

Go Out Girl

Game Design: Shimamura Nao

Players: 2-5

Duration: 30 minutes

OVERVIEW

Will you be the last one standing by defeating all players other than yourself? Otherwise, release all your cards and escape from this world. Achieving one of these goals is a victory, and that is the world of Go Out Girl.

GAME OBJECTIVE

In this game, you will have several battles.

In a battle, you win by being the first to eliminate all cards in your hand or by eliminating all players except yourself.

The player who wins two battles (or three if playing with two players) wins the entire game.

CONTENTS

40 character cards

8 characters x 5 sets

86 battle cards

Number 1~13 x 6 cards each

Guard x 8 cards

Instructions 1 card

HOW TO READ THE CARD

How to read the card

Life, Character card X, Name

Ability, Sword

Flavor Text, Degree of difficulty

Battle card

Damage

Number

PREPARING FOR THE GAME

Preparing for the game

① The person who survived the most recent battle royale will be the starting player.

② Set the character cards by color on the back and distribute them to each player. Store character cards of colors you don't use in the box.

③ Shuffle all the battle cards, make a face-down deck, and place it in the center of the table.

④ Deal the number of battle cards from the deck face down to each player according to the number of players. Each player holds the dealt cards in their hand so that only they can see the contents.

Number of people	Number of cards in hand
2 people	13 cards
3 people	13 cards
4 people	11 cards
5 people	9 cards

⑤ Each player checks their hand and chooses their character. Choose one character from the set of character cards to use in this battle and place it face down in front of you. Stack the characters you did not select face down and set them aside.

⑥ Start the first battle from the start player.

BATTLE PROGRESSION

In a battle, the following moves are repeated clockwise until someone loses all cards in his or her hand or until all but one player is eliminated.

Turn

First, the starting player places any card from his hand onto the center field face up. At this time, you can play multiple cards as long as they have the same number.

With this as the first tableau pile, each player then takes a turn in clockwise order. On your turn, you can either A. play or B. pass. You may also use character abilities at this time.

A. Play Attack

From your hand, play the same number of cards as the current tableau pile, but with a higher number. Place the cards in the center field (on top of the current tableau pile). This will be the new tableau pile.

B. Receive pass damage

If you don't have any cards to play or don't want to play, you can choose to pass.

If you pass, you will receive damage. Draw cards from the deck equal to the number of damage shown on one of the cards on the tableau pile and add them to your hand. Even if there are multiple cards on the tableau, it is counted as one card. Then, choose cards from your hand equal to the amount of damage you received, and place them face down next to your character. At this time, you can choose cards you originally had, or you can choose the cards you just drew. Choose the cards you think are unnecessary.

The cards are placed face down and the damage dealt to the character is recorded.

*After drawing cards from the deck, be careful not to discard them without placing them face down, or to avoid adding cards to your hand.

If a player passes once, but then turns to play again, he or she may choose to play or pass again.

When all players except the person who played the tableau pile have passed consecutively, discard all cards in the center field. The last player to play a tableau pile begins a new turn with no cards in the center field. As with the start player's first turn, play any card from your hand (or multiple cards with the same number) to form a new tableau pile.

Repeat this process until the end of the battle.

◆Guard◆

Guard is a card that can be played regardless of the number of cards on the tableau.

Even if there are multiple cards on the tableau, only one Guard card is played.

If you play a Guard card, pass without taking damage.

Then immediately discard it.

*If you play Guard when there are no tableau cards, you pass and immediately discard the card, and it is the next player's turn with no tableau cards.

◆Character abilities◆

Players can reveal their character face up at any time during their turn. After a character is revealed, you can use that character's abilities on your turn. Note that even if you reveal a character, you still need to play or pass.

◆Dropout◆

When a player passes, they are eliminated from the game if their total damage, including the damage they have already received, is more than their character's life.

In such a case, the player is eliminated without drawing any cards from the deck.

If the damage is equal to or exceeds the character's life, the character is immediately revealed and the player is eliminated, even if he or she has not yet revealed his or her character.

The player who is eliminated skips their turn until the end of the current battle.

End of battle

If any of the following victory conditions is met, that player immediately wins the battle.

- Shed all your cards
- All players except one are eliminated.

The game is won if the player who wins the battle wins for the second time (or third time in a two-player game).

◆Character Guide◆

Continued on subsequent pages

CREDIT

Hallelujah Rock Boy 2023/12/9

Game design: Shimamura Nao

Development: Hallelujah Rock Boy

Illustration: Yamauchi Rock Boy

Graphic: Dougen Nobutake

Rule book design: Taeko Higuchi

Special Thanks: yowske, test players, friends, supporters,
.....And YOU!!

Matono Aimichi (Nerai)

Difficulty★☆☆

HP: 7



Aiming: All cards with numbers 4/5/6 may be treated as the number 6.

"You're already within my range."

Since you can play all the cards with numbers 4 to 6 together as a 6, you can accumulate them in your hand and play them all at once to raise your score. It has a high life and doesn't fall off easily, so it's easy to choose even when you don't have any Guard cards in your hand.

