

POTRA=BASH



[Overview]

Potra Bash is a strategic card game in which players anticipate when opponents will play cards and which cards they will acquire, while collecting scoring cards. It is characterized by scoring management, including negative cards, and the order of card acquisition in the field.

1. Cards (60 total)

Values: 1, 3, 4, -2, -3 (12 cards each)



2. Adjusting the number of cards used

3 Players:

Remove 2 cards of each value from the deck.

4-5 Players:

Use all cards.

After adjustment, mix all the cards face down well to create a deck.

3. Setup

1. Each player is dealt three cards, which they keep hidden from other players.
2. Place the top card of the deck face up in the center.
3. Determine the starting player.



4. Round progress

One round consists of **three laps**. Each lap proceeds clockwise from the starting player.

4 -1. Lap 1

1. Each player must choose one card from their hand and place it face up in front of them.
2. After playing, draw one card from the deck and add it to your hand.

4 -2. Lap 2

1. Each player chooses one of the following.
➡ Play 1 card from your hand.
➡ Pass.

2. Only if you play a card, **draw 1 card from the deck.**

4 -3. Lap 3

1. Proceed as in the second lap.
2. Even if you have passed on the second lap, you can still play a card.

5. Acquisition phase

After the third lap, follow the steps below to earn cards.

5 -1. Earning the center card

1. The player with the highest total value of cards in front of them **gets 1 face-up card in the center.**
2. If there are multiple players with a tied sum of numbers, **the player who played the last card among the players tied will take precedence.**

5 -2. Obtaining a field card

1. Starting with the player to the left of the center-card winner, each player takes one card from the field in clockwise order.
2. When taking a card, the following rules apply:

Acquisition Limit:

1. You must take a card played by another player if possible.
2. Only if there are no cards played by other players may you take a card you played.

6. Manage your scorecard

1. Cards you earn are not returned to your hand.
2. Place them face down in front of you as scoring cards.
3. You may look at your own scoring cards at any time.

7. End of the round

1. The round ends when all cards on the field are obtained.

2.

8. End of the game

1. When the deck runs out, the game ends after the round is played to the end.

9. Scoring

1. Each player sums up the total value of the scoring cards they have won.
※ Cards left in your hand are not included in the score.
2. However, for cards other than 1-point cards, if there are three cards of the same number, discard those three cards.
3. Discarded cards are not included in the score.



10. Victory conditions

- The player with the highest score wins.
- In the event of a tie, the winner will be determined in the following order.
 1. The player with the most 1-point cards.
 2. If there is a tie, it will be a draw.

Credits

Game Design & Illustration

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Production : Lunchtime Games

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