

Round Order

For the FIRST DAY of play, skip to step 4. Thereafter, each day begins with step 1.

1. Reveal a Weather card from the Weather row. Read it aloud to all players and follow its instructions. The effects are not cumulative.
2. Spawn Dragonflies on all empty Lily Pads. (Lily Pads adjacent to Frogs do not spawn Dragonflies)
3. Deal 3 KOI cards to each player (unless instructed to do otherwise by the Weather card).
4. Starting with the First Player, each player takes their turn. Actions "a" and "b" below may be performed in any order, any number of times, until a player chooses to stop or run out of cards.
 - a. Play a KOI card and resolve it.
 - b. Cycle cards. Discard two or more KOI cards from your hand to the discard pile. Then draw that number of cards minus 1 from the KOI deck. *Example: discard 3, draw 2.* You may continue to play cards after this action.
 - c. Choose to end your turn. At the end of your turn, if you have more than 5 cards in your hand, you must discard down to a hand of 5 cards. (Your choice, not at random)
5. Check for a Flood. At the end of any player's turn, if there are no Dragonflies left on the board, a Flood occurs (see Flood Rules).
6. Play proceeds clockwise, to the next player.
7. When all players have taken a turn, the Day ends. Players total their points for the Day, advance their score tokens, and return their accumulated Dragonflies and Frogs to the supply.
8. Pass the First Player token to the player with the lowest score. Should there be a tie for lowest score, the First Player token moves clockwise, from its current position, to the first player among those tied for the lowest score.
9. Begin a new Day (repeat steps 1 through 7) until 7 days have been completed.

Token	Bumps into Rock	Bumps into Koi	Bumps into Lily Pad	Bumps into Cherry Blossom	Bumps into Dragonfly	Bumps into Frog
	Jumps the Rock	Gets eaten	Lands on Lily Pad, occupies same hex	Lands on Blossom, occupies same hex	Eats Dragonfly	Jumps Frog
	Jumps the Rock	Gets eaten	Lands on Lily Pad, occupies same hex	Lands on Blossom, occupies same hex	Pushes Dragonfly	Gets Eaten
	Does not move	Pushes Koi	Lands on Lily Pad, occupies same hex	Lands on Blossom, occupies same hex	Eats Dragonfly	Eats Frog
	Does not move	Pushes Koi Will reactivate upon landing*.	Lands on Lily Pad Will reactivate upon landing*.	Pushes Blossom Will reactivate upon landing*.	Pushes Dragonfly Will reactivate upon landing*.	Pushes Frog Will reactivate upon landing*.