

Dietrick-taking

Game design/instruction creation: Fuzz

(Twitter: @bgfan_jinn)

General illustrations/artwork: Bafu

(Twitter: @BAF3)

For 1-4 players (3 recommended) / Ages 8+ / 5-15 minutes

Contents: 36 cards (9 of each in 4 colors), 1 instruction sheet, 12 scoring markers (3 of each in 4 colors), 4 scoring cards

Your stomach, upper arms, and thighs have been telling you that you need to go on a diet. And finally, you decided to listen to that voice (which is great). The player who achieves the most successful diet by determining the balance between diet and exercise will be the winner and will be watched with envy.

[Know your appropriate weight and eat in proportion to your daily activities. Excerpt from "Dietary Guidelines" (decided by the Ministry of Education, Ministry of Health and Welfare, and Ministry of Agriculture, Forestry and Fisheries)]

Preparation (2 to 4 players, 1 player is described later)

The person who most recently stepped on a scale is the lead player (or determine randomly). Shuffle the cards face down to form a deck, then deal 5 cards to each player as a hand. Arrange the scoring cards from left to right in ascending order (1-4) according to the numbers in the bottom right corner. After your first play, you can arrange 1 to 3 in any order you like (4 must always be last).

Each player picks a color and takes all three scoring markers of that color. Place one on the top left and one on the bottom left outside edge of the scoreboard (Figure 1). Keep the final one in front of yourself to identify what color you are.

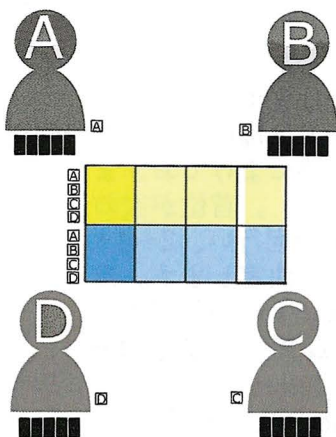


Figure 1

Game Flow

Starting from the lead player, and going in clockwise order, each player will choose one card from their hand and play it face up in front of themselves (called a trick). Each card has a number, a "suit icon" or "suit" (meat/vegetable/shirt/shoes), and a "score icon" (runner [blue]/fork and knife [yellow]). (Figure 2)

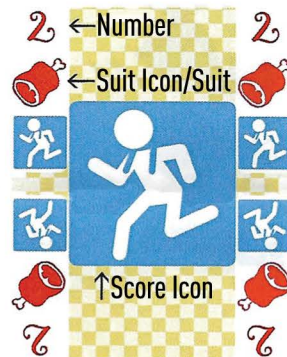


Figure 2

The lead player may play any card from their hand. Every other player in the trick must play a card with the same suit as the card played by the lead player (**must follow**).

If you have multiple cards, you may choose any one of them to play. If there you have no cards with the same suit, you can freely choose any card to play.

Once everyone has played a card, determine who will be first and last in the trick by ranking the played cards.

Any cards matching the suit of the lead player are ranked highest. Within the lead suit, the higher number, the higher it ranks. **Example A: 9 Meat, 2 Meat, and 3 Meat were played. So, the 9 Meat is in first place and the 2 Meat is in last place.**

However, if both the 9 and the 1 of the lead suit are played in the same trick, the 1 will always be at the top (ranked first). **Example B: 9 Meat, 1 Meat, and 2 Meat are played. So, the 1 Meat is in first place and the 2 Meat is in last place.**

If a card is played that does not match the lead suit, the player who played the lowest number is at the bottom (ranked last). **Example C: 8 Meat, 1 Meat, and 9 Shoes are played. So, the 8 Meat is in first place. 9 Shoes is in last place.**

If multiple cards that do not match the lead suit are played in the same trick, whoever played the lowest number first will be at the bottom (ranked last).

Example D: 1 Meat, 2 Meat, 9 Shoes, 9 Vegetable are played. So, the 2 Meat is in first place. 9 Shoes is in last place.

