

CROSSING

A game by **YOSHITERU SHINOHARA**

Artwork by **CHARLÈNE LE SCANFF**

In the kingdom of Spasmootail, humans, pixies, goblins, elves, dwarves, and fairies all live in perfect harmony.

Life is beautiful and simple in that kingdom. But on the day of the summer solstice, life stones appear on the giant mushrooms surrounding the small town of Crossing.

Each race sends one of its inhabitants to the small town of Crossing, these stones are precious gems, so sharing isn't easy!

No holds are barred, including filching the stones gathered by the other players, so stay vigilant...



15 MINS



PLAYERS

Contents

- 6 character tiles
- 5 mushroom tiles
- 60 life stones divided as follows:
 - 18 Red
 - 18 Blue
 - 18 Yellow
 - 6 White
- 1 bag
- 1 rulebook

Object of the game

Gather life stones in order to gain the most points.

Setup

Dealing character tiles

Each player chooses a character tile and places it in front of themselves (white-bordered side up). With fewer than 6 players, the remaining character tiles are not played and are returned to the box.



Placing mushroom tiles

Then, the mushroom tiles are placed in the middle of the table, according to the chart below.

- 3 players 2 mushroom tiles
- 4 players 3 mushroom tiles
- 5 players 4 mushroom tiles
- 6 players 5 mushroom tiles



All of the life stones are placed in the bag.

A player who will have the task of distributing the life stones is chosen. If there's a banker at the table, that player gets the task. Otherwise, the player with the nicest jewelry will do just fine..

That player **draws life stones randomly** from the bag until there are **two on each mushroom tile**.

The game can now begin.

Distribution of stones

First turn

Count and point

The players count to three together. On three, they simultaneously point at a mushroom tile of their choice with their finger.

Example:



Single person pointing at a mushroom

If a player is **the only one to point** to a given mushroom, **that player takes all of the life stones** which are on it then places them on his or her character tile.

Multiple people pointing at a mushroom

If **two (or more) players point** to the same mushroom, **nothing happens** and the life stones remain where they are.

The turn ends.

In the example above:



The **blue human** takes the stones from the mushroom.



Here, no one takes stones as multiple players are pointing the mushroom!

Refilling life stones on mushrooms

Distributing the stones

The player responsible for distribution randomly picks life stones randomly from the bag.

- ◆ On each mushroom tile with at least one life stone, the player adds one.
- ◆◆ On each empty mushroom tile, the player adds two.

NOTE: This operation occurs between each turn, until there are no life stones left in the bag (which triggers the end of the game).

If there are not enough life stones left to supply each mushroom, the responsible player distributes them as he wishes while following the rules above (some mushrooms may remain empty).

Starting on the second turn

Each new turn is played as previously explained, but players now have two new options.

1 FILCHING STONES

Instead of pointing at a mushroom, a player can point at another player's character tile.

Single person pointing at a character

☞ If **only one player points** at this tile, **that player steals the life stones** on it and places them on their own character tile.

Multiple people pointing at a character

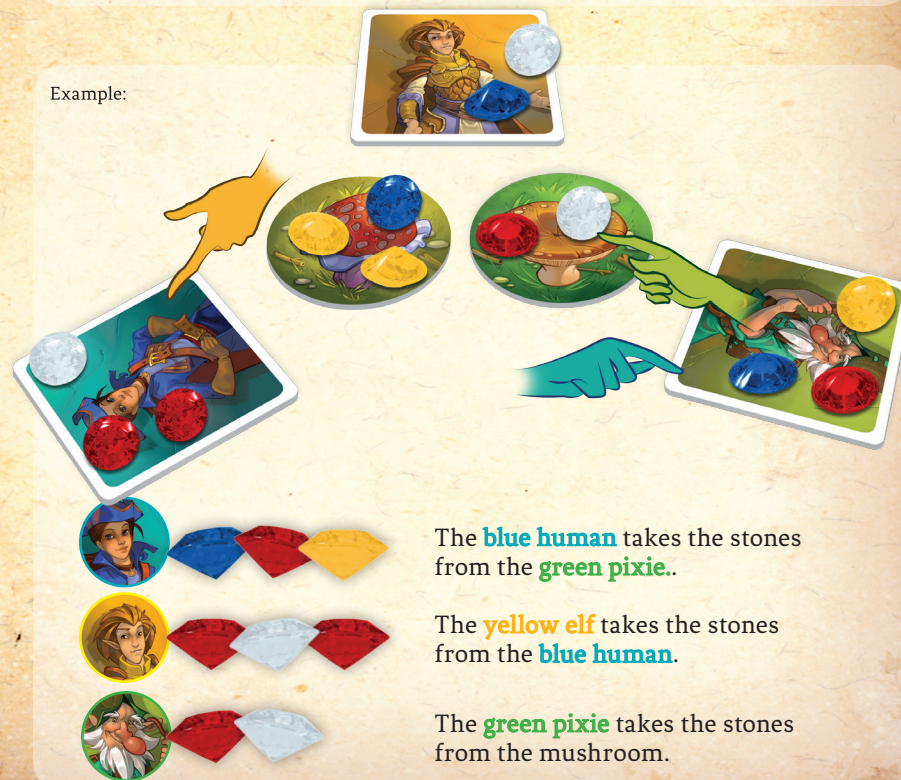
☞ If **two (or more) players are pointing** at the same character tile, **none of them take the life stones**, which remain on the tile.

Reminder: - There's no play order!
- The actions of players are simultaneous.

Example:



Example:



2 PROTECTING STONES

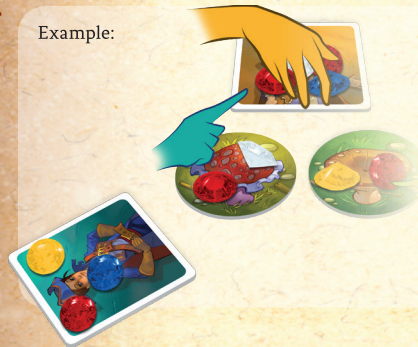
Protect and claim

Instead of pointing at a mushroom or at another character, the player can protect their life stones and claim them immediately. To do that, **they cover their character tile with their hand.**

Important : If another player points at a character tile protected this way, that's too bad for them!

Pointing at a protected tile

Example:



The **yellow elf** protects his stones and claims them.



The **blue human** gains nothing at all!

The protected life stones are removed from the tile and placed next to the player. They have now been claimed and **can no longer be stolen.**

Players who claims their life stones flip their character tile over to the black-bordered side. On the next turn, they will not play. **They are on break until the following turn.** At the start of the next turn, they flip their character tile back to the side with the white border.

Forced break

Example:



The **yellow elf** is on break for this turn.



The **blue human** takes stones.

End of the game

Score tallying

The game ends at the end of the turn where the **last life stone** is taken from the bag. It's time to tally points!

Each player gathers the life stones they have set aside and those on their character tile.



Each set of three stones of different colors is worth **5 victory points.**



The white (transparent) life stones are each worth **2 victory points.**



Each single colored stone (which couldn't fit in a combination of 3) is worth **1 victory point.**

NOTE: The remaining life stones on mushrooms are worth nothing to players.

The winner

The player who has the most victory points wins the game. In case of a tie, the player with the most white life stones wins. If a tie still occurs, play again!

Tips from the author: players are allowed to talk before or during the counting up to three to come to an agreement on the mushrooms to point at. But nothing's keeping you from breaking your word...Have fun!

Published by



JD ÉDITIONS

