

BRUJAS del SÁBADO ~サバトのマジョたち~

3-5名 15-20分 9才+



Four witches stopped by a cold village in Spain, dominated by illness, superstition, god and money.

One is a gypsy woman who abandons her hometown and lives on a trip. She broke up with God and loves only her despair and competition.

One is a tall investigator with a bird on his shoulder. Her left and right shoes lead her to her liking.

One is a linguist who looks like a girl. She looks down on everything in the world from the height of an adult's chest.

One is a non-pharmacist with a drunken eye who came from a foreign country. Is the content of the vial kept inside his cloak a good medicine or a deadly poison?

The devils (you) who were summoned by their play. A cloudy Saturday night. Tonight is Sabbath night. Let's enjoy a moment of time until the sun rises.



Translated by starsunsky

~~ Contents ~~

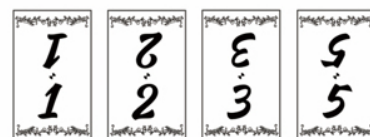
◆ 4 Witches Cards



◆ 40 Devil Cards



◆ 4 Score Cards



◆ 2 Summary Cards

~~ Terms ~~

- Trick:** Everyone puts cards into play one by one and compares the strength of the cards to decide whether to win or lose. The trick is done multiple times during the game.
- Suit:** Hearts and spades on playing cards. In this game, there are 4 types in this game: red (castle), blue (island), yellow (book), and green (cup).
- Lead:** Rules for taking out cards from your hand at each trick. In this game, it is decided from the second place onwards.
- Follow:** Take the card out of your hand according to the Lead.

~~ Game Overview ~~

This game is a 2-way trick-taking that allows you to follow numbers as well as suits (colors). Let's enjoy Sabbath with the Devils that the four witches performed in various places.

~~ Game Objectives ~~

Play tricks until everyone's hand is exhausted and collect cards to get the highest score at the end of game.

~~ Game Setup ~~

1. Deal Devil cards. The number of cards in players' hand depends on the number of players in the game.

	3人	4人	5人
# of cards	13**	10	8

***When playing with 3 players, there is 1 extra Devil card. Return that card to the box without look at it.*

2. Place the Score cards in the middle of table. Arrange them in descending order of number.



* The side with ♡ will NOT be used in the basic game. The diagram on the right shows the setup on the side without ♡.

3. Randomly order the Witch cards. Place them next to the Score cards.

~~ Game Flow ~~

Step 1. The person who recently saw a witch is the start player. Randomly decide one if no one saw a witch.

* In the second and subsequent tricks, the winner of the previous trick is the start player.

Step 2. The winner of the trick moves the Witch card of the same color as the card used to win the trick with up or down in the Witch column.

Step 3. After moving the Witch cards, clockwise from the start player, each player takes one Devil card from the trick. * Arrange the acquired card face up in front of you so that it will NOT mix with your hand and it can be easily seen by other players.

[Repeat Step 1 to 3 until all players run out of cards in their hands]

Step 4. If there is NO card in your hand at the end of Step 3, the game ends. Score will be calculated with the cards you acquired at each trick.

[Step 1a. How to proceed with the trick]

1. The first player plays one any Devil card from their hand into the trick.
2. The second player plays a card with the same color or number as the first card.

If either the color or the number of the first and second is the same, that element becomes the Lead of the trick.

Example: Green 3 is the first card. In the hand of second player, Green 4 or Yellow 3 can be played, but Red 2 can't.



3. Players from the third place onwards will play cards from their hand that can follow the Lead.

Example: Green 3 and Green 4 are played (as the first and second card). The Lead is then "Green". In the third player's hand, only *Green* 5 can be played, Blue 1 and Yellow 4 can't.



** If you cannot play cards following the Lead, you can play any card from your hand. However, you will NOT be able to win this trick.

** When the second player plays a card in the same color AND same number as the first card, or if the second player plays a card with different color AND different number as the first card, the third player plays a card with the same rule as if the second player.

