

Count Up 21

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Players: 2, Time: 10 Minutes, Ages: 6+

CONCEPT: In this game, the way of following involves counting up. Many people used to play as children a long time ago, counting up with each other. I tried to make this a game with winning and losing through a trick-taking game. Is this follow method trick-taking?

COMPONENTS: 21 cards, numbered 1 to 21; 2 score cards

GAME OVERVIEW: By playing or passing cards alternately, you will play several mini-games called "tricks". The player who wins more tricks than their opponent is the winner of the game.

PREPARATION: Shuffle the 21 cards face down, and after they are shuffled well, set aside 5 cards face down at random. Deal the remaining 16 cards to the players face down, such that each person receives 8 cards. After the cards are dealt, the players should hold the cards so that only they see the numbers.

HOW TO PLAY: Decide who will play the first card using any appropriate manner. The start player chooses any card from their hand to play in front of themselves; then, it is the next player's turn. The next player may choose to play a card, or pass and withdraw.

If you want to play - If you have a card in your hand with a rank up to 3 more than the highest card in play, you may play it. For example, if the highest number in play is 7, you may play 8, 9, or 10. If you cannot, or choose not to, you may instead pass.

If you want to pass - If you cannot follow or if you do not want to follow, you may pass. You do not clarify why you are passing. If you pass, you do not play any cards, and the player who has not passed wins the trick.

If a player plays a card (follows), then the turn passes to the other player to play a card or pass. Once a player passes, the other player collects all of the face up cards into one face down stack, such that the players may count how many tricks have been won.

After the trick has been resolved, the round continues if each player has at least 1 card. The player who won the previous trick becomes the lead player for the next one. If either player runs out of cards in their hand, the game is over once the current trick is resolved.

The player who won more tricks is the winner. If the number of tricks won is the same, the player who won the last trick will be the winner.

Regarding winning and losing, it is recommended that you play a series of games, alternating which player goes first. The players continue to play games until one player has won 3 times. The scoring cards can be used to mark the scores, with 1 leaf representing one point, 2 leaves two points, and at 3 leaves, the player has won.

SUPPLEMENT (Regarding the last trick): During a trick, if either player runs out of cards, this will be the last trick of the game. As usual, the last player to play a card to the trick will win. However, if you play your last card, be aware that if your opponent then plays a card, the play will

return to you and you will be forced to pass as you cannot play, and your opponent will win the trick.

ABOUT THE CONCEPT: The game was devised in 2013 and originally premiered at a January 2019 event called "Is this a trick-taking game?" The event was an exhibition where designers announced games that stood on the border of being trick-taking games and then played them. It is intended as a game for those familiar with trick-taking games; please think if it's trick-taking.