

Adjacency is always and only orthogonal

SETUP

BOARD

Players	Remove Koi with (lower right)	Then remove additional Koi
2	3 or 4 stones	7 more
3	4 stones	5 more
4	none	5

- Deal faceup Koi tiles to fish spots on central board
- Deal faceup Feature to lily pad spots on central board
- Separate Koi and Feature tiles to their own draw piles
- Deal 4 Sundial cards adjacent to the Sundial deck (indicates bonuses available for cardinal placements)

PLAYER

- Deal 2 and keep 1 Hidden Objective card per player
- Calmest is first player

TURN STRUCTURE

1. Take 2 adjacent tiles from board
2. Place drawn tiles into your pond (tableau)
 - a. Sundial is the starting Feature tile for each player's pond
 - b. Tiles must be placed adjacent to existing tiles
 - c. Tiles must alternate between Koi and Feature (same types are never adjacent).
3. Slide tiles in board center to outside spaces of matching type
4. Refill the board center

END GAME

- Trigger: Koi draw pile is empty
- Tiebreaker: gold coins (solid colored Koi)

SCORING

- Score features from left to right and top to bottom
- Score coins (solid colored Koi tiles)
- Score Sundial bonuses meeting cardinal requirements