

フエルトリテ *FuertoRite*

For 3 - 5 players. Playing time: 10 - 20 min.

Ages: 8 and up.

1. INTRODUCTION

This game is a card game for 3 - 5 players.

The idea of this game is inspired by the so-called trick-taking games(*TORITE* in Japanese),

but the cards in your hand will increase(*FUERO*) as the game progresses.

"FuertoRite" —Enjoy the unique trick-taking game.

2. OBJECT

Earn as many Victory Points as possible. Victory Points can be earned in the following two ways.

① Count the number of ★ on the cards you have at the end of the game.

② Playing more than one card in one turn.

Note: Regarding ①, not all cards are counted, and there are rules to the ★ calculation method.

3. CONTENTS

51 cards

45 Basic cards (15 each of Rudder Wheel, Anchor, Map)

6 Special cards (Coin)

10 ScoreCards

1 Rules manual (Japanese)

4. HOW TO READ THE CARDS

This section explains how to read the front side of the card. The back side is the same for all cards.



① Types of cards



Rudder Wheel



Anchor



Map



Coin

These four types of cards

② Numbers on the cards

The basic cards have numbers 1 - 14 or X. Coin cards have numbers 3 - 8.

③ ★(Star)

1 - 5 ★ on each card.

5. SET UP

① Shuffle all the cards face-down.

② Deal 4 cards face-down to each player, and call this your "Hand". The other players do not see the face of your Hand.

③ Place the remaining cards face-down in the center of the table, and call this the "Deck".

④ In front of each player, there is a space where the cards given by other players are placed. This space is called "Property". All players can see the cards in your Property.

⑤ Hand out two ScoreCards to each player.

⑥ The first player to deal a card is the player who boarded the ship in a place other than the nearest sea. This player is called "SP". If there is no such player, SP can be decided by any method.



6. PLAY

In this game, you repeat the steps from ① to ④ of the [GAME FLOW] until you fulfill the [END CONDITION]. After the end of the game is reached, the players do not do ② and ③, but do ①, and the final score is calculated using the cards in their possession to decide the ranking. *The cards in their possession are the cards in their Hand and the cards in their Property.

[END CONDITION]

When any player has 10 or more cards in his/her hand at the end of Step ③.

[GAME FLOW]

① Players take turns in clockwise order, starting with the SP. When it is your turn, choose one or more cards from the cards you possess, and put them face-up on the table. The rules for playing cards are explained in [HOW TO PLAY CARDS].

② When all players have finished their turn, the player who played a card [vertically] draws a card from the Deck and adds it to his/her Hand.

Exception: If the only player who played a card [vertically] is the SP, go to step ③ without drawing a card from the Deck.

③ Each player gives all the cards he/she played in his/her turn to the player to his/her right. Then, the player to the left puts all the cards in his/her Property.

④ Return to ① with the player who played his/her cards [vertically] last as the next SP.

Exception: If the only player who played his/her cards [vertically] is the SP, the player who comes after the SP becomes the next SP.

If the "END CONDITION" is met, change the SP and go back to ① in the same way. In this last turn, discard the cards you played in ① without ② and ③. Then, calculate the score.

[HOW TO PLAY THE CARDS]

In your turn, you must play at least one card from your cards.

A. When you are the SP

Choose a card you want from your Hand and play it [vertically]. You cannot play a card from your Property.

B. When you are NOT the SP

Look at the most recent card which was played [vertically] before your turn and choose one of ① - ③. In case of ① - ③, the cards are played from your Hand or your Property. If the player of the previous turn played more than one card, the last card played by that player is the most recent card. If you can't do either of ① or ③, do ④.

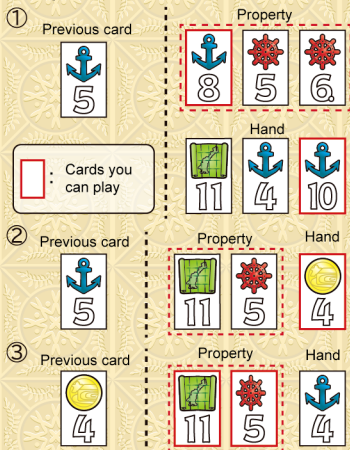
① Play a card of the same type as the card played, but with a higher number, [vertically]. If there are more than one card you can play, choose one of them.

