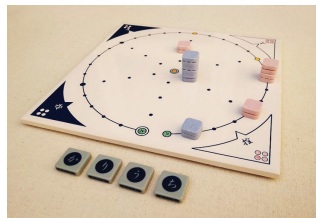


Moon Trek 月面旅行



ancient Japanese board game revival project

The project to revive a lost, ancient Japanese board game excavated from a 1,300-year-old archaeological site as a modern board game.

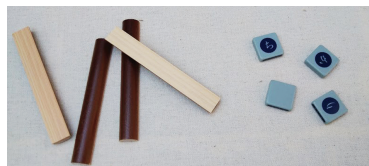


"Kariuchi" is a race game using four 2-sided dice (4D2). The board consists of 30 fixed points arranged in a circle. Each player's four pieces are not on the board initially, but are placed in their waiting area as reserve pieces. Starting from base point 1, the goal is passed after fixed point 30. The goal is not yet reached just by reaching Fixed Point 30. We don't have to reach at goal by exact number, but we can't use extra steps to other piece.

Kariuchi is a board game based on the classical Japanese game reconstructed by the Nara National Research Institute for Cultural Properties.



"Moon Trek" is when I was playing this game, I thought it would be more interesting to have multi-player or group play rather than 2 players only. That is Moon Trek. Ancient Japanese people believed that animals lived on the moon. Therefore, we chose animals (rabbits, frogs, wolves, and monkeys) that might live on the moon. This is derived from an ancient Japanese picture book called 鳥獸戯画. Using these motifs, Moon Trek is designed based on the "Kariuchi".



The "kari" dice used in ancient times are thought to have been two-sided dice made by cutting a wooden stick in half and using the curved skin surface and flat center surface. LOGY GAMES dice are made by ceramic token. Because they fit nicely in the hand and make a pleasant sound when thrown.

Ceramic dice sometimes stand up. For this reason, we have printed markings on two of the four sides of the dice so that even when the dice stand up, it is easy to tell which side is being displayed.

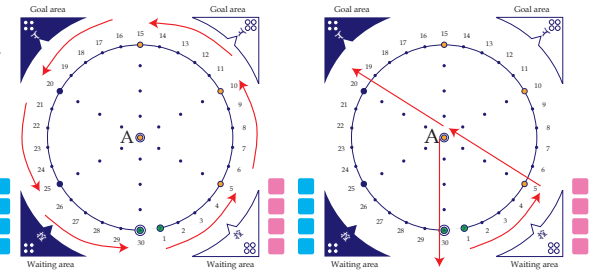
How to move pieces

The player moves one of his or her own pieces along a fixed point from 1 to 30 on the circumference of the circle, as many times as the number of "kari" dice cast from a set of four dice.

- | | | |
|--|---|--|
| | 1 | Kari dice front side has a symbol mark and the back side is plain. |
| | 2 | Four dice are thrown at the same time, and the number of pieces advanced is the number of plain pieces. |
| | 3 | If all the pieces are backside (plain), one piece advances 4 spaces. |
| | 4 | If all the pieces are on the front side (symbols), the player moves forward by 5. |
| | 5 | Also, the "kari" die can be thrown again only when 4 and 5 are achieved. This throw can be repeated as many times as necessary. Thus, if you keep getting 4s and 5s, you can reach the goal in one turn. |

The player is free to decide which piece to move in each turn. When a piece stops at a fixed point 5, 10, or 15, the player can change the direction of movement in the next turn and move the piece to a fixed point on the opposite side of the circumference as a shortcut.

If the piece stops at the center point "A" during the shortcut move, the player can further change the direction of the move and choose to move in the direction of fixed points 20, 25, and 30. If a piece you have moved stops at the position of a piece you already have on the board, you can stack the pieces. All of your pieces can be stacked on top of each other. The stacked pieces can be moved as a single piece. You can also separate the pieces and move only the top piece(s). If a piece you have moved rests on an enemy piece or stacked ones, they are removed and returned to the enemy's reserve position. They are then separated and become individual pieces.

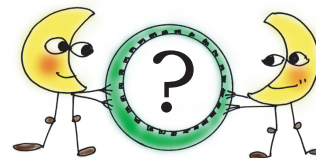


Winner is the player who can move all his pieces first to the goal area.

Changes to the rules were created to make it for 4-player or group competitions.

The changes are as follows.

- Players can play individually with 2, 3 or 4 players, or in groups of 2-2, 2-1, 2-1-1, 3-1, etc.
- Group pieces can be stacked. There is no limit to the number of pieces that can be stacked. Therefore, players cannot hit and remove their own group pieces from the board.
- If a player's own piece stops at an enemy piece already on the board, the enemy piece is removed from the board and returned to the enemy's reserve position. If multiple pieces are stacked on the space, all the pieces are returned to their respective reserve positions.
- If an enemy piece on the circle is removed, the "Kari" die can be cast again. However, if the throw was a roll of 4 or 5, the throw is not repeated twice. Also, if an enemy piece is removed during a short-cut move in the circle, it cannot be re-thrown.
- **Winner is the player or group players who can move all their pieces first to the goal.**



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