

## ドッペルドッペル (Doppeldoppel)

### 3-4 Players, 15-30 min.

#### Idea of the Game

You are a guide to call the inhabitants of the world. You transport souls to the lower world. However, if two equal souls come down when you take them down... they will disappear. If you can guide a strong soul, other souls will also descend into the same world. Guide your souls without letting them meet their doppelganger.

#### Contents

36 cards (cards 1 to 6 with different quantities for each number x 3 colors)

#### Card description

##### Rank 1

If there are 3 or more of this card. +2 points per card

"Because they live in groups, they get lonely without companions. Although it doesn't show on her face, candy conveys her emotions."

##### Rank 2

If you have an even number of this card, you will receive +5 points for each card. If you have an odd number of this card, you will receive -2 points for each card.

"We're always together. I think we'll be the best together in the next life, but..."

##### Rank 3

When this card comes into play, the strength of the rank is reversed.

"A devilish personality. What I enjoy most is seeing people fall into unexpected situations."

##### Rank 4

If you own 3 of these cards, your score for this round will be 0. There will be no points lost or earned due to other cards.

"When we get together, bad things happen. I'm not interested in whether or not I'll be unhappy too."

##### Rank 5

If you do not have a [Rank 6] card, +7 points for each card.

"Young prince. Because he has a talented older brother, he struggles and somewhere in his heart, he wishes he wasn't around."

##### Rank 6

[No special power]

"Prince. Although he has a younger brother, he only considers him to be equal to or greater than him."

#### Preparing for the game

Turn the cards face down, shuffle them well, and distribute them evenly according to the number of players.

When playing with 3 players, deal 12 cards each.

When playing with 4 players, deal 9 cards each.

#### How to play the game

The starting player (SP) will be determined by someone who has recently been told that a celebrity looks like him, or by some other method.

In this game, you play tricks until you run out of cards in your hand (round). The player with the most points after playing as many rounds as there are players is the winner.

### **~3 player rules~**

Once the SP is determined, he/she plays one card face up. The remaining players play their cards face down.

At this time, if you have the same color as the SP's color (lead color), you must play. If you don't have the same color, you can play any card.

Once everyone has put out their cards, they all reveal simultaneously!

### **~4-player rules~**

SP plays the card face down and declares the color. Each subsequent player plays a face-up card that follows the lead color, if possible. If you don't have the lead color, you can play any card.

When all players have played cards, SP reveals their card!

The player who played the highest card on the lead color is the winner of this trick.

#### *Example 1*

Pl.1 (Lead) | Pl. 2 | Pl. 3 | Pl. 4

In this case, since yellow is the lead color, player 4's [6] is the winner of this trick.

However, if the same number appears at the same trick, all cards with matching numbers are placed in the discard pile. Tied cards cannot win.

#### *Example 2*

Pl.1 (Lead) | Pl. 2 | Pl. 3 | Pl. 4

In this case, since [5s] are tied, out of the remaining yellow cards, player 3's [4], which is the largest, wins.

Even if the lead color card is tied, the lead color information remains. If there are no lead colors left in play (after the tie), the player who played the card with the highest number is the winner.

#### *Example 3*

Pl.1 (Lead) | Pl. 2 | Pl. 3 | Pl. 4

In this case, the lead color yellow is tied, so the player with the largest number of remaining cards wins [5].

Place the acquired cards face up in front of you. This is public information, so anyone can check it at any time.

Place the tied cards face down in the center of the table.

Play until all the cards in your hand are finished. This is considered one round.

### **Calculating Scores**

At the end of the round, score will be calculated.

If you cannot achieve the condition written on the card, or if there's no scoring condition on the card, count 1 negative point for each card.

- Since [3] has no condition, it is worth -1 point when obtained.

- The condition for a [5] to score is that there is no [6], so if you get a [6], all [5] are worth -1 point.

#### **Score Example**

[1]x2 cards, [2]x2 cards, [3]x1 card

In this case, only the [2] achieve the scoring condition, so the score for the [2] hand is +10 points.

The remaining 3 cards score -1 point each. Total 7 points.

### **Game ending conditions**

Move the starting player to the left at the beginning of the next round.

The game ends when you do this for as many rounds as there are players.

The player with the most victory points after that is the winner of the game.