AYA

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Welcome to the world of Aya, the goddess of water. You will embark on a journey up the river to seek out nature's treasures and marvel at the variety of landscapes and animals that will emerge as you glide along. Be clever and cooperate for the best photos so you can share your incredible journey! Create and discover a new world each time you play with family and friends.
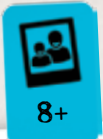
PRINCIPLE OF THE GAME

In Aya, you will have to cooperate to connect as many *Landscape* tiles and *Animal Photo* tokens as possible to arrange a chain of dominoes placed upright one after another. At the end of the game, they will fall onto each other, each one toppling the next – in a cascade effect – to reveal the ultimate number of landscapes and animals and bring back the greatest photos.
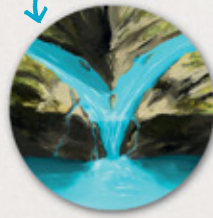
Landscape tiles

Animal Photo tokens

Start tile
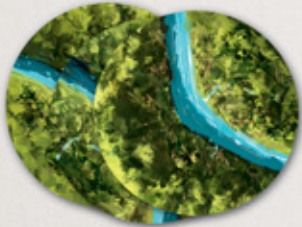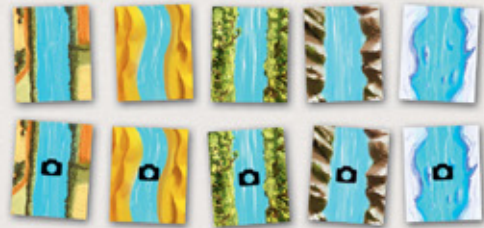

Retrigger tokens

10-minute hourglass

Extraordinary Garden dominoes

Dominoes

Landscape Photo tokens

CONTENTS

- 16 round *Landscape* tiles:
1 *Start* tile, 3 *Forest* tiles, 3 *Mountain* tiles, 3 *Desert* tiles, 3 *Pole* tiles, and 30 *Field* tiles. Each *Landscape* tile has front and back sides, the front side being the irrigated face.
- 156 *River* dominoes:
30 *Forest*, 30 *Mountain*, 30 *Desert*, 30 *Pole*, 30 *Field*, and 6 *Extraordinary Garden*. 40 of the dominoes show a *Camera* icon.

- 25 *Animal Photo* round tokens:
5 *Forest*, 5 *Mountain*, 5 *Desert*, 5 *Pole*, and 5 *Field*. Each token has front and back sides, the front side representing the animal.
- 15 rectangle-shaped *Landscape Photo* tokens: 3 *Wood*, 3 *Mountain*, 3 *Desert*, 3 *Pole*, and 3 *Field*.
- 10 *Retrigger* tokens.
- A 10-minute hourglass.

Insertion of a *Landscape Photo* token between each tile.

2.

STOCK at the beginning of the game, the dominoes being face down.

RESERVE during the game, the dominoes being in a face up pile.

3. **4.** **5.** **1.**

SET-UP

The play area is defined by the edges of your game space... whatever it is!

1. Place the *Start* tile anywhere on the play area, so that all the players can reach it.
2. Arrange the *Animal Photo* tokens and the *Landscape* tiles with their back side up, dividing them into piles corresponding to their types, on the edge of the play area. Insert a *Landscape Photo* token of the same type between each *Landscape* tile.
3. Place the *Retrigger* tokens in a pile aside. If you are skilful enough... You will keep them! (See the Counting phase below).
4. Place the hourglass next to the piles, so that it is visible to all the players.
5. Deal the *River* dominoes face down to the players so as to form their STOCKS:
   • 78 dominoes in a 2-player game;
   • 52 dominoes in a 3-player game;
   • 39 dominoes in a 4-player game;
   • 31 dominoes in a 5-player game (32 for the first player).

Choose the first player, be nice and let the youngest start!

> ☀ **Tip**
>
> Aya gives a lot of flexibility to the players; few rules are strict. However, if you want to be efficient, we advise you to follow carefully the advice ("Tips") given by experienced domino topplers.

GAME FLOW

A game is divided into 3 phases:

A. A phase of placing the dominoes, the tiles, and the *Animal Photo* tokens. It is the heart of the game. It lasts the time of two 10-minute hourglasses, with possibly a break between.

