

RANMA ½
THE BOARD GAME



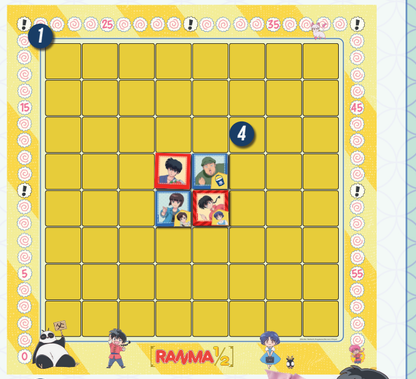
INTRODUCTION

Welcome to **Ranma ½: The Board Game** — the fast-paced board game set in the chaotic, hilarious world of **Ranma ½**!

Join your favorite characters from the series in a wild race across Ranma's world. But this is no ordinary morning commute — obstacles, rivals, and strange transformations await at every corner!

Choose your character, place your tiles, and use **Panda Card** abilities to outsmart your opponents. Will Ranma make it without getting splashed? Can Akane dodge her admirers? With his terrible sense of direction, will Ryoga ever find his way?

SETUP



1. Put the board on the table. Shuffle the Panda Cards and place them face down near the board.
2. Each player chooses a Main Character and puts their standee on zero on the scoring track.
3. Mix the Character Tiles in the bag. Each player takes 2, placing them face-up for all to see. This is their starting hand.
4. Draw 4 tiles from the bag and place them in the center of the board (2 on their blue side, 2 on their red side).
5. The last player to see a Ranma episode starts the game.



GAMEPLAY

Players take turns, going clockwise.
On your turn you must:

1. **PLAY** a tile from your hand **AND**
2. **DRAW** (or discard) until you have 2 tiles in your hand.

PLAYING TILES

Play a Character Tile on any empty spot on the board, next to a tile that has already been placed (either orthogonally or diagonally). **If you played red side up,** flip all blue tiles between your tile and the first red tile in an unbroken line in each direction. **If you played blue side up,** flip red tiles between your tile and the first blue tile in each direction.

For each tile you flipped, move your **Main Character** forward 1 space on the scoring track around the board. **Your Main Character** cannot stop on an occupied space. Instead, jump to the next possible space.

If all the tiles on the board are the same color, you must play the other color

CHARACTER INTERACTION

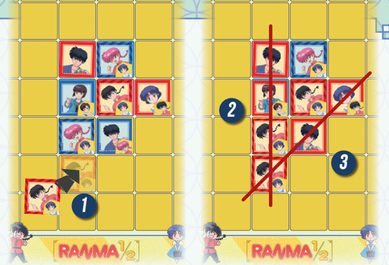
Some characters have a link to another character, whose face appears in the corner of the tile.

If the Character Tile you play is linked to another character, move 1 additional space on the scoring track for each tile you flip that reveals the linked character.



Note: The Jusenkyo Guide interacts with **Water Tiles** as if they were linked characters.





Example: Play the Ranma tile, then flip 2 tiles to the north, and 1 tile to the northeast. Next, move forward 3 spaces on the scoring track.



Example: Move forward 3 spaces on the scoring track, instead of 2, because you flipped a tile to Ranma boy, who is linked to Shampoo, the character you placed.

WATER TILES

Water Tiles have a **blue** bucket of cold water on one side and a **red** teapot of hot water on the other. When played, do not flip characters as usual. Instead, any tiles directly touching the Water Tile (diagonals count) flip to its color. Score 1 point for each tile flipped.



Example: Score 5 points by playing a blue Water Tile here.

EVENTS

Whenever you reach or pass a (!) on the scoring track, trigger an event!

Draw **Panda Cards** based on your position on the scoring track. Draw one card if you are 1st, two cards if 2nd, and so on.

Choose one of the cards and immediately apply its effect. Be careful; some effects are negative!

Next, return all Panda Cards to the deck and shuffle them.



Discard all the tiles in your hand.



Draw a tile from the bag and play it immediately.



Take a tile from the board and put it in your hand.



Move your Main Character to the space just ahead of the next player on the scoring track. If you are first, this card has no effect.



Move your Main Character to the space just behind the player behind you on the scoring track. If you are last, this card has no effect.



Move your Main Character forward 1 (), 2 (), or 3 () spaces.



Move your Main Character backward 1 (), 2 (), or 3 () spaces.



Example: Ranma moves 3 spaces, but the third space is occupied by P-chan, so he moves to the next space. Ranma passed through a (!) and is now 2nd on the scoring track, so he draws 2 Panda Cards and chooses which to play.



Ranma chooses the card that allows him to move in front of the next player, then shuffles both cards back into the deck.

GAME END

The first player to reach the last space on the scoring track wins! Or, if there are no more spaces on the board to place Character Tiles, **the game ends** and the closest player to the end of the scoring track wins.

ADVANCED RULES

For a more strategic experience, don't use the Panda Cards.

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