PLAYER TURN RULES

Switch to Camera: DiePlane
Die roll
Creates DieValue

Switch to Camera: GameBoard
Player must move number of spaces equal to DieValue

(Die Roll:
Player presses/holds SPACE to shake up die, releases to launch it)

using ASDF or arrow keys, Player plots out potential move. Presses ENTER to accept and enact, presses BACKSPACE to cancel and restart.

check if Player is on Katamari

YES
no

YES

DOES MOVE:
go “uphill”
enter same space twice
enter space of dominant color
end in space of dominant or neutral color?

NO

YES

move one space
(DieValue subtracts 1)

YES

object moved 1 space backwards

NO

check Katamari-Player rules

YES

collect Star

NO

DieValue = 0?

YES

check Katamari-Player rules

NO

END

NO

check if Player is on Katamari

YES

collect Star

NO

END
KATAMARI TURN

Switch to Camera: DiePlane
Automatic die roll
Creates DieValue

Switch to Camera: GameBoard
Check Katamari size

SMALL
computer randomly generates number between 1-3.
1: Katamari moves towards the board center.
2: Katamari stays on present track.
3: Katamari moves out towards the board edge.

if Katamari cannot move any further towards or away from edge, it stays on its present track.

Katamari moves the DieValue forward incrementally, shifting tracks if appropriate on first movement.

On each move, check if Katamari is colliding with a Player or Star.

player

no

if more spaces to move, next move

star

if no more moves, check Rider Rules

pick up star (see Katamari Arrangement Rules)

more moves

check Katamari size (see Size Rules), adjust accordingly

no more moves

END

TURN
PLAYER-KATAMARI RULES

When Player and Katamari first collide:

- Is the collided Katamari space dominantly colored?
  - Yes: Dialogue box: Vault over or Jump on?
  - No: Vault:
    - Randomly generate a number between 1-2.
      - 1: Vault over
        - Player enters space, neutral Object is pushed one space.
        - Check Katamari Arrangement rules.
      - 2: Jump on
        - Player vaults Katamari; Collects any stars in that row of Katamari.
        - Player is placed as close to his/her original space as possible.
        - If the Katamari has not completely passed the space, the Player lands in the same row as close to the back of the Katamari as possible.

- Is it this Player’s turn?
  - Yes: Player is placed on opposite side of Katamari in same row. Player must move remaining number of moves.
  - No: Player enters space, collects Star if present.

- Is the space unoccupied or occupied by Player’s star?
  - Yes: Player enters space, collects Star if present.
  - No: Player enters space, neutral Object is pushed one space.

- Player may select any number of other Players on Katamari. Knocked off players are placed behind the Katamari and leave 1 Star in their Katamari spaces (if they have at least 1 star).

- Submissive Star is pushed one space; Check Katamari Arrangement rules.

- When Player lands on Katamari, DieValue = 0; turn ends.

- Check Katamari Size rules.

- End
RIDER RULES

check which Players are on the Katamari

select highest ranking Player (Player 1 = highest, Player 4 = lowest)

Randomly generate number between 1-3.

1 - 2

Player may move one space on Katamari in any direction (even diagonally). Players on Katamari are free from color rules and may end (without effect) on a space occupied by any other colored star. If Player lands on star of his/her own color, Player collects star. May not move into a space occupied by another player. If on edge, Player may move off the Katamari onto the gameboard (provided this does not violate color rules).

3

Player is removed (without penalty) from Katamari. Placed in first available space behind Katamari (in same row).

select next highest ranking Player

other Players on Katamari?

yes

no

END
KATAMARI ARRANGEMENT RULES

is Player colliding with own color Star?

no

yes

Player collects Star

when Object is pushed one space on Katamari, any other Object it collides with is also pushed one space in the direction the first Object is moving. So, if an Object enters from the bottom, it will push a collided Object upwards. Color rules do not apply.

is any Object on edge of Katamari and pushed in that direction?

no

yes

Object is pushed off Katamari and onto game board.

END
KATAMARI SIZE RULES

how many spaces occupied?

0-2
Katamari = small
(2x2, 4 spaces)

3-8
Katamari = medium
(3x3, 9 spaces)

9-16
Katamari = large (4x4, 16 spaces)

does size != size during previous check?

yes
adjust Katamari to new size.
shuffle Objects on Katamari and randomly distribute them on new Katamari size.

no
END
Wind

Earth

Fire

Water

Katamari Size
0-2 spaces filled: small (2x2)
3-8 spaces filled: medium (3x3)
9-16 spaces filled: large (4x4)