The first ranked player moves their colored marker to the right one square for each card in the trick based on the score icon it has (Runner [Blue] or Fork and Knife [Yellow]).
(Example E: 1 Meat = yellow, 2 Meat = blue, 9 Shoes = blue, 9 Vegetable. So, the first ranked player, player D, advances three blue squares and one yellow square) (Figure 3)

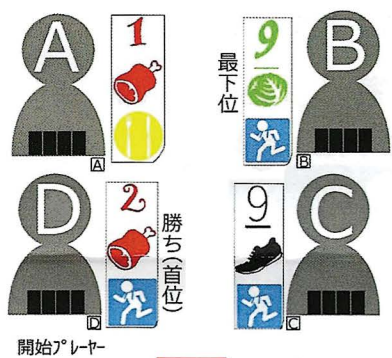
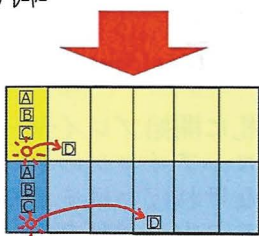


Figure 3



Replenishing Hands

The last ranked player must pass one card from their hand to each other player in the game. Then, that player draw cards from the top of the deck until they have 5 cards in their hand. Players other than the last ranked player replenish their hands with the cards they were passed. Now everyone has 5 cards in hand.

After the trick, take all played cards and put them in a face up pile next to the draw pile. This is known as the discard pile.

The first ranked player becomes the lead player for the next trick.

End of Game

In a 2-player game, once the deck runs out, play one last trick and then the game ends.

In a 3-4 player game, when the deck runs out, the discarded cards are turned face down and shuffled to form a new deck. When there are no more cards in the deck again, play one last trick and then the game ends.

(2/3/4 players, the game ends after 14/15/10 cards are played)

However, if any scoring marker reaches, or passes, the 13th square (marked in white on the 4th scoring card) the game ends after that trick.

Determining Winner

The player with the smallest difference between the top and bottom numbers on the scoring cards wins. However, at the end of the game, any player whose scoring marker has not moved at least one step on both the yellow and blue squares is disqualified.

If two or more players have the same difference, the winner is the one with the highest number on the bottom scoring card. If the bottom numbers are the same, compare the numbers on the top scoring card. If still tied, the players share their victory.

Variant Rules

Long Game: Play the game multiple times. The first player to win twice is the true winner.

Beginner Class: Ignore the numbers on the scoring cards. Now the player with the smallest square difference between the top and bottom scoring cards wins (being on the 4th yellow square and 2nd blue square is a score of 2). The rest of the rules are the same as the regular game.

Solo rules (play against Fuzz)

Shuffle all cards face down to form a deck. Then, without looking at the cards, deal yourself 12 cards face down, creating your "personal deck". The rest of the deck is called the "Fuzz". Set up the scoring markers as you would for a 2-player game (one is for Fuzz). Finally, draw 5 cards from your personal deck to create your starting hand.

The lead player for the first trick every round is Fuzz. The first ranked player will lead the next trick for the rest of the round.

If Fuzz goes first, flip and reveal the top card of the deck. If Fuzz goes second, flip and reveal the top two cards of the deck. You play a card from your hand as normal. Determine first and last place according to the normal rules. Advance the first ranked player's score marker on the scoring cards as normal.

If you are ranked first, add the lowest card from the trick to your hand. Then, place the top card of your personal deck face down into the bottom of the Fuzz deck.

If Fuzz is ranked first, you draw a card from the top of your personal deck to replenish your hand. If your personal deck, is empty your hand will not be refilled. The game continues until you run out of cards in your hand or reach the 13th square.

Determine the winner the same way as for 2-4 player play. However, if the difference is the same, Fuzz is the winner.

Twitter: @gamesf_ferret
E-mail: ferretgamesf@gmail.com