

BITAKE

ビットテイク

3-5 players / 15-20min / 8 years old and up

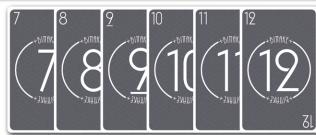
BITAKE is a card game based on trick-taking. Players use their cards to see who can get more tricks, and win the game by getting the specified number of chips before anyone else.

Components

30 Base cards
(5 suits 6 each)



6 Trump cards



5 Reference cards



30 Scoring chips



Card Descriptions

There are five basic card suits (▶ ▷ ▷ ⌂ ⌂) with six cards each numbered 1-6.

The trump cards have six cards with numbers 7-12.

Among the basic cards, only the "3," "5," and "6" cards can be identified from the reverse side.



It can be identified by the upper left and lower right.

Terminology

BITAKE is a trick-taking card game with must-follow, trumps and bid rule included. Please refer to the back of this rulebook for how to play the game.

- Lead Player

The first player to take a turn.

- Suit

The type of card like ♠♣♦♠ in playing cards. In BITAKE, the five suits are ▶ ▷ ▷ ⌂ ⌂ and ⌂.

- taking Trick

The player with the highest number of cards in his or her hand receives the card that was dealt.

The player with the highest card is awarded the card. Usually, this bundle counts as one trick, and the player with the most tricks wins the game.

- Must Follow

If the lead player has a card in his or her hand of the same suit as the card played, he or she must play that card.

For example, if the lead player plays a red card, the second and subsequent players must play same color(suit) card as long as they have a red card in their hand.

If the lead player plays a card of another color even though he or she has a red card in hand, the game itself will collapse. If you have no red card in your hand, you can play any card, but you will not win the trick, even if the number is high. However, this does not apply if you can play a Trump card.

- Trump card

A card that is stronger than the suit (type) played by the lead player.

Normally, you cannot win a trick if you cannot follow the lead player's card, but you can win a trick by playing a Trump card.

However, you can win a trick by playing a trump card. If more than one trump card is played, the higher number wins the trick. Of course, if the lead player plays from his or her trump card, only the higher numbered trump card can take the trick.

- Bid

The "bid" is a rule that predicts the number of tricks you and the other players will take at the start of the round. In regular trick-taking, more points are scored if this prediction is correct.

BITAKE uses a different rule than predicting the number of tricks (see "Score Calculation" section).



Setup

1. Select the type of basic cards to be used according to the number of players. For 3 players, select 3 colors from , except for the trump card. In the case of five players, all cards are used.

Each player chooses one summary card of their choice from the summary cards of the selected color and places it face down in front.

The basic and summary cards of the chosen type are not used in the game and are returned to the box.

2. When the basic cards are ready, shuffle them well together with the trump cards and deal 7 cards face down to each player.

The extra cards are kept face down and divided horizontally.

3. Select any 3 cards from the 7 cards dealt.

Turn over the 3 cards you have chosen to the player to your left. The player to your right gives you 3 cards and you add them to your hand in the same way.

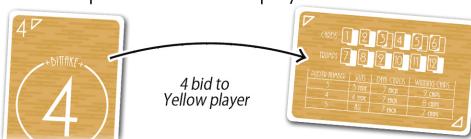
Note: Any cards can be passed, including black cards (trump cards).

4. The player who bought the board game most recently becomes the lead player.

How to play (Bid)

Before starting a round, bid with the cards in your hand.

The "who" and "how much" of a bit depends on the cards in your hand. For example, if you choose "Yellow 4" card, you will bid "4 points to Yellow player".



In BITTRICK, the player earns chips according to the number of tricks taken by the bidden target, and the goal is to collect the chips to the specified number more quickly.

On the other hand, if you want to bite the blue player, but there is no blue card in your hand, you cannot bid.

Note: Trump cards, cannot be used for bidding.

When a player wants to bid, he or she decides which card he or she wants to bid while still holding the card in his or her hand. The cards to be bid are placed face down from the hand.

The card for the bid is inserted under the summary card.

Note: Remember that the cards suit with the numbers "3", "5", and "6" can be identified from the back, so the other players can tell "who" you are biting.

How to play (Round)

After the bids are completed, the round proceeds in a clockwise direction, starting with the lead player.

The lead player chooses any one card from hand and puts it face up on the table. Since this is a must-follow, the player to the left must play a card of the same suit if the suit of the card played by the lead player is in his or her hand. If next player cannot follow the lead player, that player can play any card, but cannot take a trick. However, if it is a trump card, the trick can be taken. If there is a stack of trump cards, the card with the higher number takes the trick.

The tricks taken are divided into separate piles for each trick and placed face down in front of the player.



This is repeated until there are no cards left in the hand, and the round ends when the hand is finished.

Bid Results and Score Calculations

The bidden cards are opened and the score is calculated.

The score is calculated by multiplying the number of cards you have played by the number of tricks your opponents have played in that suit.

If the opponent who bid did not get any tricks, you get no points. If you bid in the same suit as yourself, the number of tricks is multiplied by the number of tricks you took.

For each round,
you earn a chip
for every point
earned in the bid.

25points and up	... 4 chips
14-24 points	... 3 chips
9-12 points	... 2 chips
5-8 points	... 1 chip
0-4 points	... 0 chip

The game continues until the number of chips reaches the specified number, with the first player to reach that number being the winner.

3players: 9 chips / 4players: 8 chips / 5 players: 7 chips



green player has 4 bids on blue player. At the end of the round, blue player has taken 3 tricks, so 4×3 becomes 12 points. As a result, green player wins 2 chips.

Bits after the second round

After the second round, the bids are made in order, starting with the player with the most chips. If the players have the same number of chips, they choose at the same time. The player with the fewest chips bids last.

The next round is played by the player with the fewest chips. If there is more than one player, the turn order is counted from the lead player of the previous round, starting with the player further back in the turn order. (The same player may be the lead player in successive rounds.)