

Players: 6-9  
Time: 15 minutes  
Age: 9 and up

# Cryptrick

## New Listings

You are a cryptocurrency trader.

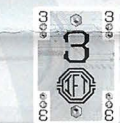
Buy and sell crypto assets according to trends and build huge wealth. But be careful, if the amount on your blockchain becomes enormous, your assets will plummet. Determine the distribution volume and aim to become a first-class trader!

## Components

32 cards



15 Regular Cards - 3 cards each (ranks 7-9)  
5 colors (Yellow, Blue, Red, Purple, Green)



2 Fixed Trump Cards (White)



9 Additional Regular Cards (Ranks 1-9, Black)



3 Acquisition Order Cards



3 Preparation Cards  
(Back is Round Display)

※Base game of Cryptrick is required to play

## Game Preparation

Choose one preparation card of your preferred difficulty level and follow the instructions to select the cards you will use for this game. The remaining cards are not used for the game and should be put back in the box.

After preparation is complete, the three difficulty cards can be used to indicate the current round by stacking them face down on top of each other.

Other than that, the preparation rules are the same as the base game rules.

## Game Objective

Same as base game rules

## Round Flow

Same as base game rules

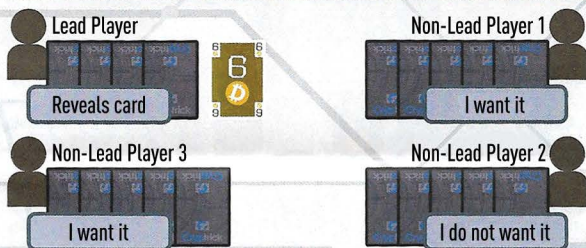
If there are two or more undealt cards left, only reveal one card to determine the trump.

## Trick Flow

The lead player reveals one card from their hand to everyone. This card is not yet the lead card.

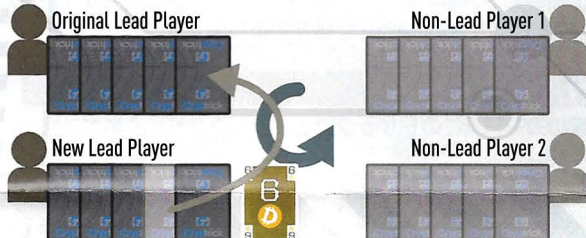
All other non-lead players **simultaneously** (at the same time) declare whether they want the revealed card or not.

Leading means playing the first card in a trick. For each trick, the color of this lead card will be important.



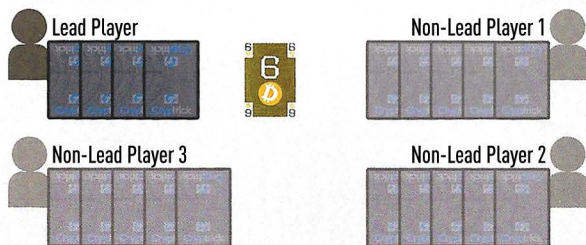
### When a player declares "I want it"

The non-lead player closest to the lead player in a counterclockwise direction chooses a card from their hand and gives it to the lead player, who then adds that card to their hand. Then, that non-lead player takes the revealed card and places it near the middle of the table to lead the trick, becoming the Lead Player.



### When no player declares "I want it"

The lead player takes the revealed card and places it near the middle of the table to lead the trick.



Continued On Back



Trick Flow (Continued)

All non-lead players must play their cards one by one, starting from the left of the lead player and moving clockwise (same as the basic rules).

When playing a card into the trick, all non-lead players must follow suit. This means if you have a card in your hand with the same color as the lead color, you must play it. If there are no cards of the same color in your hand, you can play any card of any color, including trump cards.



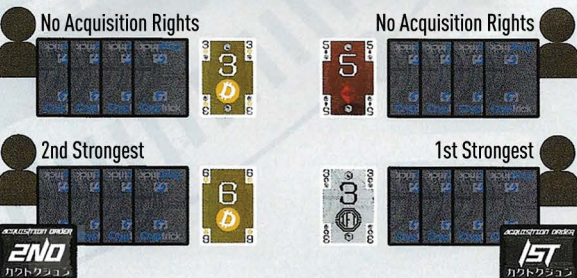
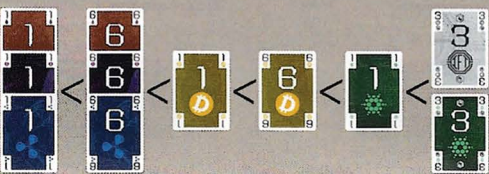
Once everyone has played one card, you will hand out the acquisition order cards and acquire one played card (explained in the "How To Acquire Cards" section). If there are still cards left in hand, the winner of this trick (the player with the "first" acquisition order card) becomes the lead player and starts the next trick. The acquisition order cards are returned to the side.

How To Acquire Cards

Compare the strength of the cards on the table (cards played in this trick), and hand out the acquisition order cards, starting with the strongest card until all acquisition cards are handed out. Only players with an acquisition card can acquire a card this trick.

The strength of a card is determined by its color and number. The trump color is the strongest, the lead color is the next strongest, and the remaining colors are the weakest. The larger the number, the stronger it is. If there is a tie, the later played card is stronger.

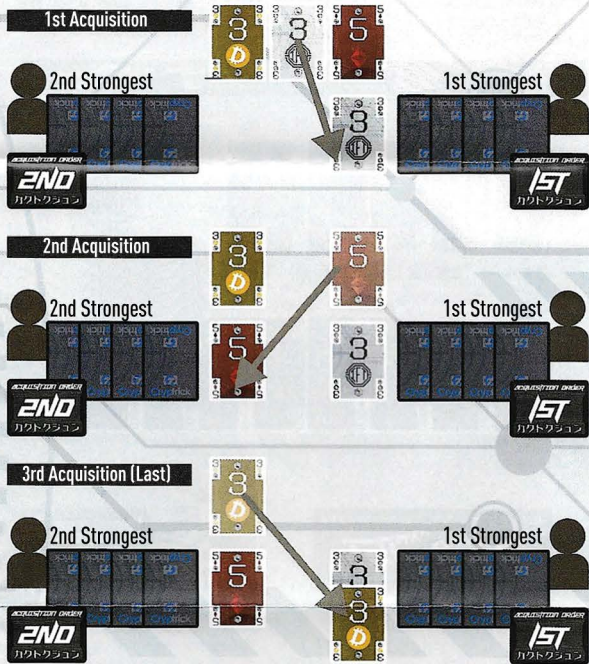
Example) Trump is green (and white), lead is yellow. The strength is as follows:



Trick Flow

Remove all cards in the trick that do not have blocks on them.

Then, starting from the player with the 1st acquisition order card, choose one card from the trick and acquire it (place in face up in front of you). If the last player acquires a card and there are still cards left, repeat the acquire process starting with the 1st player. Card acquisition ends when there are no cards left in the field.



Scoring

Same as base game rules

End Game

Same as base game rules

Bonus (Crypto Brand Names)

 datcoin	DTC/Datcoin
 tipple	XTP/Tipple
 elixirium	ELI/Elixirium
 nether	USDN/Nether
 BOARDANO	BDA/Boardano
 Pindot	PDT/ Pin dot
 In-Fungible Trump	IFT/In-Fungible Trump

Credits

Production: Kogekogedo Honpo  
Game Design: Takahiro  
Graphic Design: Takahiro  
Materials: Freepik (GarryKillian, starline, rawpixel.com)  
Special Thanks: Tsurumi Test Play Group