Herati
ヘラティ

【1 - 4 players, 5 - 20 minutes】

Components

25 Tiles
1 Manual(en/ja)

Introduction

Herati (ヘラティ) is a tile placing, and a pattern building game with using 25 square tiles printed the same pattern on the face. In this manual, I will introduce the solitaire rule "The Loom", and the rule of 2 to 4 people "The Factory".
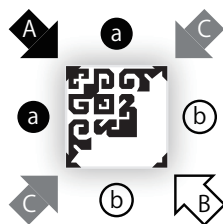
Words

First, I will explain the terms and concepts used in this manual.

Face-up Side and Face-down Side of the tile

The face with the pattern is the face-up side, the other is the face-down side.

Name and Type of the part of the tile

a) **Black Edge** The edge with the pattern
b) **White Edge** The edge without the pattern
A) **Black Corner** The corner between the Black Edges
B) **White Corner** The corner between the White Edges
C) **Middle Corner** The corner between the Black Edge and the White Edge

"Field"
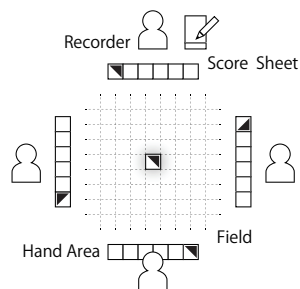
This game is played on a plane such as a table. The "Field" is a place on the plane where you play this game, where all players can reach. Please think that there is a virtual grid in the Field. Each player will sit in one of two directions extending the vertical, or horizontal axis of this grid.

"Place the tile Field"

Usually, place the tiles to the Field. At this time, place the tile along the virtual grid of the field. Furthermore, please keep the edges and the corners of adjacent tiles in contact with each other.

"Hand Area"

Each Player has an area called "Hand Area" at the reach of their hands. Hand Area is not included in the Field.

"Place the tile Hand Area"

Usually, keep your tiles in one line in Hand Area. When placing a tile in Hand Area, arrange it in a row that parallel to the horizontal axis of the grid of the Field seen from yourself.
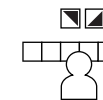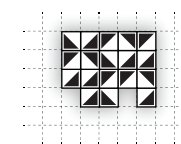
"Herati Pattern"

This is a pattern formed by four tiles placed in the Field. In short, it is four tiles that make up a pattern of white or black rhombuses. Strictly speaking, the four tiles must have corners that are in contact with the other three tiles at the "same type of corner", and furthermore these must be "Black Corner" or "White Corner".

（Example of "Herati Pattern". The right counts as two.）

◆ GAME1 The Loom

【Players: 1】【Time: 5 minutes】

(Example of play)

◇ 1.1 Summary

In this game, you will make patterns like weaving cloth with looms. The objective is to make as many "Herati Patterns" as possible.

◇ 1.2 Setup

Shuffle all 25 tiles face-down. Then, arrange them all in the Hand Area (you can divide them into several rows), and make *2* tiles face-up.

◇ 1.3 Play

On your turn, place one face-up tile of the Hand Area in the Field *without rotating*. In the first turn, you can place any one of them. After that, to place a tile, it must conform to the following placement rules.

- The placed tile must be touching one or more of the tile in the Field.
- *At least one* edge of the placed tile is in contact with *the same kind of*

edge as the adjacent tile(s).

- As a result of placing the tile, the width of the entire tiles of Field is *5* tiles or less.

- The placed tile touches the *left or right edge(s)* of the tile(s) contained in the row where *you can still place the tile*. (Because of the rule above, this rule will only refer to the first 5 turns.)

- The placed tile touches the bottom edge of the tile *contained in the row where you can not place a tile anymore*.

Supplement

In accordance with the above rule, the game will be a flow that creates a rectangle of 5 tiles in width from top to bottom. It consists of several rows of side by side tiles, and you can not place a tile in new row until the bottom row is complete.

If you do not have a tile that can place in the Field according to the placement rules, *avoid one face-up tile* in Hand Area aside. If you still have tile that can place in the Field, you *can not* do this.

After arranging a tile or avoiding it aside, if there is face-down tile(s) in Hand Area, *make one face-down tile face-up* in there. Then take the next turn.
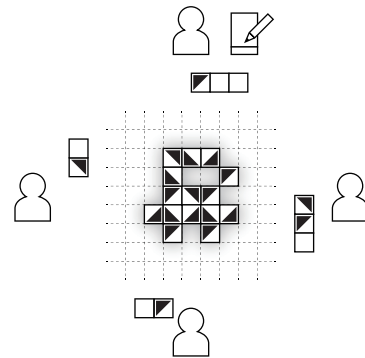
◇ 1.4   Game End

If you do not have any tiles at hand when you finish your turn, the game is over.

The number of "Herati Pattern" in the Field is the score of this time. The standard score is *4* points, the score to aim is *6* points.

◆ GAME2   The Factory

【Players: 2 - 4】【Time: 5 - 20 minutes】【Thing Nessesary: "Score Sheet"(A piece of paper and pen)】

（Example of 4 player game）

◇ 2.1   Summary

In this game, each player creates pattern together and compete for how many "Herati Patterns" could make.

◇ 2.2   Setup

Shuffle all 25 tiles face-down.

Place one of them in the Field, and distribute the *remaining 24 evenly* to the players, and arrange them on each Hand Area.

Decide who will take the first turn in a fair way. The player who takes the first turn is the "Recorder" through the game. The Recorder will record the score in "Score Sheet" each time any player scores.

One tile placed in the Field and *one tile of each player's Hand Area* makes face-up, then start the game.

◇ 2.3   Play

On your turn, place one face-up tile of your Hand Area in the Field *without rotating*. To place a tile, the placement result must conform to the following placement rule.

- As a result of arranging the tile, the entire tiles of the Field are within the *5 x 5 or less tiles rectangular area*.

- All tiles in the Field are in contact with the *same type of edge* as the adjacent tile(s).

If you still have tile that you can put in the Field, you *can not finish the turn without placing the tile*.

After arranging the tiles in the Field, if there is *no face-up tile in your Hand Area*, make one tile in your Hand Area face-up and finish the turn.

Even if you *can not place a tile*, do the same as above.

If neither of the above applies, or if there is no face-down tile in Hand Area, just finish the turn.

If a *new Herati Pattern is created* in the Field at this turn, you score for *that number*. (There are cases where two Herati Patterns created at once.)

When the turn is finished, the next player clockwise takes a turn.

◇ 2.4   Game End

At the end of the turn, if there are no tiles in your Hand Area, the game is over.

In addition, if all the tiles in Hand Area of all players are face-up, and no one can put any tile on the Field, the game is over.

The player with the *highest total score* wins. If there are multiple such players, share the victory.

◇ 2.5   Continue Game

You can also repeat the game several times and decide the true winner by the cumulative score. In that case, each player will be the player who takes the first turn, in clockwise order.

And, when some player gets a cumulative total of *5* points or more, the game ends with that player's victory.

Credit