マチナミトリテ

時間 15分〜 | 年齢 8歳〜 | 人数 3〜6人

Today you are meeting friends
at a stylish open terrace café to discuss traveling.
You are bringing along pictures of the wonderful cityscapes
you have taken at your travel destinations,
bringing the memories flooding back of each trip
…

Suddenly, a gust of wind blew, and all the photos were blown away!
You all hurriedly picked them up, but the photos are all mixed up.
You have no idea who took what or where they were taken.
Collect more photos of the same cityscapes than anyone else!

Contents

White City (Arequipa, Peru)

Red City (Boston, USA)

Blue City (Chefchaouen, Morocco)

Black City (Kyoto, Japan)

Each has 3 types of backs, 3 each of 1 to 5, total 60

Green Park, 3 each of A and 0

1 Passport (Start Player Marker)

Game Setup

1. Shuffle all the City cards face down (do NOT include the park cards)
2. Deal all cards face down to all players
3. Each player holds the cards as a hand so that front is facing themselves. Try not to look at the back of your own hand.
4. Turn all green park cards face down and shuffle them, deal 1 to each player. Add them to your hand. Put the rest back in the box.
5. The person who most recently went on a trip and took pictures is the start player. If there is more than one person, or if there is no one, use rock-paper-scissors or some other method. The start player receives a passport (start player marker) and places it in front of them. Setup is now complete.

Game Terminology

What type of Trick taking game is "Machinamitorite"?
This is a Trick Taking for beginners.

There are some special terms in trick-taking games.
You don't have to know these terms,
but they'll come in handy when playing other trick-taking games.

Trick – A trick is a round in which each player plays a card from their hand one by one until all players have played a card. The strength of the cards varies from game to game, but in this game, the person who plays the strongest card in the round wins the trick and takes all the cards played. Trick-Taking!

Lead – The person who plays the first card at the beginning of a trick, or the card played by that person. To make it easier to understand, in this work, it is the start player.

Suit – A mark drawn on a card. In this work: hats, backpacks, tickets, wallets are the suits.

Must Follow – In trick taking, there is a rule to play a card of the same suit as the start player's card (the lead suit), this is called following. If you have the same suit as the lead card in your hand, you must always play it. If you cannot follow, you can play a card of a different suit, but in that case, you automatically lose the trick and you can't take the trick.

Trump Card – The strongest and special cards that will always win the trick if played. In this work, A and 0 of the green park cards are treated as trump cards.

How to Play

1. The starting player chooses a card of their choice from their hand, and places it face up in the center of the table (the side with the suit and numbers).

2. Then going clockwise from the player to the left of the start player, everyone plays a card face up. Make sure the Must Follow rule is being followed.

- If you have a card with the same suit as the card played by the start player, it must be played
- If you have multiple cards with the same suit, choose any to play
- If you have no cards with the same suit, play any card.
- Green Cards can be played at any time, even if you can follow.

3. When everyone has played a card, compare the strength of each card. Strength is determined by the following rules

- The higher the number of the card, the stronger it is. $1 < 2 < 3 < 4 < 5$
- Cards that do not have the same suit as the lead card always lose
- A is the highest card. 0 is the weakest card, but if an A is played, 0 is the strongest card.
- If the highest cards are tied, the one played later is stronger.

4. The person who played the strongest card in that round wins all cards played. Put all the cards in front of you face up, do NOT look at the back

5. The person to the left of the start player receives the passport starting marker.

6. Repeat steps 1-5 until all the cards are played.

*If the starting player plays a green card, the player next to them can play any card to decide the lead suit. If they also play a green card, the next player decides the lead suit and so on. If all played play a green card, no one wins the trick and all cards are returned to the box.

The game ends when everyone is out of cards. For scoring purposes, place the acquired cards face down in front of you so that you can see the pictures of the cityscape. At this time, divide the cards into towns by color.

*Once you get used to trick-taking:
At 5. Instead of going clockwise, the rule is that the winner becomes the start player. With this rule if you win a trick, you continue to be the start player. "Why does it make you happy to be the starting player all the time?" If you've come to understand that joy, you may be about to graduate from being a beginner trick-taker.

Score Calculation

Your score is determined by how many of each of the following townscape sets you can make using the cards you have acquired. Numbers and suits are not relevant to scoring. Cards used in one set CANNOT be used in another set. Let's think and make a perfect combination of sets.

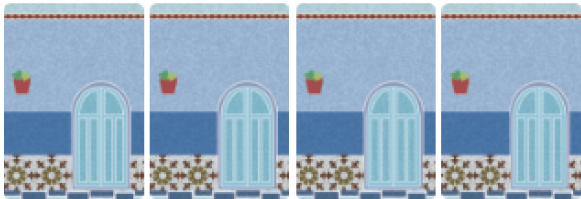1. Cityscape sets of the same houses in the same color city
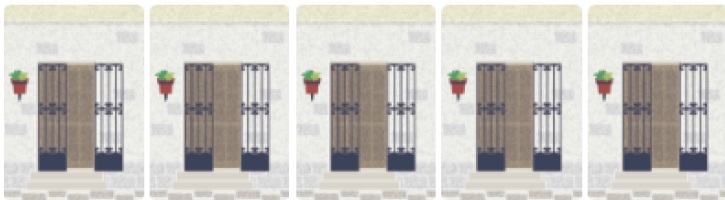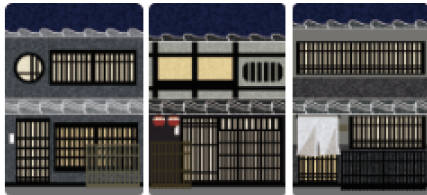3 pair – 5 points   4 pair – 6 points   5 pair – 7 points
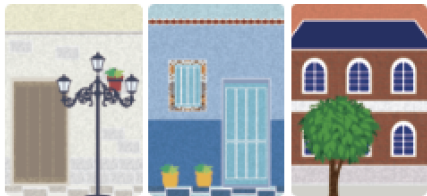
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2. Cityscape set of 3 different houses in the same color city
3 type set – 3 points

3. Remaining photos that couldn't be used for either 1. or 2.
3 cards – 1 point

*Green park cards do not count towards any points, they do NOT count for 3.
The player with the most points wins. In case of a tie, all of them are winners.

*Once you get used to trick-taking:
There are many games where they can be played over and over, with rules such as "the first person to reach xx points wins" or "the first person to win x times wins". If you have time, you can play several times and compete for the total score and number of times you win

Acknowledgements