It is a versatile player that can play all at once and aim for a go-out, and can withstand long-term battles that take advantage of its life.

Ichio Jushiko (Toyoko)

Difficulty★☆☆

HP: 5



Holy Sword: All cards with the number 1 may be treated as number 14.

"With this holy sword and the school's name at stake, it's time to compete!"

The number 1 card can be used as the highest numbered card, 14. If you have multiple number 1 cards, you are quite strong, but be careful of Shian, who can also win against number 14, and Kyon-Kyon, who will tie you up by playing two cards. I want to reveal my character at the critical moment and win.

Saya Niwa (Niwa-chan)

Difficulty★☆☆

HP: 5



Awakening: When you receive damage, draw twice as many cards from the deck, record regular damage and then discard cards equal to the damage you took.

“Please wait a moment, the meat bun is getting cold...”

For example, when you take 3 damage, you would normally draw 3 cards from the deck, add them to your hand, and record 3 cards of your choice as damage, but with this ability, you can draw 6 cards, record 3 cards as damage, and discard 3 cards so you end up with more cards than you started with.

This is recommended when you don't know what to do with the cards you have in your hand at the beginning because you can replace them.

On the other hand, her life is average, so if she takes a lot of damage, she may drop out of the game in a matter of seconds.

Shian Rushima (Shian)

Difficulty★★☆

HP: 6



Reset: By playing 3 cards with numbers 2,3 in any combination, you discard the current tableau pile. Then play a new tableau set from your hand.

“Now it’s my turn!!”

If you can make a set of 3 cards with numbers 2 and 3, you can force any tableau pile to be discarded. After that, you can play any card(s) you like and create a new tableau pile, so when you can play multiple cards, it is easier to take the initiative afterwards.

Teppozuka Satsuhime (Satsuki)

Difficulty★★☆

HP: 6



Annihilation: Add +1 damage to the cards you play, except for the number 13 card.

"There's a lot of people. I'm making good progress with the test shots~♡"

When you play a card with a number other than 13, that card's damage increases by 1. A character that is like a nightmare for the next player. I want to maintain a safe zone with a high lifespan while dragging everyone into the mire of survival.

As a side note, the damage will not increase even if you use Guard.

Kira Hakase (Hakase)

Difficulty★★☆

HP: 4



Akanebaria: When revealing this character, you can pass without taking damage only once.

"It's your turn Akane-chan! You're going to surprise everyone!"

An ability that is activated only once when the character is revealed. You can ignore the damage you would have received and reduce the number of cards in your hand by that amount. Therefore, we would like to release it at a time when we can receive as much damage as possible at once to maximize the benefits. You want to save the ability until the second half, but it's difficult to know when to use it because it's easy to take a turn in the early stages with high-damage tableau piles. However, it can also be used as an emergency evasion measure at a dangerous time when you might fall off, so it might be a good idea to choose it when you don't have Guard in your hand.

By the way, even if you discard a card and lose your hand with this ability, you still win.

Akagami Ten (Ten)

Difficulty★★★

HP: 4



Let's Talk: After receiving damage, choose 1 card from your hand and give it to the opponent who played the tableau pile.

"Why do I always end up in this kind of situation?"

Every time you take damage, a card in your hand is forced to your opponent's hand, so your hand is reduced. Regardless of the amount of damage, you will give one card to your opponent each time you receive damage. In contrast to Hakase, you want to take 1 damage each time you take damage, because you give 1 card to your opponent each time you take damage, regardless of the number of damage.

The aim is to eliminate cards from your own hand while slowing down other players. Ten is a trickster who doesn't have many lives, but just one person can upset everyone's calculations.

Like Hakase, even if you use this ability to force cards and lose your hand, you still win.

Reigen Kyouko (Kyon-Kyon)

Difficulty★★★

HP: 3



United Mind: You can only play one card. When you do, it may be treated as if two cards were played.

"We'll be together until we die..."

After the character is revealed, there will be a restriction that only one card can be played. Instead, from then on all cards are treated as if they were played as two. In other words, you can play with one card even when there are two cards in the tableau pile, and you can play with one card when you are the first to play.

When playing a tableau pile, it is assumed that 2 cards are always played, and other players can be forced to play 2 cards.

If you can get into it, it is strong, but its life is poor at 3, so without Guard, you may be beaten one-sidedly and drop out of the game. It is easy to choose when the cards in your hand are scattered, but it is not recommended for amateurs because it is one of the most technical characters. As an additional note, the restriction "You can only play with one card" comes into effect after the character is revealed, so you may play with two or more cards before the character is revealed.

Matono Aimichi (Nerai)

Difficulty★★☆

HP: 7



Aiming: All cards with numbers 4/5/6 may be treated as the number 6.

Ichio Jushiko (Toyoko)

Difficulty★★☆

HP: 5



Holy Sword: All cards with the number 1 may be treated as number 14.

Saya Niwa (Niwa-chan)

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