[Step 1b. Win/Loss a Trick]

Compare the Devil cards of the trick and decide the winner according to the following rules:

- ♦ If the Lead is color: the card with the highest number wins
- ♦ If the Lead is number: the card with the strongest color wins

About the strength of color: refer to the Witch card column on the table.

In the figure on the right, Red > Blue > Yellow > Green.



Exception 1:

When two cards can win a trick, the one played later in the trick wins.

Exception 2:

If the Lead cannot be determined after all players played a card, the first card wins. For example, when no one can play a card with either the same color or number as the first card.

Exception 3:

If the Lead cannot be determined and the first and second card are the same, the second card wins. The rule of Exception 1 applies here, too.

[Step 2. Move the Witch card]

After the winner of the trick is decided, replace the Witch card with the same color as the card used to win the trick up or down to change its value.

* The card next to "5" can only be moved down. Similarly, the card next to "1" can only be moved up.

* You must move the Witch. You cannot start the next trick without moving Witch.



[Step 3. Acquisition of Devil card]

After the Witch card is moved, starting from the winner and going clockwise, each player selects one Devil card from the trick and place it face up in front of themselves as score pile. Arrange the acquired card by number face up as shown in the figure.

Do NOT mix the acquired cards with your hand. Do NOT stack cards so that other players cannot see how many and what cards you acquired.



[Step 4. Scoring]

If there is no cards in your hand after you acquired cards from the trick, the game ends and score will be calculated with the acquired cards in front of you.

♦ Witch Score: "Which Witch do you like?"

⇒ Check the color you have the most among your acquired cards. Get the score of the Score card next to that color on the table.

If there are multiple colors with the most cards, the one with the highest value will be scored.



Example) Acquired Colors



Example, you acquired 4 Red, 2 Blue, 4 Yellow and 3 Green. Red and Yellow are the colors with most cards.

In this case Red is of highest value, and you get 5 points.

♦ Devil Score: "Which Devil do you like?"

⇒ Compared to other players, the player with the most cards in a number get 2 points for each number.

If there are multiple players with most cards of a number, they all score 2 points.

1	2	3	4	5
1	2	3	4	5
	2	3		5

Player A get 4 points

1	2	3	4	5
1	2	3	4	
	2	3	4	

2 Player B get 6 points

1	2	3	4	5
1		3	4	5
1			4	5
1				

Player C gets 6 points

Example,

"1": Player C has the most cards with "1", he gets 2 points.

"2": Player B has the most cards with "2", he gets 2 points.

"3": Player A and B have the most cards with "3", they each get 2 points.

"4": Player B and C have the most cards with "4", they each get 2 points.

"5": Player A and C have the most cards with "5", they each get 2 points.

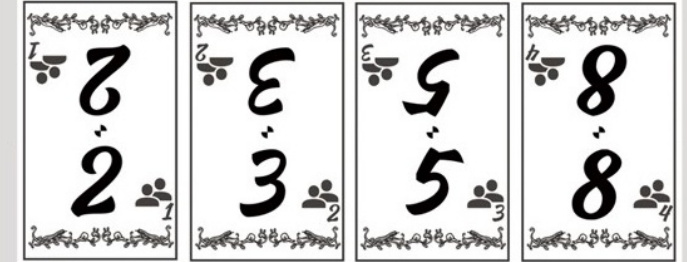
Sum up the Witch Score and Devil Score for each player, the player with the highest total score is the Devil who enjoyed the Sabbath the most and becomes the winner!!!

Variants

If you get used to the basic rules, try the following variants. Strategies may be different.

♦ Devils who are in Conflict

Use the back side of the Score cards.



When calculating score, the Witch Score is set higher than the basic rule. Also, if the color with the most cards is the same as other player, the score will be halved (rounded up).

Note that if you have multiple colors with most cards, as in the basic rule, the color with highest score will be used.

For example, if you have colors with most cards with 8 and 5 points and if another player with colors the most at 8 points as well, still, 8 points must be used and halved at 4 points. You cannot use 5 points in this case.

♦ Witches refrain from speaking

If you cannot play a Devil card according to the rule, you play it face down. The face-down Devil cards will be turned face up during Step 3 before players acquire cards. Even if you could not win a trick, you could mislead opponents in this way.