Chain
- チェイン -

2 – 4 Players / 15 – 30 minutes / Ages 10+

Content
54 Cards (Red/Orange/Purple/Blue/Green)
10 Cards each color (0~9) & 4 X Cards (Wild Cards)
※ Prepare a way to keep score

Purpose
Players aim for the highest score, competing for victory. In the first half, you collect cards in your hand to score points, and in the second half, you shed cards from your hand to score points.
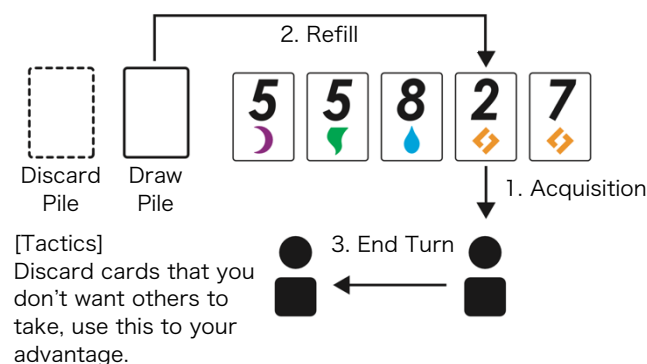
First Half: Build Phase
Preparation
-Decide how many games you will play first.
-Shuffle all the cards and deal 1 card to each player, this is their starting hand.
-The remaining cards are the deck, place them in the center, and turn 5 cards face up next to it.

Acquisition
-Start player is who played Daifugo most recently.
-The player whose turn it is, takes 1 card from the table and adds it to their hand.
-If you do not want to take a card, discard 1 card from the face up cards, turn 1 card face up from the deck and add any face up card to your hand.
-Whenever you take a card, draw 1 card from the deck to replace it, so that there are always 5 face-up cards to choose from.
※ Only 1 card can be discarded on your turn.
※ When the draw pile runs out, shuffle the discard pile to make a new draw pile.
-After that, going clockwise, repeat the above until everyone has 12 cards in hand.

Illustration

Discard Pile / Draw Pile / 2. Refill / 1. Acquisition / 3. End Turn

[Tactics]
Discard cards that you don't want others to take, use this to your advantage.

Settlement
-When all players have 12 cards in hand, calculate scoring.
-Each player reveals all the cards in their hand and places them face up in front of them
-According to the scoring pattern described below, cards are scored in any combination.
※ Cards that can be scored, must be scored.
※ For X card, you can use it as any color and any number except 0.

Scoring Pattern
Cards that can be scored are sorted into either consecutive cards OR duplicate cards.

[Number of Consecutive Cards]

2 cards: 2 points	6 cards: 9 points
3 cards: 3 points	7 cards: 12 points
4 cards: 5 points	8 cards: 15 points
5 cards: 7 points	9 cards: 17 points
	10 cards: 20 points

[Number of Duplicate Cards]

2 cards: 5 points	4 cards: 30 points
3 cards: 15 points	5 cards: 50 points

Same Color Bonus
Consecutive Cards are multiplied by the number of the most common suit/color.

-For cards that could not be scored, either discard or keep in hand.

Scoring Pattern Example
Player A scores their 12 cards as follows

Consecutive Cards:
Red 1/Red 2/Green 3/Blue 4/Red 5/X (Red 6)
6 cards = 9 points x 4 (4 Red) = 36 points

Duplicate Cards: 6/6/6/X(6)
4 cards = 30 points

3 Discard Pile / 9 Leave in Hand

Cards not Scored: 3 (discard) / 9 (left in hand)

36 points + 30 points = Total 66 points

-Record points earned on paper, chips, etc.

Second Half: Release Phase
Preparation
Shuffle all the cards BUT the one's discarded during scoring and deal 1 card to each player.
※ Do not include them in the previous scoring.