B. A toppling phase, which lasts... a few seconds, and is the outcome of the game!

C. A counting phase, which lasts one minute, and embodies the result of your teamwork.

> ☀ **Tip**
>
> We advise you to "arrange" the face down dominoes from your STOCK into 5-domino piles.
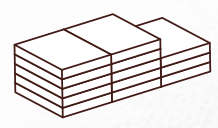
> ☀ **Tip**
>
> Before your first game, you should practice placing the dominoes one after the other, and toppling them on each other. This will allow you to better assess the distance that you need to leave between 2 dominoes. If they are too far apart, they will not fall, and you will have to topple them again (retrigger)! If they are too close, you might use too many dominoes, and not have enough left to connect them all. It is all a matter of finding the "right balance". You should also train with the Y-junction *Extraordinary Garden* dominoes and the turns on the *Landscape* tiles.
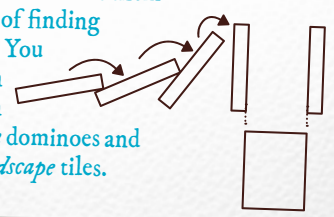
A. PLACING PHASE

1. First of all, start the hourglass!
Once it has run out for the first time, turn it over again for 10 more minutes. Between the two hourglasses, moving or placing dominoes or tiles is not allowed.

2. Draw ONE domino:
- EITHER randomly from your STOCK, face down;
- OR the first domino of your RESERVE, which is face up on top of the pile. (Note: on the 1st round, the players do not have any domino in their RESERVE.)

3. Then, beginning with the first player, the players take turns placing the *River* domino they have in hand:
- EITHER vertically, anywhere on the play area;
- OR on a *Landscape* tile that was previously placed (including the *Start* tile);
- OR on top of their RESERVE piles, face up.

Once he has laid a domino, the player can immediately draw the following domino so as to get ready for his next turn.

A player can draw (and therefore have in hand) only one domino. It is never possible to put a drawn domino back into the STOCK and take another one.

If a player accidentally topples dominoes, they must be put back up as quickly as possible, and before the end of the Placing phase. All the players can help.

Any player can redirect a domino during his turn, but its position within the chain cannot be changed.

The dominoes show water on only one of their sides. You have to place them such that the flowing direction of the River is always respected.

Tip
Take advantage of this break before starting the hourglass again to talk more calmly and adjust your strategy. Everyone around the table must stay cool, this is one of the keys to success!

Tip
Do not hesitate to announce the type of domino you draw to facilitate anticipation and team-work.

Tip
A domino can be placed after other dominoes to extend a chain or somewhere else to start a chain that will be connected later.

Tip
On the *Landscape* tiles, you must place dominoes of the same ground type to have them validated at the end of the game. On the *Start* tile, you can lay any type of domino.

Dominoes with a camera
When a player draws a domino showing a *Camera* icon, he CAN:
- EITHER take a *Landscape* tile and the *Landscape Photo* token which lies on it, of the type corresponding to the domino (see the "Placing a Landscape tile" section);
- OR take an *Animal Photo* token of the type corresponding to the domino (see the "Placing an Animal Photo token" section);
- OR use it as a "standard" domino.

Placing a *Landscape* tile
The player can place the *Landscape* tile anywhere on the play area and choose its orientation. Once the tile is laid, the player puts the *Landscape Photo* token next to it (don't forget, it will bring points at the end
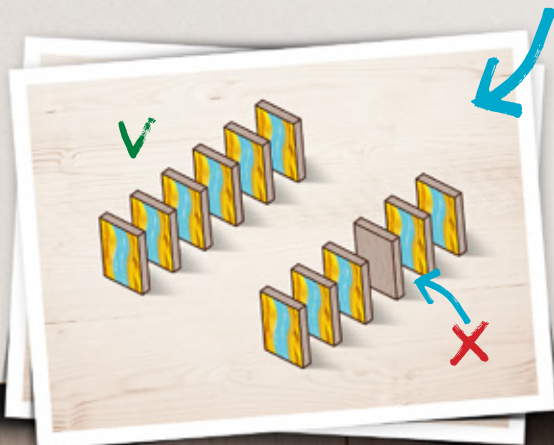
of the game!). This *Landscape* tile cannot be moved any more. Then, the *Camera* domino is placed upright, outside of the *Landscape* tile, in front of an "entrance" of the river (in the flowing direction so as to ensure that this "Camera" domino falls face up on the tile. See Phase B).

Some *Landscape* tiles show a fork with several entrances and exits. It is up to you to orientate the tile correctly so as to determine the entrances and exits.

> 💡 **Tip**
>
> To connect the *Landscape* tiles to each other, you have to "orientate" them correctly by imagining the *River* domino chains you will have to join between the two tiles.

> 💡 **Tip**
>
> In order to optimize the available space, we suggest that you leave a distance of approximately the diameter of a tile between each tile.

Placing an *Animal Photo* token

The player lays the *Animal Photo* token astride the *Camera* domino and another domino that was placed earlier. Be careful not to put the *Animal Photo* token too close or on a *Landscape* tile (see the "Token Validation" section).

