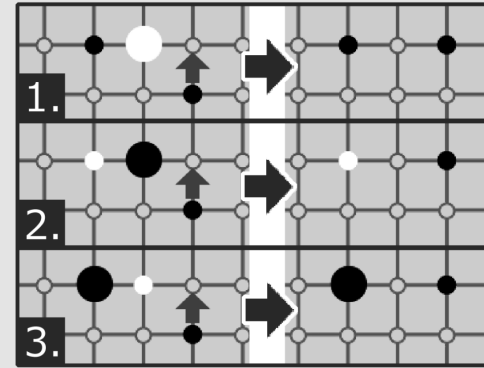
《2. Start of Game》

The players move their pegs in turn. The order at that time is clockwise.

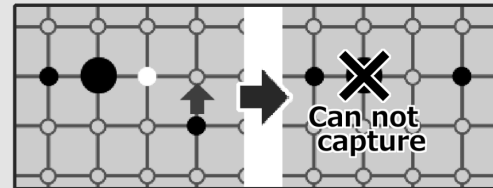


You can move one of your pegs on the board straight, forward or backward or left or right, the distance you want. Pegs can not move past other pegs.

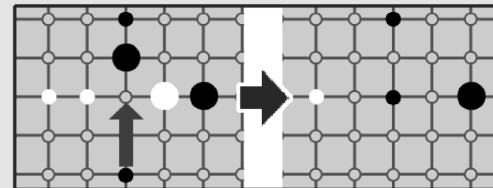
If the other player's peg is between your moved peg and the peg on the board, you can get that peg. This is called "Capture of peg". You can do "Capture of peg" with the peg you moved and one of the following:



1. Your peg
2. A peg with the same size (normal or large) as your peg
3. A peg with the same color (black or white) as your peg



If multiple captureable pegs are aligned in one direction, only one can be captured.



If capture is possible in multiple directions, it is possible to capture one peg in each direction.

《4. End of game》

If there is a player with only one peg on the board, the game is over. It becomes 1st place, 2nd place ... in order of the number of captured pegs.

When players have captured the same quantities of pegs, players with more pegs remaining on the board will be ranked higher. If the number of pegs remaining on the board is the same, the ranking will be the same.