



2 ~ 4 Players / 8+ years old / 20 minutes

This game is a poker-like game where you exchange cards from your hand with a tableau, trying to get the strongest 6-card meld you can from your 8-card hand.

Contents

- 32 cards
- 1 ~ 3 & 7 ~ 9 x 4 colors x 4 copies (24 cards)
- 4 & 6 x 4 colors x 3 copies (6 cards)
- 5 x 4 colors x 2 copies (2 cards)
- 4 Hand List ※ Refer to QR code to print
- 1 Rule Sheet

Explanation of Cards

- The number of copies of each number is indicated below the numbers on the 4 corners of the card.
- 4 of the 8 cards 4 ~ 6 are bicolored and can be treated as either of the two colors on the card. (1/3 of 4s, 2/2 of 5s, and 1/3 of 6s)
- There are marks on all the 4 ~ 6 cards which indicate if these are in your hand during the Reveal Phase described below, they must be added to your final meld.



Preparing the Game (3 Players)

- Determine who likes bears the most, they are the first player. Otherwise decide the first player as you like.
- Shuffle well, then deal 5 cards face-down to each player.
- Place the remaining 9 cards face-up in a tableau in the order shown below (left to right, top to bottom):



2-Player



3/4 Player

- Any remaining cards are placed face down next to the tableau to form the draw pile.

# Players	# Cards in Hand	# Cards in Tableau
2	4 Cards	4 x 4 Cards
3	5 Cards	3 x 3 Cards
4	3 Cards	3 x 3 Cards

Game Flow (3 Players)

Round Flow

A round consists of the following 4 phases:

(1) Exchange Phase

- In clockwise order from the start player, acquire any 1 row of the vertical, horizontal, or diagonal rows and add them to your hand in any order you like. End your turn by returning the same amount of cards to the empty spaces in the tableau in any order you like.

(2) Acquisition Phase

- In clockwise order from the start player, acquire any 1 row of the vertical, horizontal, or diagonal rows and add them to your hand. Immediately, replenish the tableau with the draw pile in the same order as the beginning of the game (left to right, top to bottom).
- ※ In a 4-player game, the first acquisition will result in a hand of 6 cards, thus another acquisition phase will be needed to acquire your 8-card hand. This is done in 2 rounds: the 1st round will go clockwise from the start player, the 2nd round anti-clockwise from the last player (snake draft). Each player chooses 1 card each round.

(3) Reveal Phase

- In clockwise order from the start player, reveal 6 cards from the 8 cards you acquired in the Acquisition Phase. **If there is even one card numbered 4 ~ 6 that you did not add to your meld, your hand will be treated as the weakest "No Hand" even if you put out a complete Meld.**

(4) Judgement Phase

- Rank all melds in order of strength. Each player scores as many points as the number of players with weaker melds. (Ex. 1st place in a 4 player game will get 3 points)
- ※ Please prepare something to keep track of score.

When strength of the meld is the same

- Compare the strongest number
Royal Straight Flush, Straight Flush, Flush, Straight
- Compare the strongest pair
Three Pairs
- Compare strongest 3 of a kind
Double Three, Full House, 3 of a kind
- Compare strongest 4 of a kind
Four of a kind
- ※ If the above is also the same, both are the same rank

End of game and Victory Conditions

- # of Rounds = # of players (start player switches)
- Once you complete them all, the game is over
- ※ For a 2-player game, 4 rounds (start player twice)

-Winner is the player with the highest total points. In case of a tie, share the victory



Please check the "Bear Jelly Poker" page of this blog for a list of moves and FAQ for this work. As well as Meld References sheets to print.
(TL: I have included them below)

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Card Rank

Weak **1<2<3<7<8<9<4<6<5** Strong

<<List of Hands>> Strong ①②③④⑤⑥⑦⑧⑨⑩ Weak

(1) Royal Straight Flush (6 cards)

4 5 6 7 8 9

A 6 card (※) Straight Flush

(2) Straight Flush (5 Cards)

2 3 4 5 6 8

5 Consecutive Numbers of the same suit (color)

(3) Double Three (6 Cards)

3 3 3 8 8 8

2 sets of 3 cards of the same number (any color)

(4) Four of a Kind (4 Cards)

7 7 7 7 8 9

4 cards of the same number

(5) 3 Pairs (6 Cards)

2 2 5 5 9 9

3 sets of 2 cards of the same number

(6) Flush (5 Cards)

1 2 4 6 8 9

5 cards of the same suit (color)

(7) Full House (5 Cards)

2 2 2 8 8 9

1 set of 3 cards and 1 pair

(8) Straight (4 Cards)

1 2 3 4 7 9

4 Consecutive Numbers

(9) Three of a Kind (3 Cards)

3 3 3 7 8 9

1 set of 3 cards

(10) No Hands

None of (1) – (9)

*No Hands are the lowest

BEARJELLY POKER

■カードの優劣

弱い 1 < 2 < 3 < 7 < 8 < 9 < 4 < 6 < 5 強い

《手役一覧》強 ①②③④⑤⑥⑦⑧⑨⑩ 弱

①ロイヤルストレートフラッシュ (6枚)

4 5 6 7 8 9

6枚の(*)ストレートフラッシュ

⑥フラッシュ (5枚)

1 2 4 6 8 9

同じスーツが5枚

②ストレートフラッシュ (5枚) ※

2 3 4 5 6 8

同じスーツ(色)で連続する数字が5枚

⑦フルハウス (5枚)

2 2 2 8 8 9

同じ数字3枚と同じ数字2枚が1組ずつ

③ダブルスリー (6枚)

3 3 3 8 8 8

同じ数字3枚が2組

⑧ストレート (4枚)

1 2 3 4 7 9

連続する数字が4枚

④フォーカード (4枚)

7 7 7 7 8 9

同じ数字が4枚

⑨スリーカード (3枚)

3 3 3 7 8 9

同じ数字が3枚

⑤スリーペア (6枚)

2 2 5 5 9 9

同じ数字2枚が3組

⑩ノーハンド

①～⑨のいずれにも該当しない
※ノーハンドはすべて最下位

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⑧ストレート (4枚)

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連続する数字が4枚

④フォーカード (4枚)

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同じ数字が4枚

⑨スリーカード (3枚)

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同じ数字が3枚

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同じ数字2枚が3組

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