> 💡 **Tip**
>
> To create a "buffer zone" in the domino chain (in order to prevent the chain toppling from occurring too early because of a clumsy player), you can place the *Animal Photo* token and the *Camera* domino flat, just next to the location where it will be put back up later.
>
> Note: don't forget to set this domino back upright and to put the *Animal Photo* token on it before the end of the Placing phase (2nd hourglass run out)! After that, it will be too late.
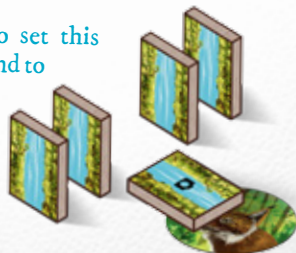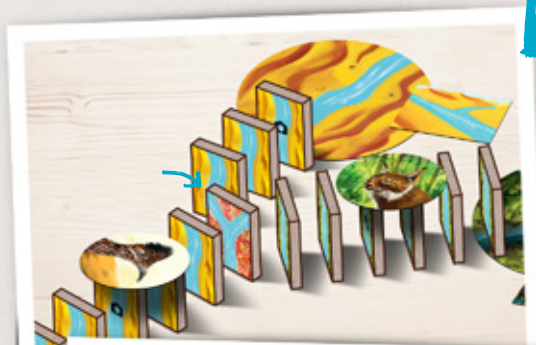
Extraordinary Garden dominoes

When a player draws an *Extraordinary Garden* domino, he CAN use it:
- EITHER to create a fork in the domino chain;
- OR as a standard domino.

In both cases, an *Extraordinary Garden* acts a wild domino, and can be used for any type of domino.

A fork enables to place 2 *Animal Photo* tokens on the chain, on either side of the *Extraordinary Garden* domino.

4. The Placing phase ends immediately when one of the 2 following conditions is fulfilled:
- EITHER the 2nd hourglass has run out (which is the most frequent);
- OR one of the players has exhausted his STOCK (even if his RESERVE is not empty!)

B. TOPPLING PHASE

Hold your breath... with the tip of his finger, a player slightly pushes the 1st domino of the *Start* tile so as to topple it on the following one, and to bring all the others down in a striking domino-toppling effect. The fall of the dominoes will also result in the *Animal Photo* tokens placed astride dominoes dropping.

The chain toppling can possibly stop because of a "gap" in the chain or because the dominoes have been wrongly placed (too close, too far away, diagonally, etc.). In this case, the following player pushes again a domino which is still upright so as to retrigger a toppling chain reaction.

For each retriggering (except the first), a *Retrigger* token is taken out of the pile. When the 10-token pile is exhausted, don't worry, losing more tokens is impossible!

<u>Important:</u> you must retrigger the chain reaction until no domino is left standing!
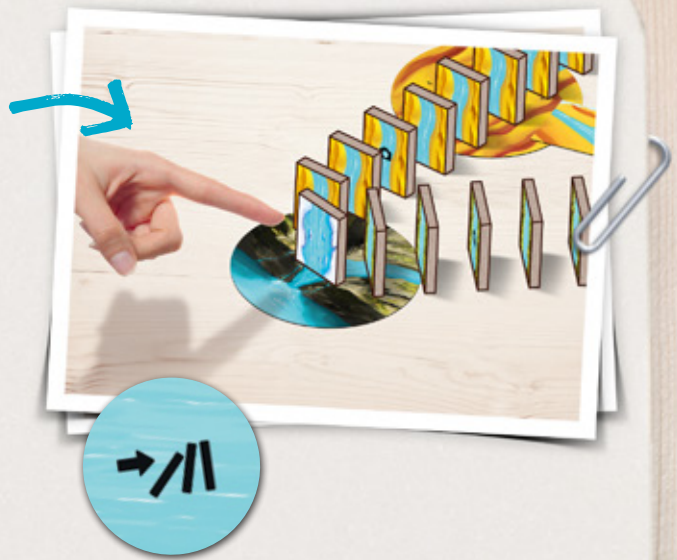
C. COUNTING PHASE

It is now time to validate (or not) the *Animal* and *Landscape Photos* you successfully took during your journey. From the *Start* tile, go up along the run of the river and count your points.

Animal Photo tokens validation

An *Animal Photo* token is validated if ALL the following conditions are fulfilled:
- it touches the chain through at least the edge of a domino (it was not ejected aside);
- it is connected by dominoes of the same type to a *Landscape* tile of the same type - don't forget that *Extraordinary Garden* dominoes are wild dominoes which do not disrupt the continuity of the domino type of a chain;
- it is strictly outside a *Landscape* tile;
- there is only one *Photo Animal* token on the chain between the 2 *Landscape tiles* except if a fork (created by an *Extraordinary Garden* domino) was placed between both photos.

