

ナナトリドリ (Nana Toridori)

2-6 Players, 15-20 min.

Overview

Nana Toridori is a game where players compete to play out all the numbered cards in their hand as quickly as possible. The more of the same card you play at once, the stronger it becomes, but for that to happen, the cards must be adjacent in your hand.

In this game, you cannot rearrange the cards in your hand. Collect the cards that have been put into play and prepare your hand.

There are basic rules for 3 to 6 players that can be played lively, and duel rules for 2 players that can be played with an emphasis on gambling.

Components

6 summary cards

Penguin pieces: 2 pieces x 6 colors

63 number cards (9 each from 1 to 7)

This rulebook

Setup

1. Turn all 63 number cards face down and mix them well to form a deck.

2. Deal 8 cards from the deck to each player as a hand. Only the owner can see the front side of the hand.

Super important: In this game, you may not change the order of the cards in your hand!

3. Save some space on the center of the table for a play area and a discard pile.

4. Each player chooses a color and receives two penguin pieces. Put the unused back in the box.

5. Distribute one summary card to each player. Put the remaining back in the box.

6. Choose a starting player.

Game Flow (3-6 Players)

"Nana Toridori" progresses in clockwise order, and on your turn you either A: Play a Card or B: Pass.

A: Play a card

A1: Put card(s) from your hand into the play area, facing up.

Rules for how to play cards:

- When there are no cards on the field, you can play any card you like.
- You can put out any number of adjacent identical cards in your hand at once.
- You can only play a combination of cards that are stronger than the previous card(s).
- The higher the rank, the stronger it is (1<7).
- Regardless of the rank, the higher the number of cards, the stronger it is (3 7s < 4 1s)

A2: Choose whether to add the card(s) that were in play to your hand or discard them.

If you want to add them to your hand, put them together and insert them into your hand anywhere you like (between the cards or on the edge).

If you want to discard, put those cards in the discard pile.

The discarded cards will no longer be used in this game. You can check the contents of the discard pile at any time.

B: Pass

If you cannot or do not want to play a card, you pass.

Draw a card from the deck, look at its face, and choose whether to add it to your hand or discard it.

The processing for adding to hand and discarding is the same as for A2.

End of Turn

Once you have either played a card or passed, it's the next person's turn.

You can always choose to Play or Pass on each of your turns.

When the deck is depleted, the players won't draw cards on subsequent passes.

If everyone passes after you play some cards and it's your turn again, discard all the cards on the table and play any card(s) you wish. If you don't have more cards, the next player clockwise should continue the game.

End of Game

Each player who has played out all their cards is out of the game. The game ends when there is only one person left with cards in the game. This player will lose one penguin piece (return it to the box).

Start a new game with the person who just lost the penguin piece as the new starting player. If someone has 0 penguin pieces, that person loses. Everyone else is a winner.

Duel Rules for 2 Players

Duel Rules is a two-player game that mix strategy and gambling, in a short 3-minute game.

As with the basic rules, you win by playing all the cards in your hand, or by letting your opponent pass and make them fail.

The points that differ from the basic rules are described below.

Setup

- The number of cards dealt at the beginning will be increased to 11 cards, instead of 8.
- Apart from the 11 cards in your hand, each person receives 2 cards and places them face up in front of them (in any order) so that everyone can see them.

- The other cards won't be used - return them to the box.

Passing

- When you pass, instead of drawing a card from the deck, you choose to add one of the cards in front of you to your hand or discard it. Each process is the same as the basic rules.
- If you pass and there are no cards in front of you, you are eliminated and lose the game.

In other words, duel rules allow you to pass only two times.

How to Play Special Cards

- When you play a card, you can combine them with the cards with the same number in front of you.
- This is a high-risk, high-return strategy that will reduce the number of times you can pass, but will make the current meld stronger.
- If the two cards in front of you are the same, it is OK to play them together.
- You cannot play with just the card(s) in front of you.
- The cards in front of you are not in your hand, so you can go out even if they still remain.