



Instruction Manual

PONKOTSU FACTORY

language JP/EN time 15~30min age 8~99 players 2~5

Components

- Letter Tiles × 100
- Completion Markers
- Starting Letter Tiles A, E, I, O, and U × 25
- Other Letter Tiles × 75
- Point markers
- Sightscreens × 5
- Hourglass
- Gold (10 points) × 5
- Silver (3 points) × 15
- Brown (1 point) × 20

In addition, you need answer sheet for each player. You can use memo pad, for example.



Object of the Game

We are robots, working for our word-repairing factory. Our job is building words with various letters brought here day by day. We can rebuild them quickly! We are very confident of our speed! But are they really "repaired" as they used to be...?

In each round, you will reconstruct three four-letter words from 12 letter tiles set up by other players. You try building words as quick as possible. If you "repair" the words correctly, you will get bonus points. After four rounds, whoever with the most points is the winner!

Setup

Each player takes a pencil, an answer sheet, and a screen. Separate Starting Letter Tiles from Other Letter Tiles. Each player takes five Starting Letter Tiles (one tile each for five vowels: A, E, I, O, and U) behind the screen. Return unused Starting Letter Tiles back into the box.

Completion Markers (2 players: 2-1 point markers / 3 players: 3-1 point markers / 4 players: 4-1 point markers / 5 players: All point markers), an hourglass and all the Other Letter Tiles are placed at the center of the table. Return unused Completion Markers back into the box.



Playing the Game

- There are three phases in each round as follows:
- 1 Creating "Questions"
 - 2 Solving the "Questions"
 - 3 Checking Solutions and Scoring

1 Creating "Questions"

Mix all letter tiles on the table (It doesn't matter whether they're face up or face down). Each player randomly takes 15 letter tiles and places them behind the screen.

Now each player has 20 letter tiles including five Starting Letter Tiles (A, E, I, O, and U). When everyone is ready, all players begin constructing three four-letter words. (ex. FACE, BLUE, etc.) The rules for making words will be explained later.

When players finish constructing three words, write them down on their answer sheets. These three words are called "Originals" — be careful not to be seen by others.

Put 12 letter tiles you used face down, mix them well, and make a single pile of them. This pile is called "Questions".

Put the screen and unused Starting Letter Tiles aside (Don't return those tiles to the center of the table). Return all the other unused letter tiles to the center of the table.

2 Solving the "Questions"

All players pass their piles of "Questions" to the player on their left.

In each subsequent round, you pass your pile to a different player: in a four-player game, pass it to the player across from you, to the right player, and to the left player again, in the 2nd, the 3rd, and the 4th round, respectively.

When all players receive their piles of "Questions", any player, say, with the most leadership says "Start!" Players now flip over all the tiles and try rebuilding three four-letter words as quickly as possible. The rules for building words will be explained later. The first player who has finished building three words shouts "Repaired!" and turns over the hourglass, then takes the highest-point Completion Marker available.

Other players still have to make three words before all the sand fall down. Players who finished recreating words in time immediately get the highest-point Completion Marker available. These recreated words are called "Solutions".

When time's up, the player who turned over the hourglass shouts "Stop!" and all other players must immediately stop constructing words.

※If no one can build three words, then proceed to the "Checking Solutions and Scoring" phase under the agreement of all players.

ex.) Four-player game:

Player A finished making three words first, flipped over the hourglass, then got the 4-point Completion Marker. After that, player B got the 3-point Completion Marker and all the sands fell down. Player C and D were not able to get the Completion Markers.



3 Checking Solutions and Scoring

Each player receives points clockwise from the player with the highest-point Completion Marker. There are two types of points available: points for quickness and points for correctness.

Points for Quickness

Players who successfully completed three words should have received Completion Markers according to their order of completion (See: 2. Solving the "Questions").

The following shows the points for quickness depends on the number of players.

#players	1st	2nd	3rd	4th	5th
5	5	4	3	2	1
4	4	3	2	1	
3	3	2	1		
2	2	1			



Points for Correctness

Players show and read aloud their "Originals" on their answer sheets to the other players. Each successful reconstruction of "Original" worth one point, thus the maximum of three points for the perfect reconstruction.

ex.)

The player gets 1 point for the correct answer "ZOOM".



Answer sheet Your Solutions

The point markers you earned are kept so that everyone can see them anytime.

After the end of each round, give Starting Letter Tiles back to their owners, and return the rest of the letter tiles to the center of the table.

※Also return the Completion Markers to the center of the table.

Rules for Building Words

Building common words is strongly encouraged. Proper nouns, abbreviations (ASAP, NASA etc.) and offensive words should be avoided.

For verbs and nouns, only base forms (infinitives or singulars) are allowed. If you think the word is not appropriate, take a vote there. If there is at least one other player who agree with you, then the word will be invalid and give no points. (In two-player game, players should have agreeable regulation beforehand)

For each invalid "Original" you created, you must give your point markers equal to the number of the players to the solver of the pile of your "Questions". In the case that you don't have enough points, take debt (record them on memo pad) and pay back whenever you can.

If your solution is invalid, you cannot get points for quickness.

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End of the Game

The game ends after the end of the 4th round. At the end of the game, the player who earned the most points is the winner! In case of tie, all tied players are winners!

Alternative Ways to Play the Game

If you think it's too difficult, please change the rule of Creating "Questions" into "three three-letter words" or "two three-letter words and one four-letter word" and so on.

Two-Player Games

At the beginning of the 2nd phase "Solving the Questions", say "Start!" and turn over the hourglass. Both players try making three words before all the sand fall down. The fastest player gets three points for quickness and the other player gets one point by making three words in time.