

ここからのおでんス

“Distance from Here” Easy-to-learn Rules

1



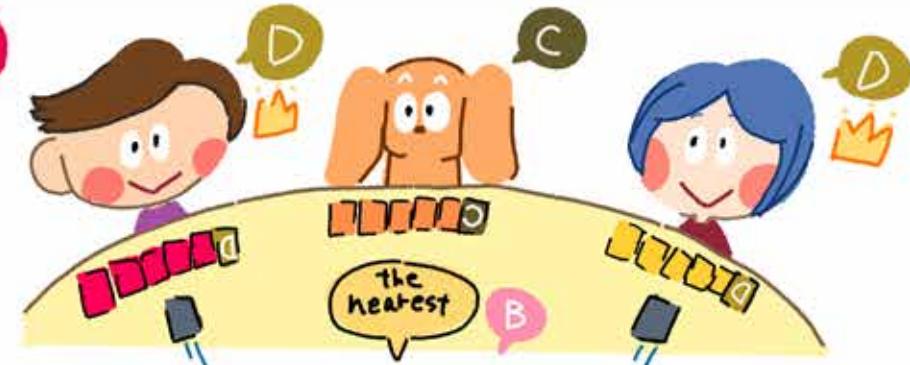
There are different location cards with names of places. Shuffle these into a deck, and deal one face-up to each lettered tile.

2



Players now try to predict which location is nearest, and arrange the cards from A to F in the order they think is nearest to furthest. You don't actually have to know what the actual answer is! You only need to imagine what everybody else is thinking, and try to get the same answers.

3



When everyone finishes their predictions, we now check the answers! Flip up the card in the nearest position. The correct answer is the letter that appears the most. All players who chose this letter will receive a location card face down from the deck as a point. The number of face-down cards is a player's score. Continue doing this from the nearest card to the furthest card.

4



After 4 rounds, the game ends and the player with the highest score wins!

5



As an additional rule, players can discuss and decide where to start calculating distance from instead of from the location that the players are at. From the top of Mt. Fuji, from the Eiffel Tower, from the clock tower at the west exit of the station, from the home of a national icon, there are many ways to make the game more interesting!

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Distance from Here

2-8 Players / 20 Minutes / 8+ years

Concept of the Game

The Distance is a game that ranks things and locations that are likely to be the nearest from here. Rank the six location cards in order of what you think is nearest! However, the actual correct answer is irrelevant! What the players think is closest is most important, and this is what will actually earn you points!

Game Contents

- 150 Location cards
- 48 Guess cards
 - 48 cards, 6 (A to F) in 8 colours
- 1 Centre point tile
- 6 Alphabet tiles
 - 6 tiles from A to F

Game Setup

1. Place the Alphabet tiles in the centre of the table from A to F.
2. Place the Centre point tile on the table.
3. Each player is given the 6 Guess cards in their colour as their hand.
4. Shuffle all the Location cards face down to form a deck. Leave room for a discard pile next to the deck.

The setup is now complete!

* The following general rules apply when playing with 3 or more players. Please refer to the [2 Player rules] below for rules for only 2 players.

Flow of the Game

This game will be played over a total of 4 rounds. The game is over when the 4 rounds have been played.

The flow of each round follows the sequence 1-3 below:

1. Round Setup
2. Guess Locations
3. Check Answers

1. Round Setup

Discard all Location cards from the previous round on each Alphabet tile to the discard pile. Draw Location cards from the deck, placing one face-up on each Alphabet tile.

* In the rare case that there are insufficient cards in the deck to do so, each player will return 2 cards to the deck. Then, shuffle the cards again and place them on the Alphabet tiles.

2. Guess Locations

Each player now tries to guess the distance of each card using the centre point tile placed on the table as the starting point. Each player arranges their Guess cards one by one from left to right in the order of the closest distance to the object to the furthest. When all players have placed their cards, proceed to check your answers!

Location card Rules

- For places and things written on the location cards, you may discuss specific details with the other players if you are unclear about the parameters.
 - * For example, if there is a card that says 'Goat', you may discuss if you want to include live goats only.
- When making guesses, refrain from discussing or bluffing or revealing information that might be taken by other players as hints.
- If the place where the centre point tile is situated already includes the place / thing written on the location card, look for the next closest place / thing.

3. Check Answers

Everyone will turn over their leftmost Guess card, which is what they think is the nearest location.

Check the number of alphabet votes for each location. The alphabet that appears the most is the correct one! Players who answered correctly will receive a Location card face-down from the deck as a point. If there are multiple locations with the most votes, they are all considered as correct. However, if there is only one alphabet vote each, these

will be considered incorrect and players will not receive points.

Then, do the same for the second, third, and so forth until the sixth card.

When the sixth card has been checked, proceed to the next round.

Carry out '1. Round Setup' to start a new round. If it is the end of the fourth round, the game is over.

Game End and Scoring

After 4 rounds, the game is over. Each player counts his or her earned Location cards for 1 point each.

The player with the highest score wins. If there is a tie, all players share in the victory.

Additional rules

Instead of using the players' current location, they may discuss and decide where their starting point is. From the top of Mt. Fuji, from the Eiffel Tower, from the clock tower at the west exit of the station, or from the home of a national icon, you are only limited by your imagination!

Rules for 2 Players

When you play a game with two players, it will be a co-operative game instead of a competitive game. Aim for a high score together by trying to guess the same card!

The rules are almost the same as the general rules for 3 or more players except for the following changes:

[3. Check Answers]

Both players reveal the closest location card at the same time.

If both players reveal the same guess, the answer is correct!

If the answer is correct, one of the two

players will receive a face-down Location card from the deck. This will be the shared score for both players.

After that, continue checking the second card and so forth until all cards are checked.

[Game End and Scoring]

After 4 rounds, the game is over. Each face-down Location card in the common pool is counted as one point. Check the table below to see how good your score ranks in terms of distance between you and your partner!

24 points	You were fated to be close together!
20 points -23 points	You are intertwined in spirit.
16 points -19 points	You are right in front of each other.
13 points -15 points	A healthy distance that feels just right.
10 points -12 points	A distance that could be improved.
7 points -9 points	Further apart than you think.
4 points -6 points	The gods do not want you together.
1 point -3 points	A distance too far to measure.
0 points	You are on opposite ends of the galaxy.

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