



参加人数：3~6人用 | プレイ時間：5~15分 | 対象年齢：9歳以上

◆ Set Contents

- Curse Cards: 6



Red cards with numbers from 1 to 6, type of curse written on it.
All cards are used in each game.

- Fixed cards: 6



Blue cards with numbers from 1 to 6 written on the surface.
All cards are used in each game.
For a 3 player game, only "Two o'clock" is used.

- Random card: 18



White cards numbered 1 to 6.
There are 3 cards of each number, and they are randomly used according to the number of players.

- ▶ When playing with 3-4 players → 8 cards randomly
- ▶ When playing with 5 players → 13 cards randomly
- ▶ When playing with 6 players → All 18 cards

- Gift card: 6



There are 6 cards of 5 different types with "Gift Card" written on the back.
They are used in the "3. Select Gift Card" step.
*If you are playing for the first time, you can play without them.

- Rulebook *This is the rulebook.

◆ How to read a card



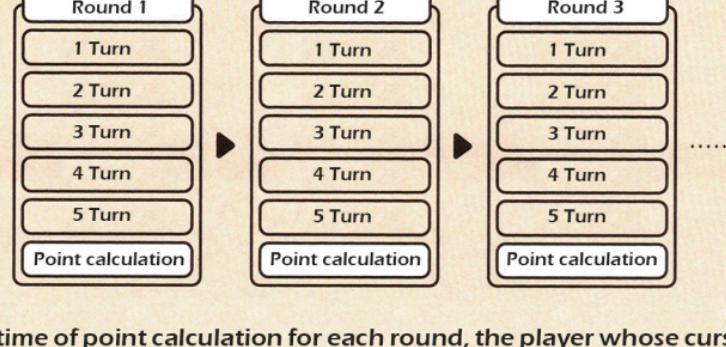
① Card Name ② Numeric Value ③ Curse points ④ Clock(Two o'clock only) ⑤ Effect

◆ Game description

«Black Hearts» is a trick-taking game in which players spread curse cards to each others. Players must spread curse cards to other players, eliminating them from the game, to survive! A player who accumulate 13 curse points is cursed and loses the game. But be careful! If any one player catches all the curses, the curse disappears and the player who caught them win the game. Spread the curse or catch it all? Let the game begin!

◆ Game Goal

This game is played in rounds of 5 turn each.
Each time you play a new round, curse points will be added to the Curse Cards.



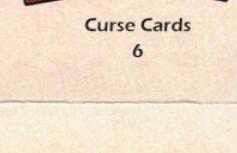
At the time of point calculation for each round, the player whose curse point total is 13 points or more loses the game. The player with the fewest curse points at that point wins the game.

The player who collect all the Cursed Cards in one round wins the game. In this case, all players except the winning player lose the game.

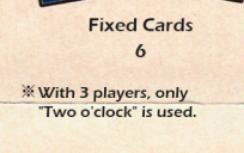
◆ Round Flow

1. Cards Preparation

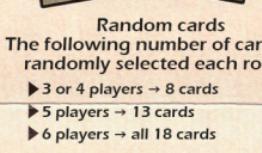
- ① Prepare the following number of cards:



Curse Cards
6



Fixed Cards
6



Random cards
The following number of cards are randomly selected each round

* With 3 players, only "Two o'clock" is used.

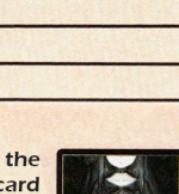
► 3 or 4 players → 8 cards
► 5 players → 13 cards
► 6 players → all 18 cards

2. Deal out the cards in your hand.

- ② All the prepared cards are put together, mixed face down, five cards are dealt to each player. The five cards dealt are your hand. You may not show your hand to other players.
③ Each player chooses two cards from their hand and hand them to the player to their left, as shown in the diagram on the right.

Advice If you are not sure which cards to hand over, hand over the highest number in your hand.

The three cards remaining in your hand and the two cards passed by the player to your right will be the five cards in your new hand.

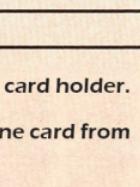


3. Receive a Gift Card

(Note) If you are playing for the first time, you can skip this step.

- ④ Mix the Gift Cards face down, and choose one at random. Turn the chosen card face up and its effect will last for the round. If the card says something different from the rules, the effect of the Gift Card takes precedence.

*If the game goes on for more rounds and there are no more Gift Cards, none will be played (the girl will not send any more gifts).



4. Flow of Turns

- ⑤ The turns flows in clockwise order, starting with the "Two o'clock" card holder.
⑥ The player whose turn it is to play ends their turn by putting any one card from their hand face up on the field.
*The player with "Two o'clock" must play "Two o'clock" on his/her first turn.
⑦ Once all players have played their cards, the strength of the cards are compared. The strength of the cards is determined by the number on the cards; the higher the number, the stronger the card. (1<2<3<4<5<6)
- The player with the highest numbered card wins all the cards on the table.
 - If players tie for the highest card, the latest player in turn order wins.
- ⑧ Repeat step "6~7" in clockwise order, starting with the player who has won the last trick.
After 5 turns played, and no cards remain in hand, perform «5. Curse points calculation»

5. Curse points calculation

- ⑨ Each player totals the Curse Points from the cards they have earned during those five turns. The curse points earned in the previous rounds are then combined with the curse points earned in this round.

- ⑩ [Defeat] Check to see if any player has met the defeat condition.

Victory condition: If a player acquired all the Curse cards in a round

⇒ The player who has gained all the Curse cards wins the game.

Defeat Condition: If any player's total curse points reach 13 or more

⇒ If no player has achieved the victory condition and there is a player who has achieved the defeat condition, the player with the lowest total Curse points wins the game.

- ⑪ If there is no player who has fulfilled the above conditions:

► The total curse points up to this round are noted down.

► Gift cards once used are returned to the box and removed from the game.

6. Round Repeat

- ⑫ Rounds are repeated until a player is victorious.

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コミュニケーションツールとしての遊びをコンセプトにボードゲームの企画・制作を行っています。