

悪魔でお仕事 Basic Manual: Start by reading this.

Contents	1. Story	01	5. Game Flow	04	[Extra Manual]
	2. Components	01	6. Game End Condition	11	9. Advanced Rules
	3. Overview	02	7. Score	11	10. FAQ
	4. Game Preparation	02	8. Winner of the Game	12	11. Afterwords / Credits

1. Story

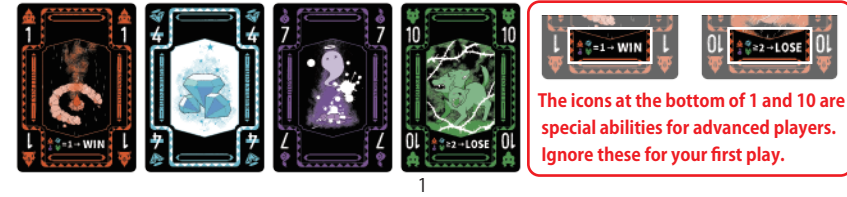
Satan, out of a whim, has ordered his demons to hold a contest whereby they each must propose missions to strengthen Satan's army. There are 4 kinds of missions, namely: Establishing Bases, Collecting Magic Stones, Hunting for the Soul, and Recruiting Demons. Satan is keen to adopt suitable proposals that meet the conditions.

But be careful! By making good proposals, you will be considered as a competent staff and receive more missions, including those proposed by others. And some of the proposal seem quite outrageous...

Play your cards well to stay being just one of those idle hands...
Who will survive through this contest from hell?

2. Components

40 Cards (10 each × 4 colors) Card Ranks: From 1 to 10



4-3: Deal Cards for Players' Hands

Deal the remaining cards to each player face down. These cards are player's Hand and are not revealed.

The number of cards in each player's Hand depends on the number of players.
⇒ 3 players: 10 cards each 4 players: 8 cards each

*Note: When playing with 3 players, one card remains undealt. This card is not used in this game, so return it to the box without looking at it. (In other words, no player knows what the card is)

4-4: Add a Mission Card from Hand

Each player choose a card from their hand and put it at the right side of their Mission Cards face down. Reveal the card after all players has chosen a card.

(In other words, each player adds 1 Mission Card to their existing set of cards)

Example: After setup with 3 players



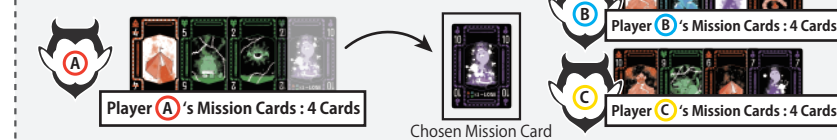
Ex① : 3 players (At the beginning of a game)

(Turn order A ⇒ B ⇒ C)

Player A is the start player. The first turn begins with player A.

Condition (i) The Mission Card has NOT been chosen, so he choose a Mission Card from his area.

Condition (ii) There are four cards in his area, so player A chooses "Purple 10" from his Mission Cards area.



After playing a Mission Card, proceed to the next step "② Play a card from Hand".
(How to play a card from your hand is explained in the following pages in "② Play a card from Hand")

Next up is player B's turn.

Condition (i) Mission Card has been chosen, so proceed to the next step "② Play a card from Hand". Player plays a card from his hand.

Next up is player C's turn.

Condition (i) Mission Card has been chosen, so proceed to the next step "② Play a card from Hand". Player plays a card from his hand.

All players finished "② Play a card from Hand". Proceed to the next phase "2. Verdict Phase".

3. Overview

Goal of the game: Avoid taking negative cards (ranks 4 and 8) as much as possible.

Each player plays a card from their hand matching the condition of the Mission Card. After everyone has played a card, compare all played cards and determine the winner. The player who played the strongest card takes all played cards. (There is a twist on how you get these)

At the end of the game, each player scores points based on their hand, Mission Cards, and taken cards.

4. Game Preparation

4-1: Determine the start player / Prepare for a deal

Randomly determine the start player.

Shuffle all 40 cards to prepare for the next step.

4-2: Deal Mission Cards

The start player deals a set number of cards **face up** to all players.

These cards are called the Mission Card and stay revealed to all players during the game.



The number of Mission Cards dealt depends on the number of players.

⇒ 3 players: 3 cards each 4 players: 2 cards each

If any of the conditions below are met, then put the last dealt card aside and deal a new card until neither of these conditions are met. Afterwards, reshuffle all card(s) put aside with the remaining cards.

• Are there 5 or more cards of the same suit?

• Are there 5 or more negative cards? (ranks 4 or 8)

Note: These conditions can be a little confusing at first. There is a detailed example in the Advanced Manual.