When an *Animal Photo* token is validated, you win it.
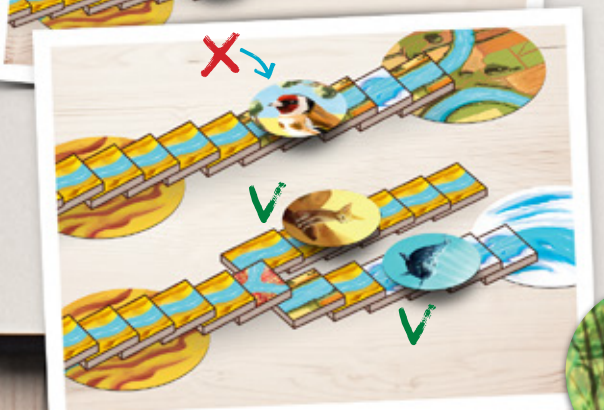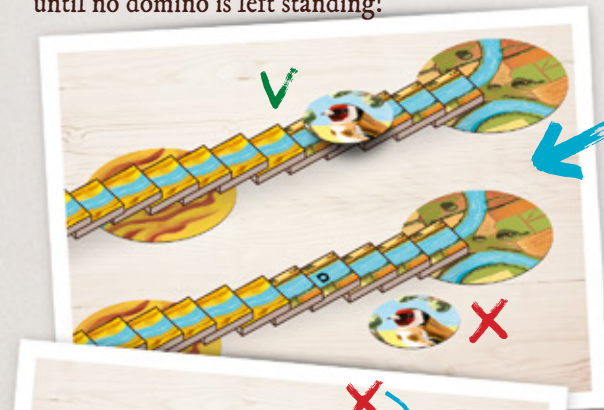
Landscape Photo tokens validation

The *Landscape Photo* tokens are validated if ALL the following conditions are fulfilled:

- ALL the *River* dominoes lying on it and touching it are of the same type as the *Landscape* tile;
- ALL the entrances and exits of the *Landscape* tile are irrigated, that is, covered by a domino of the same type.

When a *Landscape Photo* token is validated, you win it.

<u>Important:</u> if you validate the 3 *Landscape Photo* tokens of the same type – SURPRISE! – you can create a panoramic triptych!

Calculation

- Each validated *Photo Animal* token is worth 1 point.
- Each validated *Landscape Photo* token is worth 1 point.
- Each triptych of *Landscape Photos* is worth 1 bonus point.
- Each *Retrigger* token you kept is worth 1 point.
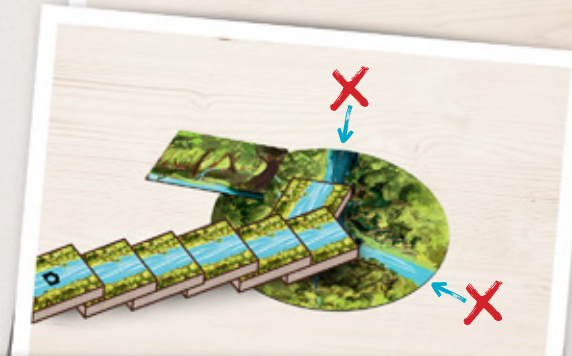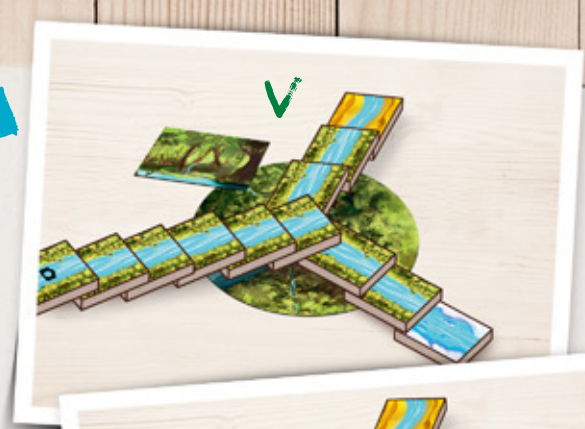
THE NUMBER OF POINTS YOU GATHERED DETERMINES YOUR SUCESS RATE:

10 points: False start! You went for the trip but forgot the film rolls. Everybody has to start somewhere... Don't get discouraged. It can happen to the best of us.

15 points: Beginner's mistake! Once you arrived, you realised your batteries were discharged. But congratulations for the effort!

20 points: What potential! You aren't afraid of anything. It is unfortunate that most of your pictures are out of focus. But this is a good start... Keep trying.

25 points: Nice shots! Not bad, you are starting to take good photos! A few are beautiful.

30 points: Very well! Your team is skilful and solid. A few outstanding pictures will even be published in the local newspaper!

35 points: The dream team! With only a few adjustments, your next report will be sold worldwide!

40 points: Your report is sold! You are outstanding! All the agencies call you, and fight to get your report.

45 points: On the cover! We are dumbstruck! You are on the FRONT PAGE of every magazine. You are going to have an amazing career.

50 points: Respect! Send us a photo. Even we (the designers) have never made it!

55 points: It was a dream! Well... it seems there is a bug... It is humanely impossible. Would you have cheated?