



*This is the story of 25 girls
connecting the truth.*

しあわせのいと

English RuleBook

しあわせのいと



Players : 2~



Time : 30~



Age : 15~

Components : 25 Character cards
25 Possessor cards, 5 Notice cards
15 Gift tokens
15 Watch tokens, 1 Black envelope



Character card



Possessor card



Notice card



Gift token



Watch token

~ Story ~

*Hananomiya jyogakuin High School,
place where 25 girls who were having school life in peace.*

*One day, a girl who likes charms, Momoka Tsubomi
found a old box named "Shiawase no ito" .*

*At dinner time, she talked about this to her
school friends, and decides to cast the charm.*

Next morning after they had returned to their room.

Momoka was found as dead body.

*By this incident, the girls will be caught in the
chains of death by "Shiawase no ito" .*

*Will the girls find the cause of
"Shiawase no ito" , and stop this.*

*This is the story of 25 girls
connecting the truth.*



Game overview

Players will be separated to **protagonist side**, and **possessor side** and aim for victory with different winning conditions.

Protagonist side will win if they find 3 girls who turned to possessor by "Shiawase no Ito" and stop the chains of Fortune.

Possessor side will win if they connect the chains of "Fortune" till the end without observed by protagonist side.



Winning condition

▼Protagonist side

Make a situation that possessor side cannot give Fortune to any students on possessor phase. (Observe 3 possessors at same time, or there are no one to give "Fortune" inside the action range.)

▼Possessor side

Protagonist side's winning condition are not fulfilled at the time when 5th notice card are played, and any possessor (even one) had evaded the watch token on 6th turn of protagonist phase.



Status description of each components

① Character card

Character cards are lined up on table, following the room numbers. And also, shows each character's living and "Fortune" status.



• Faced up (Alive)

Shows that the person is alive.

On upper part, shows the room number of dormitory.

And lower part shows the name of character and the flavor text.

Shows that there are possibility to be chosen as possessor.



• Faced down

(Fortune status)

Shows that the person are in "Fortune" status.

On lower part of the card, there are flavor text describing the situation of the person who are in "Fortune" status.

Shows that the character are definitely not the possessor during this game.



Status description of each components

② Possessor card

Card which proves who are chosen to be as possessor by possessor side player.
Basically these cards are placed faced down.



• Faced up

Proves who are the possessor.
Information described on the card basically shows the same one as character card.

Till the end of the game, any person who are not on possessor side can't confirm the front side of card.



• Faced down

All of the card has same design.
Making it hard to predict the person on front side.

Basically, this card is placed by possessor side with this condition.



Status description of each components

③ Notice cards

Card that notice the player how many and how much person will be given "Fortune" by possessor side.



• Faced up (Unused)

States that the card is unused.

Number and color of the gift are described, and there are 5 in all.

Used notice cards will be on back side and moves aside to protagonist side.



• Faced down (Used)

States that the card is used.

Faced down notice cards will be placed nearby to protagonist side.



Status description of each components

④ Gift token

This token shows who was given "Fortune" by possessor side on what turn.



On back and forth sides of token shows the color of gift, activity area, and number that shows what turn had the person was given "Fortune".

⑤ Watch token

This token shows who had watched on which turn.



• Faced up

*Shows who to watch on that turn. If watch token we're placed on possessor, **that character cannot take action on next possessor phase.***



• Faced down

*Changes to this face at end phase **and lose effectiveness.** Although it will remain on the field as an hit to remind witch character were watched on what turn.*



Set up

① Arrange character cards

Line 25 character cards by room number faced up. (Room numbers will be lined up as room allocations in hotels from lower row, like 201, 202.)



②Deciding play sides

Each player will choose whichever side to play as protagonist side or possessor side.

If there are a player who is first time to play, we recommend a player who are used to play as possessor side.

③Preparing tokens and notice cards.

Protagonist side will take watch tokens (a), and possessor side will take gift tokens (b) and notice cards (c) each of them faced up.

Game will proceed smoothly if tokens are gathered by number.



④Deciding possessor

Possessor side will choose three characters to be possessor for this game and place the chosen characters's possessor card (a) nearby possessor side faced down.

(Following the story, Momoka will be given Fortune on first day, so she cannot be chosen.)

Example: Aoi(a), Touka(b), and Hotaru(c) is chosen to be the possessor.

