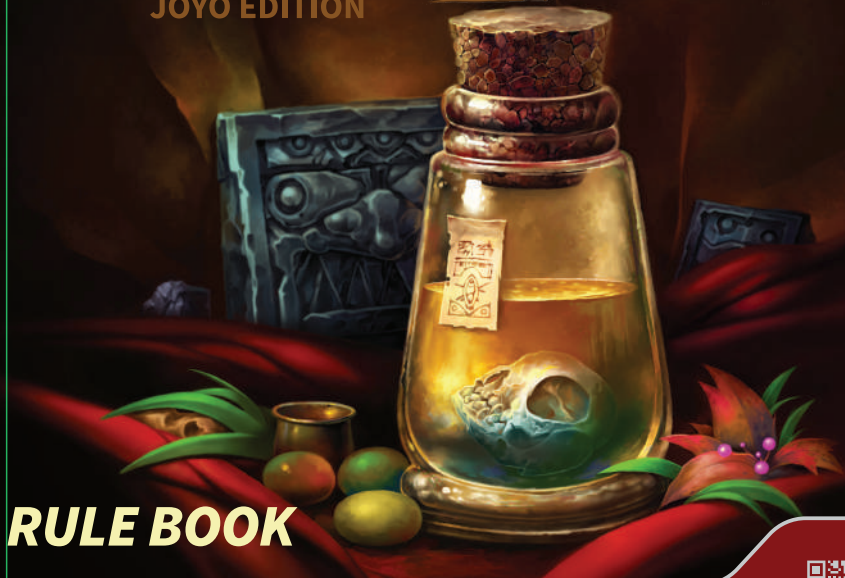


JOYO

NECTAR

JOYO EDITION



RULE BOOK

AGES

10+

2-4
PLAYERS



20-30
MINS



PLAY WITH
JOYO



Scan QR-code for
Gameplay video



Background

You are a sorcerer who makes potions, and there are many herbs in the wonderful jungle of NECTAR. But you are not the only wizard here! You have to compete with other players. Who will be the fastest to collect the magic potion or force your opponent to pick the forbidden medicine and win the final victory?

Game Goal

Players will take turns moving the JOYO console to pick herbs and use the wooden strips in their hands to block movement.

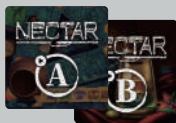
Be the first to collect the recipe for a specific color herb, or force your opponent to pick a forbidden herb, and you will score points.

Be the first to get the required points to win!

Content



*Game map
(5x5 cells on the front, 6x6 cells
on the back)*



*Start card
(front A, reverse B)*



6 player cards



*20 round
tokens*



12 icon markers



18 color markers



8 task markers



*8 Wooden
strips*

Game Mode A

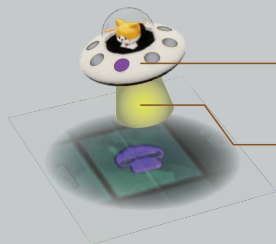


- 1 Take out the JOYO console, press and hold the power button to turn it on.
- 2 Place the start card aside.
- 3 Place the game map.
- 4 Place the 8 wooden strips aside.
- 5 Place 6 pieces aside, each piece represents 1 point.

Enter the game

Scan the "A" on the  start card with the JOYO console.

Then place the console on any herb grid in the layout except



JOYO console will pick up the herbs in that grid and light up the corresponding color at the top.

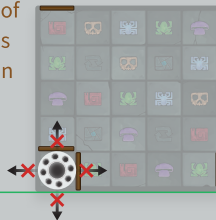
JOYO console will randomly picks up the currently banned herb and lights up the corresponding color at the bottom.

Set wooden strips

Start from Player B, two players take turns placing one wooden strips on the edge of any square until all 8 bars are placed. The strips will block the movement of the JOYO host. The following two rules must be observed for placing the strips.



① A maximum of 2 wooden strips can be placed in a square.



② The JOYO console can move across the map boundary. The wooden strips cannot block all the paths of the JOYO host, but must leave at least one path.

Player Actions

Start from the starting player, to move the JOYO console one square in four directions: front, back, left and right, and acquire the herbs on the square after the move.

- 1) Players cannot move diagonally, move across the wooden strips, or move to the grid where they were on the previous turn.
- 2) When moving, it is possible to cross the boundary of the map to reach the other end, as shown in the picture on the left.
- 3) There are two types of special squares on the map, which perform special effects when moving to them:

Portal When moving to this grid, the JOYO console will teleport to another portal on the map, and the player can move an additional grid.

Banned herb conversion When moving to this grid, the banned herb will be reselected and the JOYO console will refresh the bottom color to indicate the new banned herb.



PORTAL



CONVERSION



Optional actions

At the end of the player's action, they can choose whether to move a wooden strip or not.

The wooden strip placement still has to follow the same rules as the initial placement, i.e. only two wooden strips can be placed in one grid and they cannot cause the JOYO console to be unable to move.

Score

After moving the JOYO console, the score is triggered if the following conditions are met.



Unique Recipe

Player collects 3 herbs of the same color, gets 1 point



Compound Recipe

Player collects 4 different colored herbs, gets 1 point



Forbidden Medicine

Player is forced to collect forbidden herbs, opponent gets 1 point

*When collecting a unique recipe or compound recipe, the JOYO console will eliminate the color of the corresponding herbs.

