

NANA TORIDORI



Arclight Games

STORY

2-6 PLAYERS • 20 MINUTES

Birds from all over the world have flocked to the Avian Kingdom for the renowned Peacock Pageant. After a night of lively festivities it's time for everyone to fly back to their nests, but the guests have gotten all mixed up! As a Gala Guide, it is your job to swoop in and assemble the feathered fowls into finely formed flocks so that they can flap safely home!

OBJECTIVE

In *Nanatoridori*, you are trying to **get rid of all of your cards**; the last one to do so loses the round. The first player to lose **two** rounds loses the game, and **all other players win!**

COMPONENTS

63 BIRD CARDS

9 cards each of ranks 1-7



12 PENGUINS

2 in each player colour



6 PLAYER AID CARDS

Standard and Duel rules



SETUP

- 1 Shuffle the **Bird deck** to form the face-down draw pile, then Deal **8 cards** from the deck to each player. You may **look** at your own hand of cards, but may **not** rearrange them.

IMPORTANT: Players may *never* rearrange the order of the cards in their hand.

- 2 Assign areas of the table to be the **play area**, and the face-up **discard pile**.
- 3 Give each player **two Penguin** tokens in their colour; return leftovers to the box. Players may take a **Player aid** card, if they want.
- 4 Pick a **starting player** to take the first turn of the round by any method you like.



GAMEPLAY (for 3 or more players; for 2 players see the Duel rules on the back)

Each round begins with the starting player's turn, and play proceeds clockwise; on your turn, you either **play** or **pass**. Turns continue until only one player has any cards left; the round ends, and that player is the loser of the round.

ON YOUR TURN...

...IF THERE IS NO FLOCK IN THE PLAY AREA (including the first turn of a round)

You must play any flock from your hand to the play area.

WHAT IS A FLOCK?

A flock is either a single card, or any number of identical-rank cards that are all next to each other in your hand.

You may play only a portion of a multi-card flock, if you wish.

Remember that you may never rearrange the cards in your hand.



In this hand, there are at least 6 flocks. Notice that if you play the 3, its absence would cause all of your 1 cards to merge into a 3-card flock!

...IF THERE IS A FLOCK IN THE PLAY AREA

You must either play or pass.

PLAY

To **play**, you must play a flock (as defined above) into the play area that is **stronger than the previous flock**.

FLOCK STRENGTH

Your flock is **stronger** than the previous one if it either:

- A) ...has the **same number of cards** as the previous flock **and a higher rank, or**
- B) ...has **more cards** than the previous flock; *the rank doesn't matter.*



Then you **must** pick up the previous flock, and either **discard it**, or **add it to your own hand**. If you add it to your hand, **you must keep the flock intact** but you may insert it into your hand in any position you like. *It could therefore go at either end of your hand, or in between any two cards in your hand; remember that you may **not** otherwise rearrange your hand.*

Discards are out of the game for the round. Anyone may check the discard pile at any time.

For example, if you beat a previous flock of two 5s, you could discard it or you could add it to your hand; since you have two 5s already, adding the new ones beside or between them would create a very strong 4-card flock!



PASS

To **pass**, draw one card from the deck and look at it. You must either **discard it** or **add it to your hand** in any position you like. *When you pass, you are **not** out of the round; you will continue to take your turn in the usual order. You **must** pass if you are unable to play, but you may **choose** to pass even if you are able to play.*

If the deck ever runs out of cards, **do not** shuffle the discard pile to form a new deck; for the rest of the round, players who pass do not draw a card.

IF ALL OTHER PLAYERS IN ORDER PASS

If you play a flock and then **all other players in order** pass (*not counting players who are already out*), **discard** that flock. Then play continues with your turn (*or the next player in turn order who still has cards, if you have already gone out*).



GOING OUT, AND ENDING THE ROUND

When you have **no** cards in your hand, you have *gone out*. Once you are out, play continues clockwise but skips your turn. Once **all players except one** have gone out, the round ends. That player has lost the round; they lose one of their Penguins, returning it to the box. If the game is not over (*see below*), shuffle the entire deck, deal eight cards to each player, and begin a new round with the player who just lost a Penguin as the starting player.



GAME END

The game ends when one player has lost **both** of their Penguins. That player has lost the game, and **everyone else** wins!

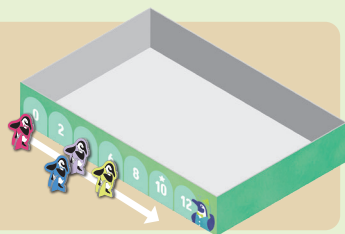


ONE-WINNER VARIANT

In this alternate ruleset, rather than racing to avoid being the one **loser** of the game, you compete to be **the one winner**. Gameplay is unchanged, except that the Penguins are not used in the same way. Each player uses one of their Penguins as a scoring marker (see *below*), and keeps the other to remember their colour. At the end of each round, award points:

- First player to go out: **4 points**
- Last player with cards: **0 points**
- All other players: **2 points**

Move your scoring Penguin alongside the track printed on the side of the box bottom, to keep track of your score.



Once any player earns a total of **at least 10 points**, they have won the game! If multiple players reach 10 points in the same round, they share the win. *If one player reaches 12 points in the same round that anyone else reached 10 points, the player with 12 points wins.*

TWO-PLAYER DUEL

In two-player duel mode, you lose a round either by your opponent going out first as in multiplayer, or if you pass when you have no face-up cards (see *below*). Gameplay is the same as multiplayer, with these changes:

SETUP DIFFERENCES

Shuffle the Bird deck, and deal **eleven cards** to each player, instead of the normal 8. Also deal **two face-up cards** in front of each player. Set the remaining unused 37 cards aside.

PASSING DIFFERENCES

When you pass, you **must** choose **one of your own face-up cards** and either discard it or add it to your hand in any position. If you pass when you have **no** face-up cards left, you **lose the round**.

ADDITIONAL RULES

On your turn, you may add one (*or both*) of your face-up cards to the flock you are playing from your hand, as long as their rank matches the cards you are playing from your hand. *You may **not** play face-up cards on their own; they may only be **added to** cards being played from your hand.*

You *go out* when you have played all of the cards **from your hand**, as usual; playing your face-up cards is **not** required to go out.

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