② Play a card with a Coin of any number [vertically].

③ If the previous card played was a Coin card, play a card of any type with a higher number, or play a Coin card with any number. In both cases, the card must be played [vertically].

④ Play the card with the highest number in your Hand [horizontally]. You cannot play a card from your Property. If there is more than one card with the highest number, choose one of them.

◎Example 1



C. The second and later cards

When you play the first card [vertically], you can play the next card [vertically] if you have a card in your Hand or in your Property that is 1 higher or 1 lower than the number of the card you played.

You can play any type of card as long as the numbers are consecutive.

If you have a card in your hand or in your hand that has the consecutive numbers as the second card you played, you can play that card as well. In this way, you can play any number of cards in one turn. but the way the number increases/decreases must be consistent.

e.g. [Anchor 5] → [Anchor 6] → [Rudder Wheel 5] is NOT allowed.

- If you play more than one card in one turn in this way, you get 1 Victory Point. Even if you play more than 3 cards, you get 1 victory point.
- Record your Victory Points on the scorecard, or by using your own paper and pen or poker chips.

D. Cards with the number [X]

A card with the number [X] is a card whose number is consecutive to the number of the card played [vertically] before it. If there is only an [X] in the previous card, the number of the [X] is determined by looking at the previous card.

If the SP plays a card with [X], the number of that card is 0. e.g. 1: If the previous card is [Anchor 8], [Anchor X] is regarded as [Anchor 7] or [Anchor 9]. If you continue to play a card after playing an [Anchor X], the [Anchor X] will be an [Anchor 7] or [Anchor 9], and you can continue to play any 6 or any 10 card.

e.g. 2: If the second to the last card is [Anchor 7] and the last one is [Anchor X], [Anchor X] is regarded as [Anchor 8].

◎Example 2

If you play [Anchor 4] on the first card, the second and subsequent cards are...



Since there are 2 ways for each of ② and ③, there are $2 \times 2 = 4$ ways.

7. CALCULATE VICTORY POINTS

At the end of the game, reveal the cards in your Hand and calculate the Victory Points with the cards in your Property.

- ① Put the Coin cards aside. ... (A)
- ② Divide the remaining three types of cards by type and put the cards with the least number of cards aside. ... (B)
If there is more than one type of card with the least number of cards, choose the type of card you want and put it aside.
If you have only two of a type, put aside the cards of the lesser type.
If you have only one type of card, put all the cards aside.
- ③ You get Victory Points for the number of ★ on the top of the (A) and (B) cards.
- ④ The final Victory Point is the sum of the Victory Points from ③ plus the Victory Points earned when multiple cards are played in one turn.

◎Example of Victory Point Calculation



8. FOR PEOPLE WHO ARE FAMILIAR WITH TRICK-TAKING GAMES

Repeat this game several times keeping the Victory Points earned in the previous games, and when someone gets 25 or more Victory Points, the player with the most Victory Points is the true victor.

9. Q&A

Q: Can SP play more than two cards?

A: Yes, he/she can. However, the first card must be played from his/her Hand.

Q: What should I do if I don't have any cards in my Hand?

A: Play a card from your Property.

Q: Can I play [X] after [14] [vertically]?

A: Yes, you can. Only Coin cards can be played afterwards.

Q: Can I play an [X] followed by an [X]?

A: You can.

Q: If a tie occurs in the "FOR PEOPLE WHO ARE FAMILIAR WITH TRICK-TAKING GAMES". What should I do?

A: Play one more game to break the tie or share the victory.

Q: Is this game really a trick-taking game?

A: We're not sure either.

10. SOURCE

Geospatial Information Authority of Japan
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CREDIT

Designer: タク/TAQ

Editor: すつーか, rick, Na

(up to this, members of 出汁巻亭/Dashimakitei)

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If you have any questions about the game, please contact us at the following:

e-mail: dashimakitei.18@gmail.com

Twitter: @dashimakitei

