

# Rights of Losers

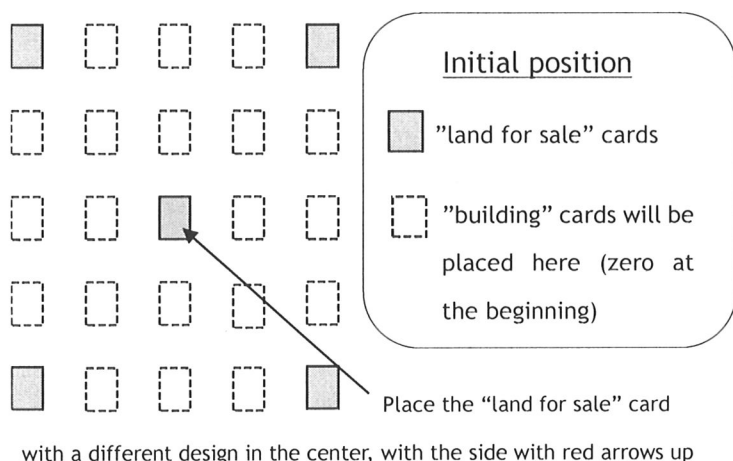
Players: 3-5      Time: 30 min.      Age: 10+

## COMPONENTS

50 "building" cards (1-10 in 5 colors)  
5 "land for sale" cards (1 with a different design)  
50 "currency chips" (5 types - 10 each)  
Rule book (Japanese)

## GAME SETUP

Shuffle all "building" cards well and deal 10 cards to everyone. Put the remaining cards back into the box.  
Each player chooses a type of "currency chip" and receives all 10 chips of the kind.  
Place 5 "land for sale" cards in the four corners and in the center.



## GAME FLOW

Step 1: Trick taking

Step 2: Currency chip placement

Step 3: Placement of 2 building cards

Step 4: The winner chooses

After performing 10 times of step 1 through 4, make judgements on card acquisitions of all 25 cards.

## HOW TO PLAY

Determine the lead player in an appropriate manner.

### Step 1: Trick taking

It is a must-follow trick taking game. At the first trick, the player who played the highest-number card of the lead color wins the trick. The player who played a different color always loses regardless of its number. All building cards played by everyone are acquired by the winner and placed face up in front of the winner.

### Step 2: Currency chip placement

The player to the winner's left places one currency chip at anywhere adjacent to or on any card on the field. This is done in a clockwise by all players except the winner.

※It cannot be placed so that it extends beyond the perimeter.

※It cannot be placed where chips have already been placed.

### Step 3: Placement of 2 building cards

The winner chooses two from the acquired building cards and places them at any spaces for "building cards" on the field. The cards not chosen are put away in a box.

### Step 4: The winner chooses

The winner chooses one of the following four actions.

- 1) Appoint a lead player. (if this is not chosen, the winner will be the next lead player)
- 2) Reverse the strength of the trick taking numbers.  
→Turn over the "land for sale" card at the center.  
(e.g. 1 becomes the strongest and 10 becomes the weakest until someone choose this again)
- 3) Move one of your currency chips on the field to any place (if the place is available).
- 4) Do nothing.

## THE END OF THE GAME AND SCORE CALCULATION

After performing 10 times of step 1 through 4, the game ends. After making a card acquisition judgement on each card (see below), scores (A + B) are calculated.

The two scoring elements are as follows.

- A) The sum of the numbers on building cards.  
(e.g. a card with 7 gives you 7points)
- B) All players end up with the most "land for sale cards" get 10 points

The player with the highest total point (A + B) wins!

In the case of a tie, the player with the fewest unplaced currency chips wins. If still tied, share the wins.

### Acquisition judgements

For each card, adjacent currency chips are checked, and the player with the most chips placed wins that card.

If the numbers of chips are equal, see where they placed their chips, and the player with the most "influence" wins the card.

### Strength of "influence" :

On the card>Edge adjacent to the card>Card diagonal

If the number of chips and influence are the same, no one wins the card.