SU
SA

Each player has ten pieces. There are four different types. Each piece has an associated value.

4x	Date	**1**	
3x	Lily	**2**	
2x	Pomegranate	**3**	
1x	Fountain	**4**	

Your board contains 12 spaces. Players take turns placing one tile each until all tiles are placed.
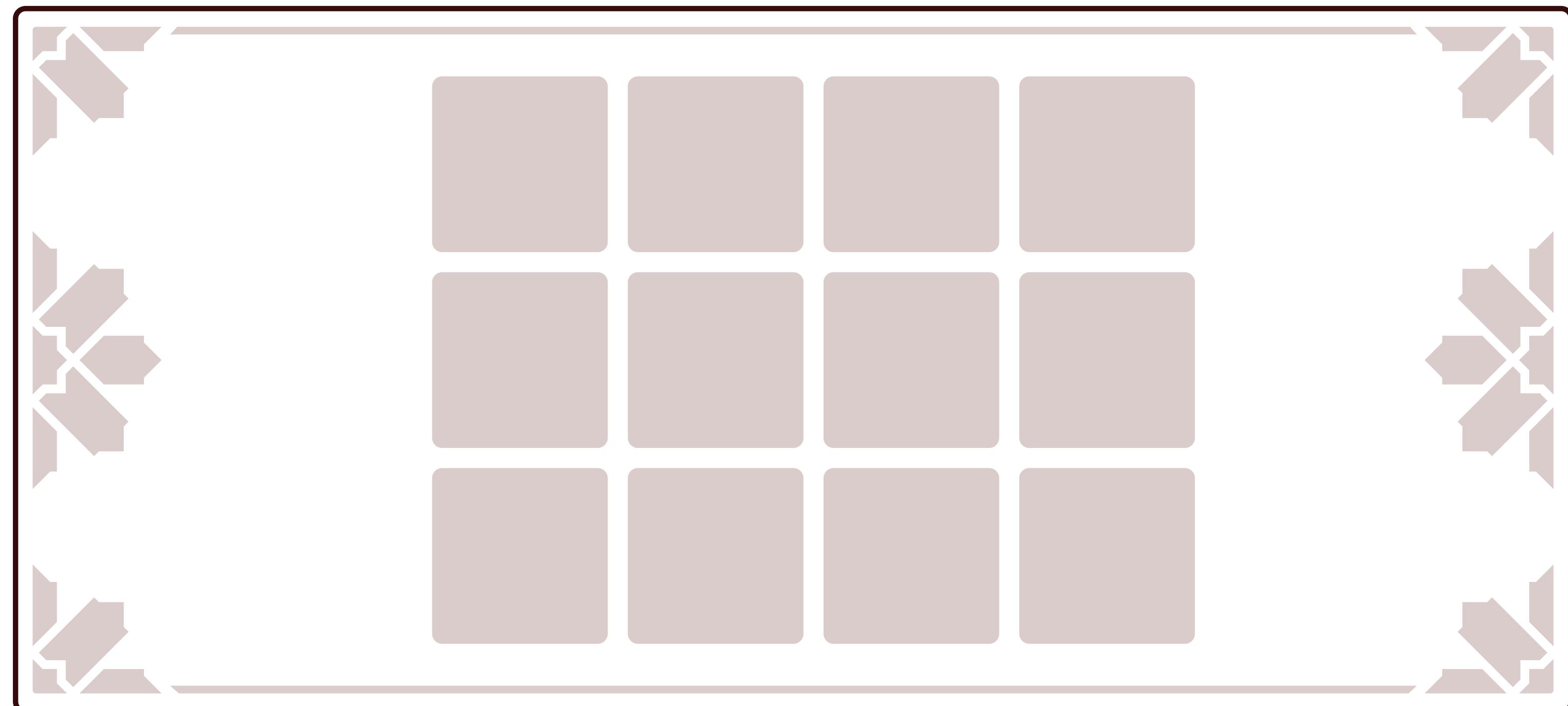
Each piece on your board scores one point for every other adjacent piece with a lower value.