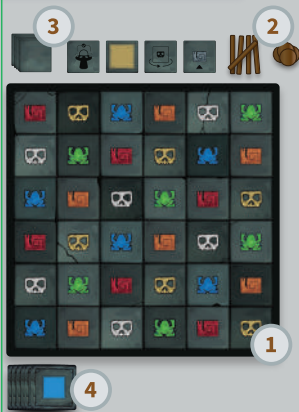
When a forbidden medicine is collected, the JOYO console will clear the color of all herbs

Game over

Take turns and the first player to score 3 points wins!

Game Mode B

2-4 players



Setup

- 1 Turn the map over to the 6*6 side.
- 2 Consider the wooden strips as 5 points, and placed together with the round token to be a supply pile of score token.
- 3 Mix and shuffle the markers face down and flip four from the top to form the marker column.
- 4 Place the player cards aside.

Enter the game

Scan the “B” on the  start card with the JOYO console.

The console will pick up the herbs in that grid and light up the corresponding color.

Select 「player card」

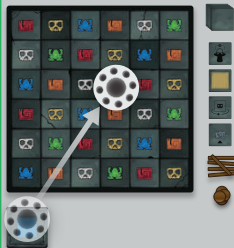
Decide the first player.

From the player to the right of the first player, players take turns picking 1 player card of a color counterclockwise and placing it in front of them on the left side.



Player Action

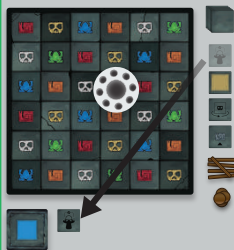
Starting with the first player and proceeding clockwise through the round, each player is required to perform the following actions in order during their turn.



1) Switching player rounds

The current turn player picks up the JOYO console and scans his [player mark], the JOYO console will clear the light color of the previous turn.

After scanning, put the console back to the original grid position, at this time the light recording the current position will light up, i.e. each player starts action from the state where 1 light is on.



2) Select mark

The current player selects 1 of the 4 markers next to the map and places it to the right of the player marker. Then turn over 1 new marker from the marker pile. If the marker pile has no markers, reshuffle the discard pile to form a new marker pile.



3) Move

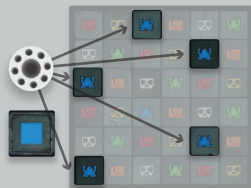
Move JOYO console by one square.

* cannot move to the last grid that the player walked in the previous round (the penultimate stopped grid).

* cannot move diagonally.

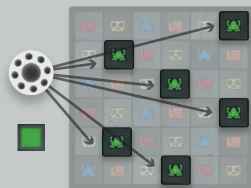
4) Continuous move

「Continuous Move」can be triggered if the following conditions occur after a Move.Continuous Move does not allow the player to return to the grid he/she was on in the previous move.



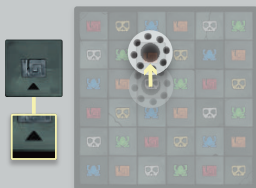
A. JOYO console stays in the grid of the same color as [Player card].

The player can move 1 square again.



B. The JOYO console stays in the square of the same color as their [color marker]:

The player may decide whether to discard that [color marker] to the discard pile and immediately gain 1 point, then move 1 square again.



C. The JOYO console stays in the same square as their [icon marker] and enters in the same direction as shown on the marker.

Players can decide whether to flip that [Icon Marker] over and then move 1 square again.

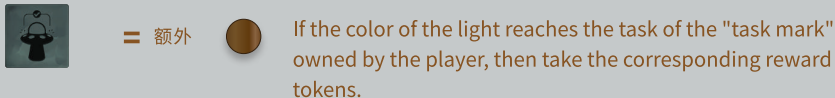
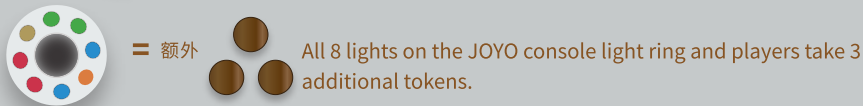
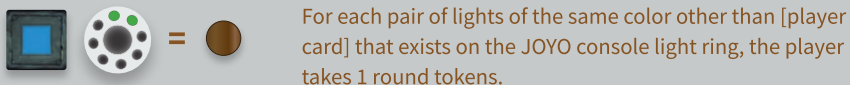
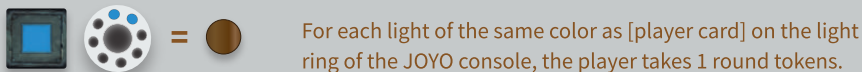
*The [icon marker] that is flipped over cannot be used again this turn, and all [icon markers] will be flipped back to the front side at the end of the turn.

Continuous movement can be triggered multiple times, and if more than one condition is met at the same time after moving, then one of the conditions is selected for settlement.

Until the player is unable to move the JOYO console or actively stops, the player go to the next "Score" step.

5) Score

Points are awarded for meeting the following conditions (stackable)



Game over

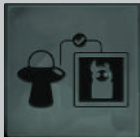
When a player get 18 points, the game will be end. Players who have not yet performed an action in that round make up their turns, ensuring that all players have the same number of turns, after which the game ends and the player with the highest score wins.

If there are multiple players with the same highest score, the last player wins.

Task Mark Reward



When you have this task, 1 extra point is awarded for each light of the same color as [Player card] that exists in the JOYO console that lights up.



When you have this task, for every pair of lights lit up by the JOYO console that exists with the same icon but different colors, the group of lights will blink. For each pair of blinking lights, acquire 1 point.



When having this task, the player gains 1 extra point for each color marker discarded.



When having this task, players earn 1 point for every 1 [icon marker] they flip.

JOYO



STARRY SKY GAMES



Credits

Design: Xīn Mào, Tsing

Artwork: Xīn Mào, Han



***Gameplay video
and more
product informations***