

GAME SETUP (2023/04/27 修正)

青 Blue 緑 Green 紫 Purple 赤 Red 黒 Black



1. Preparing the cards

Basic rules: 5 colors x 1~12 cards (all 60 cards)

★ 3 players short version: 5 colors x 1~8 cards (40 cards)

2. Shuffle and distribute the cards

4 players - 15 cards each 3 players - 20 cards each

★ 3 players short version: Distribute 13 cards per person
(leave the extra card in the center with the back side up)

3. Play a card from your hand, face down

4 players - Each player plays 3 cards

★ 3 players short version: Each player plays 3 cards.

3 players - Each plays 5 cards

Collect cards from all players and shuffle them into a deck

(★ including the extra cards).

A trick is removed from the top of this deck.

The "color" of the card flipped over may
determine the winner... ? !



GAMEPLAY 1

1. Draw a card from the deck

The card is placed face up on the table.

During this trick, the black cards played are considered that card's color.



Green 4

Only the "color" changes!
(Numbers do not change)

2. The Start player issues a card

The player chooses a card of their choice from their hand and plays it face up.

*Their card do not have to match the color of the card from step 1.

3. The other players play their cards in order.

MUST FOLLOW

According to the first player's card

Looking at the starting player's card, players MUST play a card of the same color if they have one. If they do not, they can play a card of any color

However, in this game...

BLACK CARDS CAN BE PLAYED AT ANY TIME

You can play the "black card" even if you have a card in your hand of the same color as the card played by the starting (lead) player.



GAMEPLAY 2

ABOUT BLACK CARDS

A Black card is considered **the color of the card on the table** the moment it is played.

★ In the example on the right, if the color of the card on the table is **Green**, the start player can play a **Black** card which will count as a **Green** card for this trick

4. Judging the winners of a Trick

After everyone has played one card, a winner is determined. The cards are judged by looking at them in the following order:

① Color → ② Number.

If all cards are the same color, the player with the **highest number** wins

If the cards are of different colors (if they do not follow), the player with the **lowest number** among the cards who last played wins.



WIN



WIN

If players tie for the **lowest card**, the latest in turn order wins



[Example]



黒 ⇒ 緑

Start Player
(Lead Player)

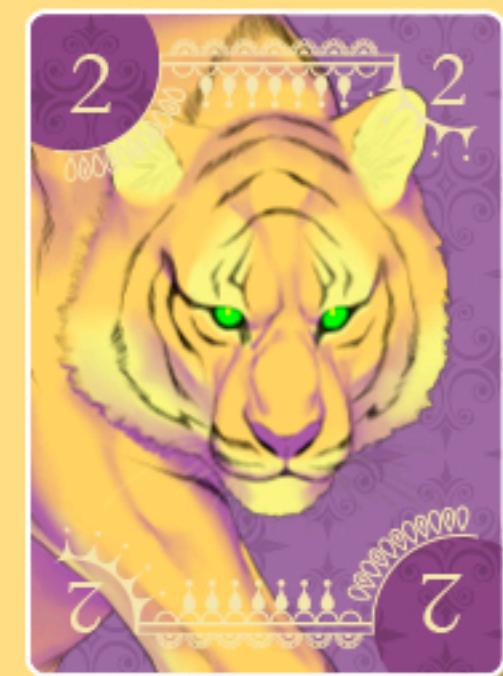


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If the starting player plays a **Black 3**, the card is treated as a **Green 3**.

Next Players



The color to play is **Green!**

With these 4 cards in your hand, the player can play **Green 3** or **Black 5**.

* You may not play cards of any other color.

If the card on the table is black, what happens?

If the player plays a **Black** card when the card on the table is **Black**, the card is considered **Black**. In this case, the other players must play a **Black** card if they have one in their hand.

GAMEPLAY 3

5. Winning Tricks (cards)

The player who wins the round (wins a Trick) collects the cards on the field and place them into a face-up deck. They then place the flipped card from the table on top of their acquired trick, in their play area.

6. Start the next Trick

The player who wins the trick becomes the "lead player" for the next trick.

The lead player starts by flipping a card from the center deck and placing it on the table.

7. Calculating the score

The round ends when all the cards in hand have been used. Calculate the score based on the number of tricks you have won and keep a record of it.

* If 0 tricks (no score), score 0.

8. Rounding total scores

The player with the highest total score wins!



▲ The contents of the cards won cannot be seen by others. Only the cards that were on the table can be seen since they are placed face-up on the acquired trick.



◀ Black cards played in the next trick are treated as red cards.

Score Calculation

Catching a trick = Catching a Tiger
A player will receive negative points for it cannot remain unscathed from the tiger.

1 trick = -10 points

(e.g.) 5 tricks = -50 points

However, when you catch exactly 4 tigers they will chase each others around and turn into butter called "ghee". Note that if you do not catch **at least 4 tricks (or multiples of 4)** at the end of the game, the tigers will not turn into "ghee" and you will end up with negative points!

4 tricks = +50 points 8 tricks = +100 points
12 tricks = +169 points