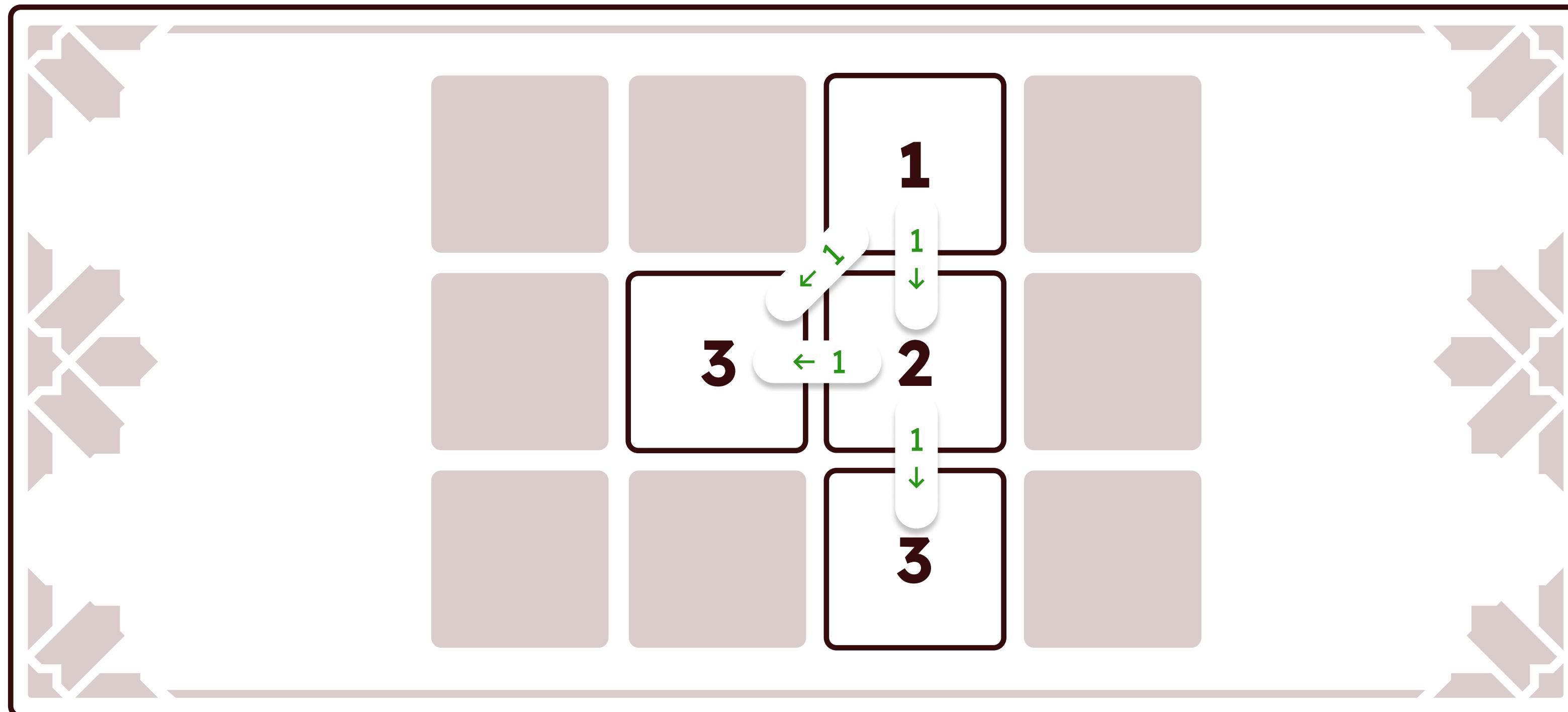
Each piece on your board also scores extra points if it is in the same position as a lower-valued piece on your opponent's board.

The number of points is equal to the value of the opposing piece.