5. Game Flow

The game is divided into 3 phases as explained below. The entirety of the 3 phases is called a Round. Players repeat rounds until the game end condition is met. (Turn order is **Clockwise**)

(1) Proposal Phase ⇒ (2) Verdict Phase ⇒ (3) Card Acquisition Phase

5-1: Proposal Phase (Each player plays their turn)

Phases (1) ~ (3) = Round

Starting with the start player, each player plays their turn by following the two steps below. After everyone has completed "② Play a card from Hand", proceed to "② Verdict Phase".

① Choose a Mission Card ⇒ ② Play a card from Hand

① Choose a Mission Card

The player's action depends on the following conditions.

Condition (i) : Has a Mission Card been chosen?

- Has not been chosen ⇒ Check condition (ii) to see if you can choose a Mission Card.
- Has been chosen ⇒ Don't choose a Mission Card and proceed to the next step "② Play a card from Hand".

Condition (ii) : Do you still have a Mission Card in your area?

- Yes ⇒ Choose a Mission Card from your area and put it face up at the center of the play area. Then proceed to the next step "② Play a card from Hand".
- No ⇒ Don't choose a Mission Card and proceed to the next step "② Play a card from Hand".

EX② : 3 players (Mid-game)

(Turn order A ⇒ B ⇒ C)

Player A is the start player. The first turn begins with player A.

Condition (i) The Mission Card has NOT been chosen, so player A chooses a Mission Card.

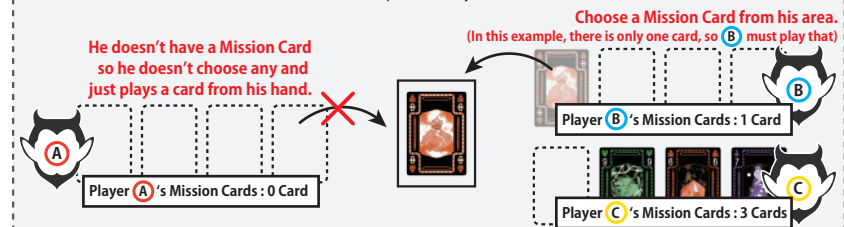
Condition (ii) Player A doesn't have a Mission Card in front of him.

Player A does NOT choose a Mission Card, and just plays a card from his hand.

Next up is Player B's turn. (Player A's turn ends)

Condition (i) The Mission Card has NOT been chosen, so player B chooses a Mission Card.

Condition (ii) There are cards in his area, so player B chooses "Red 8" from his Mission Cards area. (The rest of the turn is omitted in this example as they are the same as EX1)



! Remarks: The placement of the chosen Mission Card

To separate from the cards played by each players in the next step "② Play a card from Hand", place the chosen Mission Card at the center of the play area instead of placing it in front of a player.

② Play a card from Hand (Mission Card has been chosen already)

The player's action depends on whether the player has a card matching the color of the current Mission Card.

- You have a card of the same color in your hand. ⇒ Play a card of **the same color**.
- You **DON'T** have a card of the same color in your hand. ⇒ Play a card of **any color**.

After the player plays a card from their hand, proceed to the next player's turn. (In clockwise turn order)

After every player has played a card from their hand, proceed to the next phase "2. Verdict Phase".

EX ① : You have a card of the same color in your hand

Since the Mission Card is RED, you must play a RED card from your hand. Player A has 3 red cards, so he chooses and plays "Red 2".



EX ② : You DON'T have a card of the same color in your hand

Since the Mission Card is RED, you must play a RED card from your hand. However, Player A does not have any red card in his hand. Thus, he can play any card from his hand. He chooses and plays "Blue 8".



Remarks : Inexperienced players often make a mistake here. We recommend you to announce "I don't have a red card, so I'll play XXXX (not a red card)", until everyone is experienced.

7

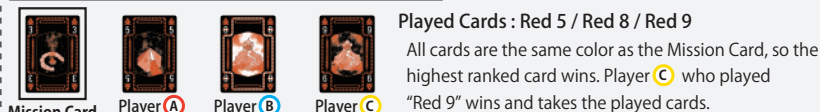
5-2 : Verdict Phase

After everyone has played a card, the winner of this trick is determined.

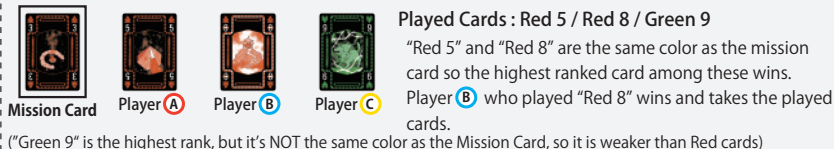
The winner is the player who played the highest card of the same color as the current Mission Card.

(NOTE : If your card's color doesn't match that of the current Mission Card, then your card is considered weaker than the cards of the color matching the Mission Card)

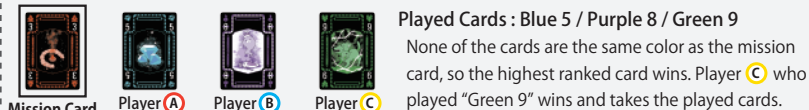
EX ① : All cards match the color of the Mission Card.



