

POTRA=BASH

1~5 15 8+

Overview

Potra Bash is a strategic card game of anticipation and tactical acquisition. Manage your score, handle negative-value cards, and decide when to play or pass to collect the best cards from the field.

1. Cards (60 total)

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



Setup [Example:4-Player]



2. Adjusting the Deck

- **3 Players:** Remove 2 cards of each value from the deck.
- **4–5 Players:** Use all cards.
- Shuffle the deck thoroughly face down.

3. Setup

1. Deal 3 cards to each player (hidden).
2. Place the remaining cards in the center as a deck.
3. Determine the starting player.

4. Round Progress

At the beginning of each round, place the top card of the deck face up in the center (Center Card).

A round consists of three phases. Each phase proceeds **clockwise** from the starting player.

- **Phase 1:**
Each player must play 1 card face up in front of them, then draw 1 card from the deck.
- **Phases 2 & 3:**
Each player chooses one of the following:
 - Play 1 card and draw 1 card from the deck.
 - Pass.
(Players who passed in Phase 2 may still play a card in Phase 3.)

5. Acquisition Phase

After Phase 3, players take cards in the following order.

5-1. Earning the Center Card

The player with the highest total value of cards in their field takes the center card.

- **Tie-breaker:**

The tied player who played a card most recently takes precedence.

5-2. Obtaining Field Cards

Starting with the player to the left of the center-card winner, each player takes one card from the field in clockwise order.

Acquisition Rules:

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

9. Scoring

Sum the total value of your scoring cards.
(Cards remaining in hand are not included.)

Special Rule: Sets of Three

For all cards except “1” cards, every set of three cards of the same value is discarded and scores 0 points.

- **Example:**

Three “-3” cards = 0 points
Six “-3” cards = 0 points



Discarded cards do not count toward your final score.

10. Victory Conditions

The player with the highest score wins.

Tie-breaker:

1. The player with the most “1” cards wins.
2. If still tied, the game is a draw.

6. Managing Scoring Cards

- Cards you take are placed face down in your score pile.
- You may look at your own score pile at any time.

7. End of the Round

- The round ends when all field cards have been taken.
- **Next Starting Player:** The player to the left of the player who took the last card.

8. End of the Game

When the deck runs out, the game ends after the current round is completed.

Credits

Design & Illustration: Matsumoto Taisuke

Production: Lunchtime Games

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