Release
The player with the lowest score is the start player.
※ If there is a tie, the youngest goes first.
-The active player plays 1 or more cards from their hand to the center of the field, then the turn goes to the player to their left.
-If there were card(s) that were played before you, you must play a higher set of numbers.
-If you don't want to or cannot play, you must pass.
-Each player takes one turn, and the player who played the last card wins all the cards that were played. (Place them face-down in front of you).
The player who won starts the next round.

[Supplement]
-If you play a more cards in a meld than the previous player, you can play lower ranked cards.
-You can play the same set of numbers as previous.
-Runs can only be played in sets of 3 cards.
-You can 2+ cards of the same number.
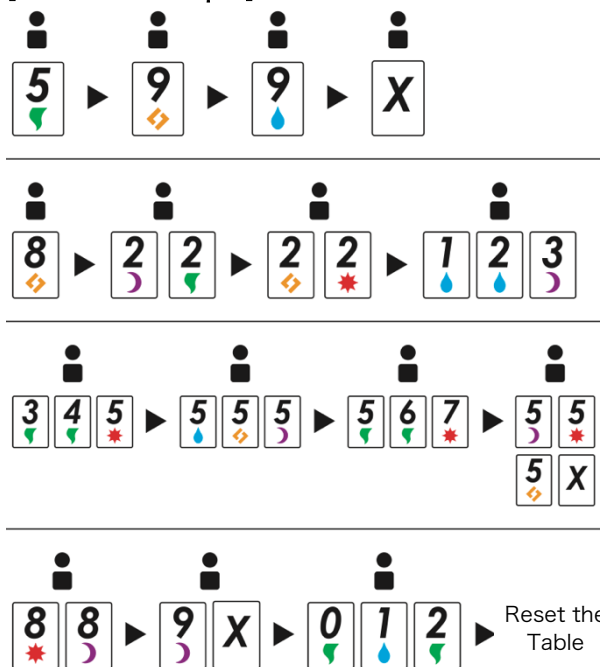-Runs are beat by triples of their highest card.
-Triples are beat by runs starting with that number.
-If you play a 0 card, no one wins, place all the cards to the side. That player starts a new round.
-"X" Cards are stronger than "9" when played alone, and can be used as any number in a set (except 0).
-The color (suit) is irrelevant in this phase.

[Release Example]

Ranking and Enforcement of Penalties
-When someone runs out of cards, that player has "shed out" and takes any cards on the table.
-After that, if there are 2+ players, (excluding the player who shed) the player that shed randomly takes 1 card from each player's hand and places it face-up in front of them (This is negative points).
※ Do not do this if they only have 1 card in hand.
-Continue the release phase. Start with the player to the left of the player that shed out.
-If there is only one player left, the game ends immediately without penalty.

Penalty Enforcement Example
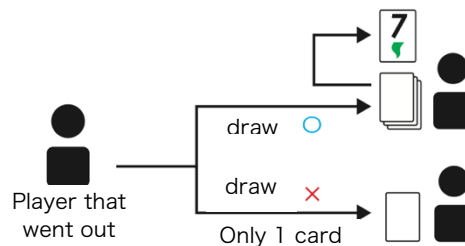
End of Game and Scoring
-The game ends when there is only 1 player with cards in hand, proceed to final scoring.

[Scoring]
-Cards face-down in front of you (Cards Acquired in Release) are worth 1 point.
-Cards face-up in front of you are Negative Points
-If "X" or "0" are in the face-up cards, they are minus 10 points each.
-Score in construction phase + Cards acquired in release phase – Total value remaining cards in hand – Total value penalty cards = Score
-Play the determined amount of games, and the player with the highest total score wins.
*If there is a tie, the victory is shared.

Scoring Example
-55 points earned in construction phase

-6 cards face-down = 6 pts   ×6 Cards

-Cards face up = - 7 pts

-Cards left in hand = - 6 pts

Total: 55 + 6 – 7 – 6 = 48 pts