※Possessor card is placed faced up on the image. But, place it faced down at actual game.



Finally, following the story, set Momoka on "Fortune" status which is on center. With this, set up is finished.



Playing the game

Game progresses by taking turns of protagonist phase and possessor side repetitively, and continues till 6th protagonist phase that is maximum.

Protagonist phase

Place a watch token on 3 characters who you want to keep an eye on for this turn.

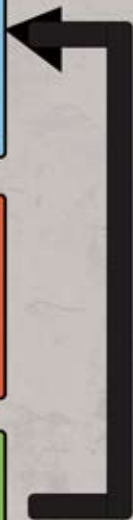
※First turn will be skipped.

Possessor phase

After choosing notice card, give "Fortune" to person who are alive, following the rules.

End phase

Watch token which is faced up, and gift card used this turn will be faced down.



① Protagonist phase

At this phase, protagonist side will infer and choose 3 characters to place watch token **faced up** to watch for this turn.



Faced up watch token has an effect that **the character with this token placed on cannot take action at the next possessor phase.**

There are two rules when placing watch token.

- Watch token can be placed on same person **once per turn.**
- Watch token cannot be placed on character **who are in "Fortune" status.**

"Caution" First turn of protagonist phase will be skipped forcibly because of the panic caused by Momoka's "Fortune", doesn't calm down and other characters cannot make calm reasoning.

Please refer rules for possessor phase on next page for reasoning criterion.

Example for protagonist phase.



※Example of second turn of protagonist phase.

At the possessor phase on first turn. **Botan** has placed red gift(a), and blue gift had placed on Yuzu(b), they had given “Fortune”. From this, watch token was placed on Sakura(c), Ayame(d), and Mari(e) since they were in activity area.

If there were possessor within the three, that character who were placed watch token cannot take action on next possessor phase.

② Possessor phase

On this phase, possessor side will give another fortune to alive character.

Make possessor act by following steps.

1. Choosing notice card

Choose a notice card from remaining one nearby possessor side to use for the turn, and show the chosen card to protagonist side.



Example: You have chosen and shown a notice card(a) with 1 red, and 1 blue gift from remaining notice cards.

2. Giving "Fortune" and placing gift tokens.

*Following the content of previously shown notice card, possessor side will give "Fortune" within **alive character as far as possible.***

At this moment, there are 4 rules to give "Fortune".

- Rule No.1 of giving "Fortune"**

Activity area which are settled by each colors of gift must be followed.

- Rule No.2 of giving "Fortune".**

Possessor cannot be given "Fortune".

- Rule No.3 of giving "Fortune".**

Each possessor can only give "Fortune" to one character on same turn.

(Two or more characters cannot be given "Fortune" by same possessor.)

- Rule No.4 of giving "Fortune".**

Possessor who are watched cannot take action.

Details for each rules will be explained from next page.


• **Rule No. 1 of giving "Fortune"**

Activity area which are settled by each colors of gift must be followed.

Action range for possessor are settled by color of gift. Possessor can only give "Fortune" to alive character within the range.


Red gift(a) will make possessor possible to give "Fortune" to alive character who are around 8 spaces.



Example: If Aoi(b) who are possessor, uses **red gift**, she can give "Fortune" to the character pointed by . Momoka(c) are also within the range, but she has already given the "Fortune", so she cannot be included to the target.

Blue gift(b) will make possessor give "Fortune" to alive character in up down left right direction from possessor.



Example: If Aoi(b) who are possessor, uses **blue gift**, she can give "Fortune" to the character pointed by . Momoka(c) are also within the range, but she has already given the "Fortune", so she cannot be included to the target.

Hint:

Blue gift can give maximum action range, to any character who you choose for possessor. Although, **red gift** might narrow the action range by the position of possessor. so it makes it difficult to handle.

- Rule No.2 of giving “Fortune”.
 Possessor cannot be given “Fortune”.

Character who are chosen as possessor are not able to be on “Fortune” condition.



Example: On this possessor phase, when Aoi(a) uses a red gift, Touka(b) will be in the range.

Although, Touka are chosen as possessor, since then, gift token are not able to place on her like above, and will not be on “Fortune” status.

•Rule No.3 of giving “Fortune”.

Each possessor can only give “Fortune” to one character on same turn.

