



JASON LEVINE



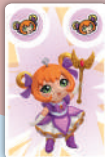
CHRISTINE ALCOUFFE
MIGUEL COIMBRA



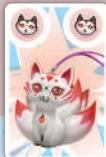
GAME RULES

CONTENTS

75 Gasha cards



15x Magical Girl



15x Kitsune



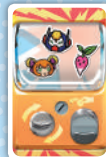
15x Robot



15x Radish



15x Sushi



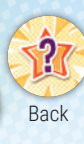
Card back

35 Set Reward cards



Card back

15 Bonus tokens



Back

IDEA OF THE GAME

Gasha is a set collection card game in which you will feel the thrill of the Japanese toy dispensers, the **gashapons**.

You can't predict which Gasha you will get!

These **Gashas** will be used to collect **Set Rewards** for points, and, sometimes, **Bonus** tokens.

*On the back of each **Gasha card**, you will find which **Gasha** you may collect with this card!*



Card back



Gasha obtained

Gasha icon reminder

GOAL OF THE GAME

Players will obtain **Gasha cards** and trade them for **Set Reward cards** that are worth points, and, sometimes, **Bonus tokens**.

At the end of the game, the player with the most beautiful collection is the winner.



Setup example for 3 players

SETUP

There are 3 kinds of components in Gasha:

- 1 **Gasha cards**,
- 2 **Set Reward cards**,
- 3 **Bonus tokens**.

1 Shuffle all **Gasha cards** and deal 4 to each player. With the remainder of the cards, create 4 roughly equal decks. Place those piles in the center of the play area. There should be a space left for a discard pile of Gasha cards.

2 Shuffle **Set Reward cards** into a facedown deck. If playing with 5 or 6 players, also play with cards with **5*** (and **6**, for 6 players) in the lower right corner of the card. Reveal four and place them in a row.

3 Shuffle **Bonus tokens** and place facedown tokens in the play area, depending on player count:

- 2 players = **5 tokens**
- 3 players = **6 tokens**
- 4 players = **8 tokens**
- 5 players = **10 tokens**
- 6 players = **12 tokens**

*Note: you can select which **Bonus tokens** are shuffled and placed facedown, or randomize this altogether.*

On your turn, you must perform one of the following:

Draw **two Gasha cards**.

Draw **two Gasha cards** from one single deck, or from two different decks. Place the two drawn cards into your hand.

If one of the decks runs out, cut the biggest remaining deck in half to create a new deck. If you are unable to create 4 decks, shuffle the discard pile to form new decks. However, the top card of each pile should not change during this process.

OR

Trade **Gasha cards** for a **Set Reward card**.

If your hand contains **Gasha cards** that match one of the 4 available **Set Reward cards**, put the matching **Gasha cards** into the discard pile.

Then take the **Set Reward card** and place it in front of you, face up. Draw and reveal a new card to replace the card you just took. 4 **Set Reward cards** should be available at all times.

How do I get **Bonus tokens**?

- Whenever a player gets 2 **Set Rewards** with a half of a Ticket each, it creates a complete Ticket; that player takes a **Bonus token** and reveals it.
- If both Ticket halves were of the same color, the player also takes a **Gasha card** from one of the decks.
- The token should be placed on the two **Set Reward** cards that granted the **Bonus token**. Those **Set Reward cards** cannot be used to collect a **Bonus token** anymore.



Blue
Ticket half



Wild Ticket half.
Counts as any color



Card with no Ticket half

Wild Gasha
(can be treated as any
Gasha)

Needs identical
Gashas

BONUS TOKEN ABILITIES



One more turn! *

The player may immediately play again.



2 Wild Gashas! *

This token is worth two wild Gashas, to be spent when completing a future collection.



3 points!

This token is worth 3 victory points at the end of the game.

**Once the action is taken, the player flips their Bonus token to show it is spent.*



SCORING END OF THE GAME

The game end triggers when one of the following conditions is met:

- The last **Bonus token** is taken.
- The **Set Reward** pile is empty.
- In the unlikely event when making 4 **Gasha card** decks is impossible.

From the turn when a player triggers the game end, all other players play a last turn before scoring.

Players add the points from:
their **Set Reward cards**,



the 3 points
Bonus tokens...



... and they score
1 additional point for
each unused **Gasha**
(cards and unused tokens).



The player with the highest score wins the game. In case of a tie, the player with the most **Bonus tokens** wins. In case of a new tie, tied players share victory.

