

Set Contents

39 play cards

1 ball card

2 scoring number cards (1 red, 1 blue)

Score board cards (4 cards)

One card is used in the game. The remaining 3 cards will be spares.



Basic strength
Blue, green, and purple: 4-14 (11 cards)
Black: 1-6 (6 cards)

Play style
corresponds to the card color
Blue: Man-to-man
Green: Combination
Purple: 3-pointer
Black: Super play!

Strength by position
Used to judge strength in tricks
There are trends for each style,
as shown in the table below.

(Compared to "basic strength")

	Man-to-man	Combination	3-Pointer	Super play!
オフボール(off-ball)	+1	+3	± 0	± 0
ボールマン(ball man)	± 0	± 0	± 0	± 0
ディフェンス(defense)	-1	± 0	± 0	± 0
シュート!(shoot!)	-3	-2	-3	± 0
	Advantage in dribbling	Advantage in pass	Adv. in defense 3 points on shot	Trump cards

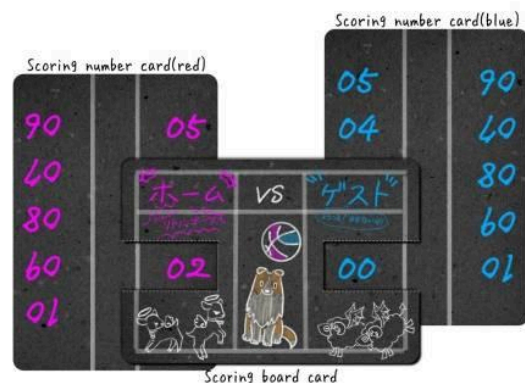
Ball card



Normal side



Shot chance! side



Cut a slit in scoring board card
and insert scoring number cards.

Starting the Game

This game is a 2-on-2 team game. Teams are first divided and teammates sit facing each other. Decide which team will be the home team (red) and which will be the guest team (blue). Next, the players who will hold the first "ball card" are decided by rock-paper-scissors-scissors or other means. The ball card is placed normal side up in front of the player holding it.

Game Progression and Winning Conditions

The game is played in four quarters, like basketball, and the team with the most points at the end of 4th quarter, or the team that reaches 20 points first, wins the game.

Flow of the quarter

- (1) Shuffle all playing cards well.
- (2) Deal 8 cards face down to each player to make a hand. Avoid excess cards.
- (2) Teammates exchange two cards with each other.
- (3) Perform the "trick" eight times.

Tricks

A "trick" is the basic unit of the game. Repeating tricks progresses the quarter. Tricks are performed in the following steps.

- (1) Each player confirms his/her position.
- (2) Each player takes a turn to play a card
- (3) Determine the strength of the card played
- (4) Move the ball card
- (4)' If the shooter succeeds, the score is dealt with.

- (1) Check each player's position

In this game, the team's offense and defense and each player's position always change depending on "who has the ball card". The team with the ball card is the offense, and the team without the ball card is the defense. The player with the ball card is the "ball man," the ball man's teammate (the player on the offensive team who does not have the ball card) is the "off-ball (off-ball offense)," and the two players on the defensive team are the "defense".

- (2) Each player plays one card in turn.

First, the ball man plays a card of his choice from his hand. Then, in sitting order, clockwise, each player plays a card from his or her hand. The second and subsequent players must play a card of the same color as the lead color of the card played by the ball player. If there is no card of the lead color in the hand, the player may play any card he/she wishes.

- (3) Judging the strength of the cards.

The strength of the cards played by each player is determined, and the player who plays the strongest card (called "takes the trick") is judged. The strength of a card is determined by its color and number. The number is the "number of one's position" written on the card. Color is the first priority in determining the strength of the cards, and if the cards are of the same color, the higher the number, the stronger the card. The color of the card is black (super play!) is the strongest, followed by the lead color. Cards with neither lead color nor black are the weakest. If more than one card of the same color and number is played, the player who plays first becomes stronger.

Cards with large black numbers > Cards with small black numbers > Cards with large lead color numbers > Cards with small lead color numbers > Other cards

*Black (super play!) is the strongest card, but it is not always possible to play it freely except for the ball man. If the ball man plays a blue, green, or purple card and has a card of that color in his hand, he must play the same color.

(4) Move the ball card.

Move the ball cards as follows according to who took the trick.

Ball Man: Dribble and cut in!

The ball card stays with Ballman. "Shot Chance!" side up.

Off ball: Nice pass!

The ball card is passed off-ball. The card is turned up with the "Shot Chance! side up.

Defense: Steal!

The Ball Card is passed to the defensive player who took the trick. The card is usually face up.

Remember, the ball goes to the player with the strongest card.

The play cards that everyone has played are discarded and put in one place.

(2)'Shooting

In order to score, you need to shoot successfully. To shoot, the ball player declares "shoot" when he or she plays his or her card. After that, the three players play their cards one by one in the same way as in the usual trick.

(3)' Judging the strength of the shot

When the ball player declares "shoot," the cards played by the offensive players are both the "SHOOT! number on the card. If the ball card has the "SHOT CHANCE! face up, add 3 to the strength number.

Black (Super Play!) card also adds 3 to the Shot Chance!

(4)'Score Handling and Ball Movement

The position in which the trick is taken and the handling of the trick are as follows

Ball man: Successful shot!

2 points are added to the attacking team. If the card played by the ball man is purple (3pointer), the score is a successful 3-point shot and one more point is added. The ball card is passed to the player to the left of the ball man, normal side up.

Off-ball: Successful shooting from a pass!

Same as above, but scores according to the color of the card played off-ball. The ball card is passed to the player to the left of the off-ball, normal side up.

Defense: Block & Rebound Success!

As with a normal trick, the ball card is passed, normal side up, to the defensive player who took the trick.

Remember that the offensive and defensive players always switch after a shot.

End of Quarter

The quarter ends when eight tricks have been played and each player has used up all the cards in his or her hand. The state of the ball cards (which player has them, which side is up) remains the

same, and the next quarter begins. Be careful not to forget to move the ball cards in the last trick of the quarter.

End of Game

At the end of the fourth quarter, the team with more points wins. If there is a tie, the players discuss and decide whether to call it a tie or go into overtime.