4

← 3

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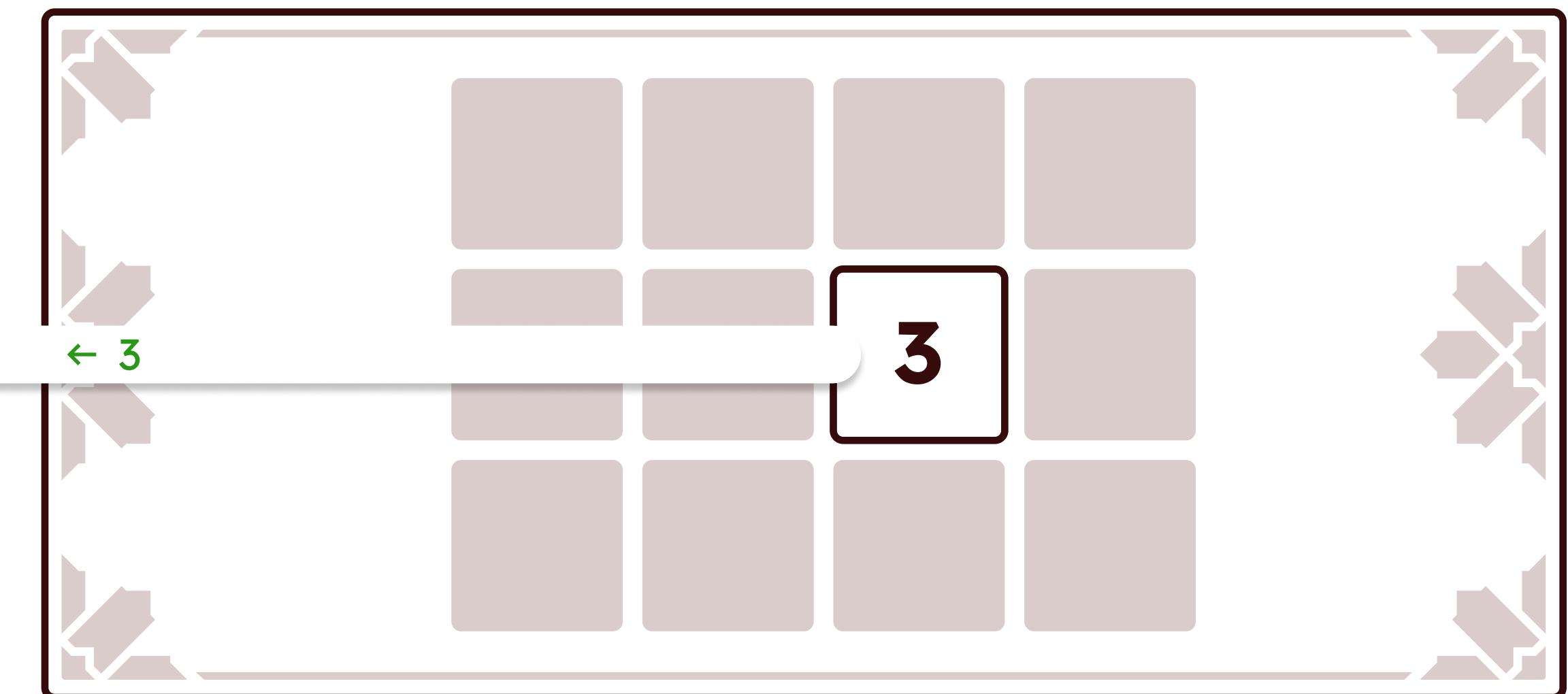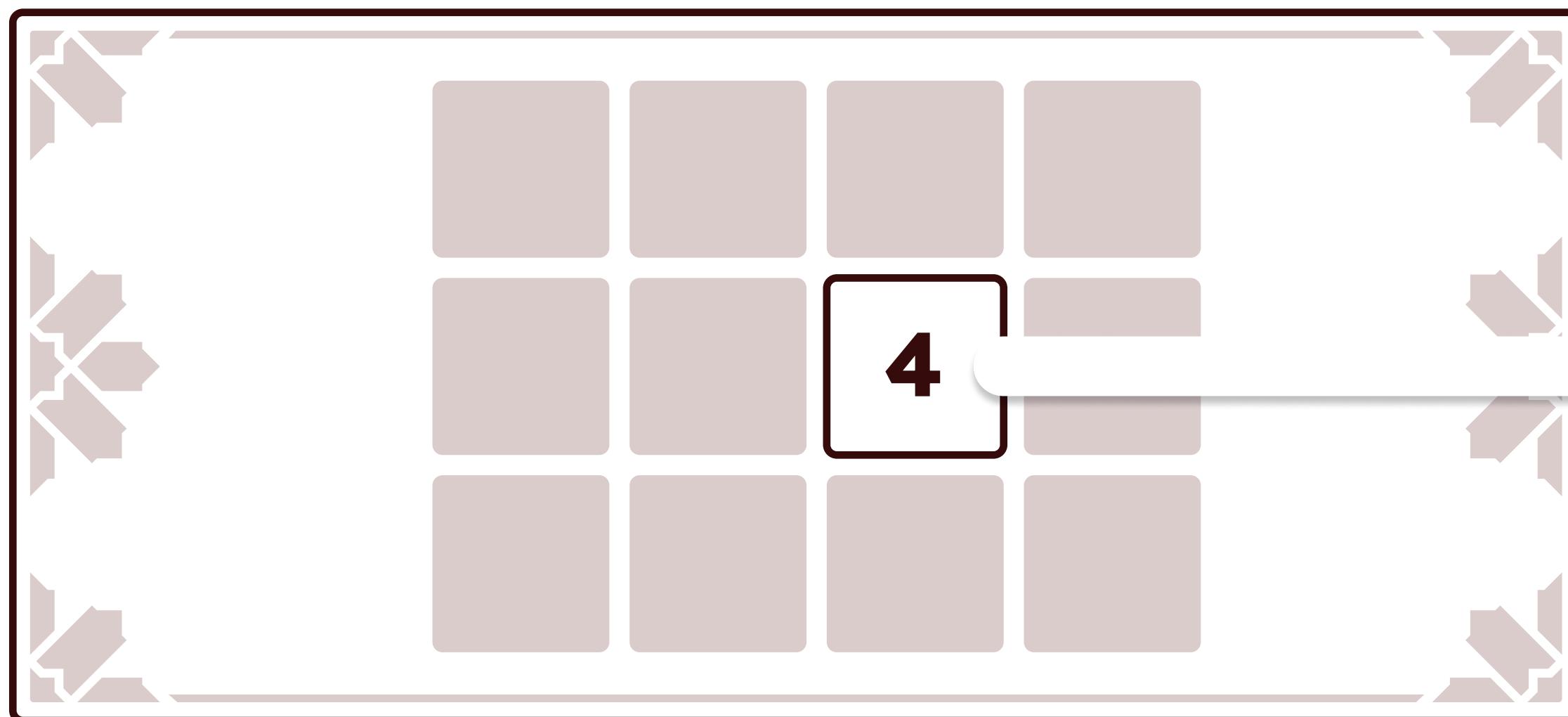
Your pieces light up (bright