

Daifugo Manual

Rules

At the start of the game, a shuffled deck is dealt one card at a time so that each player receives an equal number of cards. Cards that are played, if more than one, must be of the same value, and they must be of a higher value than the previously played cards. If a player does not want to play any cards, he or she may choose to skip a turn. If every player but one skips his or her turn, the pile ends, and the player who did not skip his or her turn gets to play any combination of cards. The descending ordering of values is as following: two, ace, king, ..., four, three. If more than two cards are played, you are allowed to play a “kaidan,” which is something similar to a straight flush in poker. If more than three cards are played, you may choose to activate a “kakumei,” which reverses the ordering of the values of the cards, i.e, three becomes highest value. If a player is the second player to play a card for that pile and if his or her played hand matches the suit of the previously played cards, a “shibari” or “shibars” will be activated, restricting the following cards played for that pile to be of the same suit. Moreover, if those cards played that activated the “shibari” are cards that are one more in value than the previously played cards, a “geki shibars” will be activated, restricting the following cards played for that pile to be one more in value than the previously played cards in addition to the “shibars” restriction. Finally, some cards, when played, activate further restrictions/specialities; each card’s specialty is listed in the following section.

Card Specialities

3 -> Cannot end with a three if a “kakumei” is on.

3 of Spades -> Can beat a single joker.

5 -> Skips the following x players, where x is the number of fives played. If more fives are played than the number of players, it automatically becomes the turn of the player who put down the fives.

7 -> Allows for x cards to be given to the following player, where x is the number of sevens played.

8 -> Automatically ends the current pile and makes it the turn of the player who put down the eights.

9 -> When two or more nines are played, the hand has the same effect as an eight.

10 -> Allows for x cards to be thrown away from your hand, where x is the number of tens played.

Jack -> Activates “jack-back,” reversing the ordering of the values of the cards, i.e, three becomes highest value.

Two -> Cannot end with a two if a “kakumei” is off.

Joker -> If used alone, it can beat any card except itself. However, you cannot end with a single joker. The joker can also substitute for any other card in the deck.