Even if there are multiple alive characters in possible action range, each possessor can only give “Fortune” to one character on same turn.



Example: On this possessor phase, **Lily** was placed red gift(a), and **Matsuri** were placed blue gift(b) and became “Fortune”.

Both are able to execute by Aoi(c), although each possessor can only give “Fortune” to one character on same turn. So, at this time, **Matsuri**(b) had given “Fortune” by **Hotaru**(d).

•Rule No.4 of giving “Fortune”.

Possessor who are watched cannot take action.

If watch token which is faced up are placed on possessor, that possessor cannot give “Fortune” to alive character.



If number of character who are given “Fortune” are lower than noticed number, because the watch token were placed, gift token that could not be used will be placed on notice card that was shown to protagonist side.



Example: *Aoi(a) can't give "Fortune" to alive character at this possessor phase, since she was placed watch token at protagonist phase just before.*

*If notice card with three gifts(b) were chosen, at this condition, characters who can take action, Touka(c) and Hotaru(d) can use **any of two from three** and gave fortune to two alive characters. After this, gift token that we're not used will go to **protagonist side**.*

By this, one of the character who were watched this turn will be proved that she is possessor.

③End phase

At this phase, face down the watch tokens which protagonist side had used, and the notice card that possessor side had used too.

We recommend to line up the notice card by used order to confirm which card was used on what turn, when placing nearby protagonist side.



Example: This is end phase of 3rd turn. Face down **watch token** which is described **3(a)** that were placed this turn, and loses it's effectiveness.

Next, face down the **notice card(b)** with **3 gifts** on it, which were used this turn, and place it nearby to protagonist side in used order.

**These are all for turn flow.
Repeat this and game will end when either
side will satisfy the winning condition.**

**If the game had continued till the 6th turn of
protagonist phase, check the the answer by
revealing all 3 faced down possessor cards(this
will be revealed by protagonist side) after
protagonist phase had ended.**

**If protagonist side had satisfied the winning
condition by 5th turn, possessor side will reveal
all 3 possessor cards, and protagonist side will
win.**



Difficulty adjustment

**If players are used to play the game, both will
prepare a timer and set available time.**

**Start the timer at start of your side's phase
and stop it when ended.**

**When the remaining time is over during your
turn, you will immediately lose.**

(Like the allotted time of chess.)

**Firstly, play setting allotted time to
10 minutes, only to protagonist side.
And then, adjust the allotted time for both
sides, from result of the game, this will make
good balance.**



If route

If this route were chosen, Momoka(a), who will invariably given "Fortune" at first on story will start the game alive.

When setting up game, Momoka remains alive and will be able to choose Momoka(b) when selecting possessor.

Although, If route will make possessor side advantageous, please play the game with understanding.





FAQ

Q: Is it possible to give "Fortune" to character who are placed an watch token?

A: It is possible if that character is not the possessor.

Q: At possessor phase, is it possible to not give "Fortune" less than number specified by notice card on purpose, even if you can give "Fortune" as specified number?

A: No, you can't. If you can give "Fortune" as the specified number of notice card, you must give "Fortune" as it.

Q: Is it able to play game by changing order of character cards?

A: We recommend to line up the cards by room allocation, but it is possible to play by changing the line of cards.

Q: What do we do on protagonist phase of 1st turn?

A: Don't take any actions and just pass.

Q: Is it possible to play with more than 2 players?

A: It is possible to play and have conversations with multiple players on each sides.

Increasing numbers of players may be good handicap.

Q: Want to know the tips to win game. (Both sides)

A: Writing on this rule book might be liable to reduce the motivation of player who want to find the tips by own self. We will post some tips on "Connecting links" official home page.

Q: There are no black envelope in the box.

A: Somebody might have hidden the envelope. Check the box completely.

Please contact us from inquiry forum on Asobouya official website if there are any other unclear points when playing the game. We will regularly update the FAQ on Connecting links official website.

To watch introduction of game, details of characters, and list of supporters, access to "Asobouya official website" from URL below or Two-dimensional code.

<https://asobouyabg.wixsite.com/asobouya>



If there are any defects on components, sorry to trouble you but please contact us from the mail address below.

Address: asobouya_sp@yahoo.co.jp



Credits

•System& scenario design.

Asobouya

•Artist

Ueda Metao

•Special thanks

Everyone who cooperated to test playing.