white) when your opponent has a piece
of the same value in the same row or column.

You can use this to guess where their pieces are on the board.
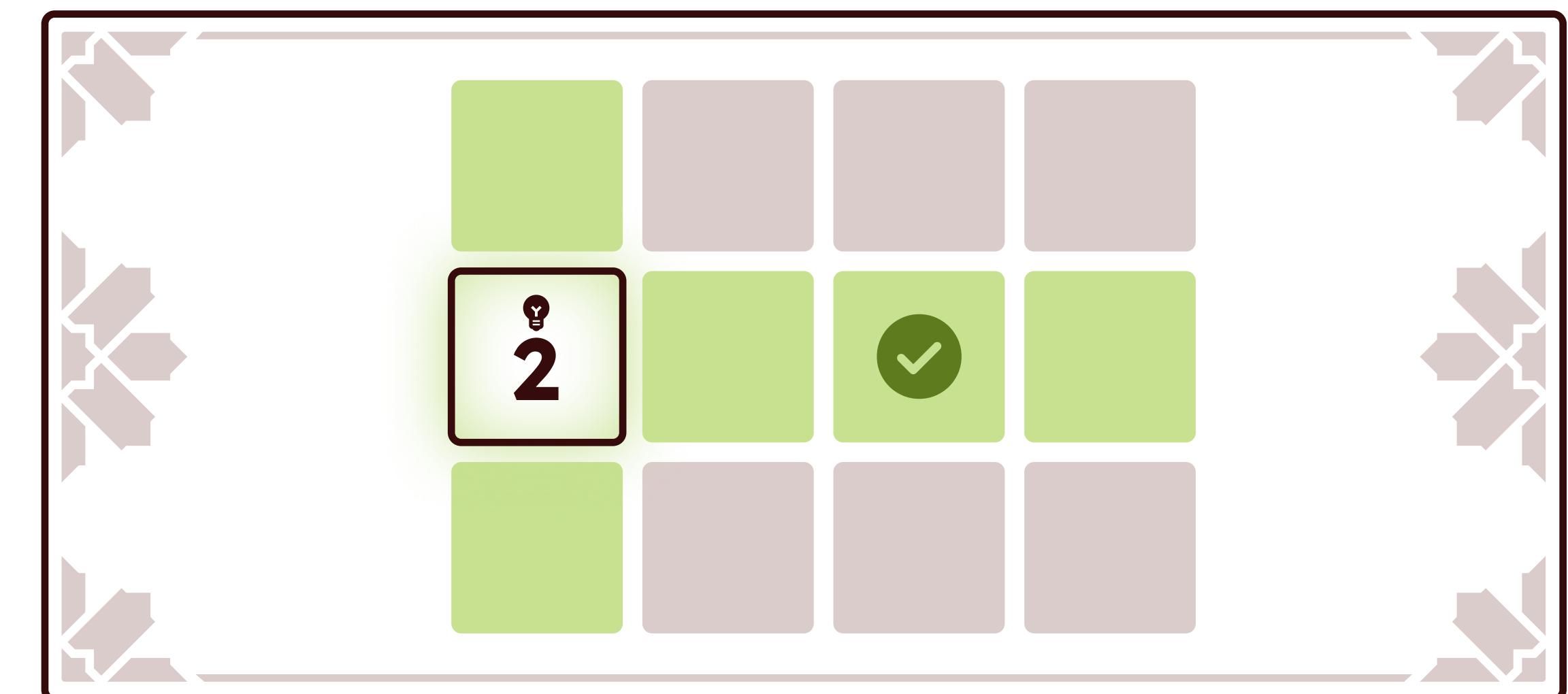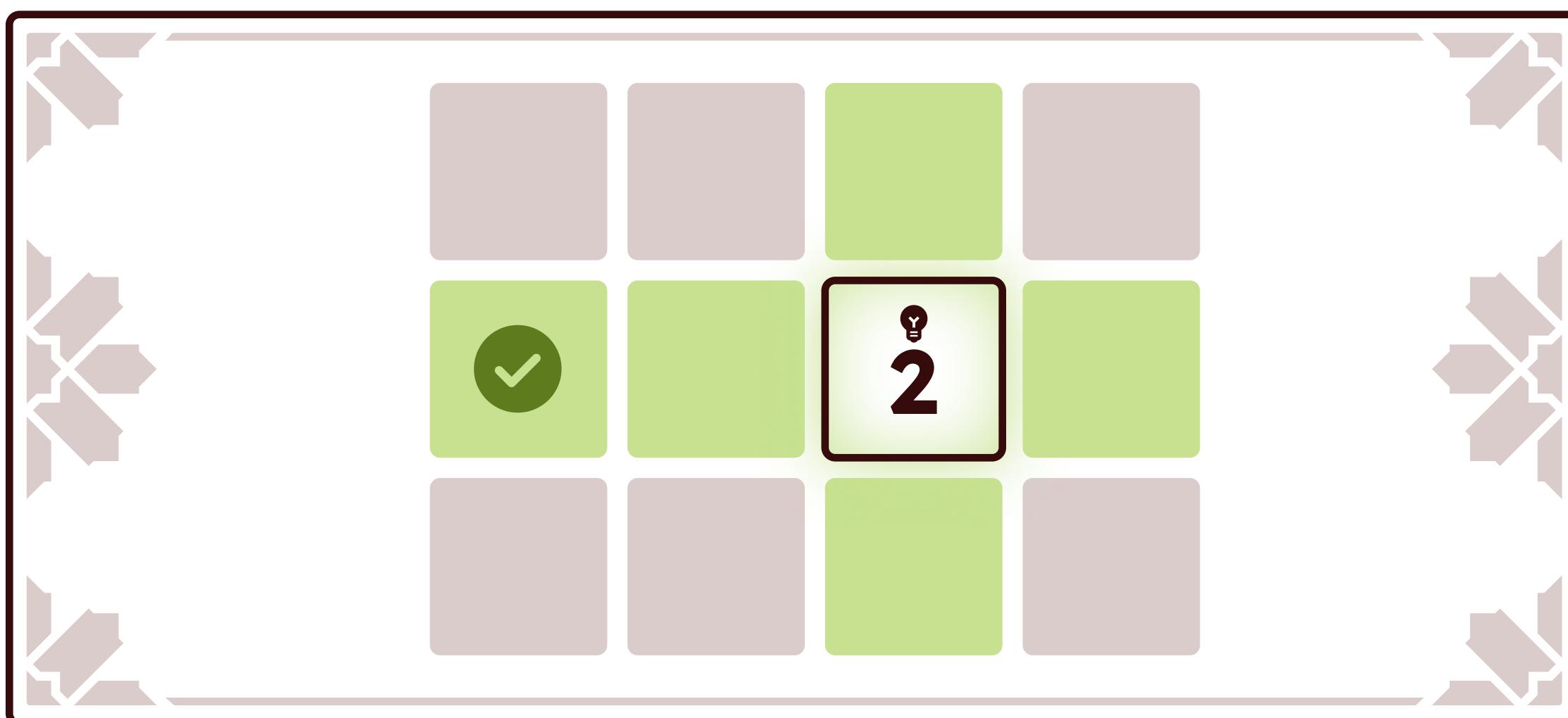
If your fountain (your four-value piece) is fully surrounded by
your opponent's pieces, it scores nothing.