EX ② : Some cards don't match the color of the Mission Card. ⇒ Mission card's color wins.



EX ③ : There are NO cards matching the color of the Mission Card. ⇒ Just compare the rank.



9

5-4 : Preparing for the next round

The player who took cards this round is the start player of the next round.

Go back to "5-1. Proposal Phase", and repeat all phases.

The game continues until "6. Game End Condition".

6. Game End Condition

At the end of "5-3. Cards Acquisition Phase", the game is over if one or more players have no cards left in their hand. Proceed to step "7. Score".

7. Score

Calculate the positive points and negative points.

• Positive points : Cards left in your hand

Score 1 point for each card left in your hand.

The rank of the card does not matter in this case.

• Negative points : Ranks 4 and 8

Score -4 (for rank 4) or -8 (for rank 8) points for each of these cards **in your hand, in your Mission Card area, and in the pile you won during the round.** (Cards other than 4 and 8 are ignored)

Scoring example

There are 3 cards in hand ⇒ + 3 points

Red 4, Green 8, Purple 4 ⇒ - 16 points

Total : -13 points



Turn 4 and 8 face-up for scoring.

11

② Play a card from "Hand" (Mission Card has not been chosen)

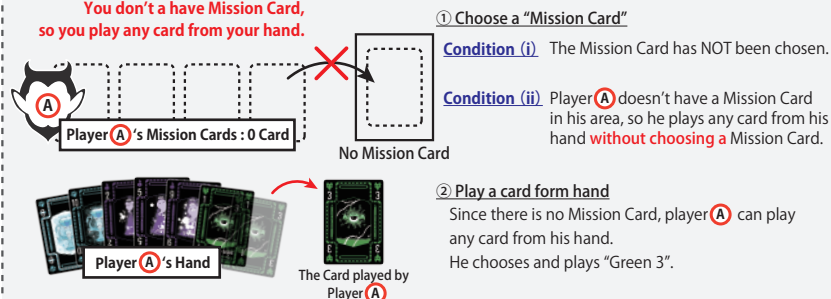
If you didn't have a Mission Card in your area during the step "① Choose a Mission Card", then there is no Mission Card in play. In this case, you can play any card from your hand.

- **Mission Card has been not chosen** AND • **You DON'T have a Mission Card in your area** ⇒ You can play any card from your hand.

After the player plays a card from their hand, proceed to next player's turn. The next player chooses a Mission Card from his area if possible, and the phase continues. (See "P6 EX②" for an example.)

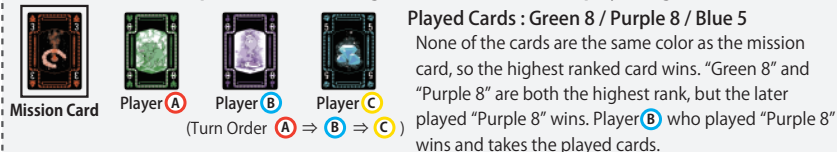
EX ③ : A Mission Card has NOT been chosen and the player doesn't have a Mission Card in their area

You don't have a Mission Card, so you play any card from your hand.



8

EX ④ : There are multiple cards with the highest rank ⇒ The last played highest card wins.



① Tips

The goal of this game is to avoid taking negative cards (ranks 4 and 8) as much as possible.

If you are new to this game, try playing a lower ranked card when possible to avoid taking cards.

If you don't have many lower ranked cards, then try to reduce the variety of colors in your hand, so that you can play cards that don't match the color of the Mission Card.

(Try various tactics once you are experienced!)

5-3 : Cards Acquisition Phase

The winner determined in the "5-2. Verdict Phase" takes all cards played in this round.

There are **two different destinations for the taken cards**.

① Cards played from players' hands

Take all cards played from players' hands and **put them aside for scoring**. These cards are placed face-down in a single pile in front of each player. (No player can look at these these cards until "7. Score" step)

② Mission Card

Take the Mission Card at the center of the play area **into your HAND**.

You can play this card in the future rounds.

It is easy to mix up the played cards (for scoring) and the Mission Card (to your hand) by accident. Make sure to point it out if a player makes this mistake.

10

[Preparing for the next game]

After everyone has scored, write down each player's score, and prepare for the next game.

Go back to "4. Game Preparation". There are **two differences than the first game**.

① Determining the start player

In step "4-1. Determining the start player / Preparing for a deal", instead of randomly choosing, the start player will be the **player to the left of the last game's start player**.

(In other words, the start player is determined randomly only on the first game)

② Shuffle the cards returned to the box (When playing with 3-players)

In step "4-1: Determining the start player / Preparing for a deal", remember to include the 1 card returned to the box in step "4-3: Deal Cards for Players' Hands". **There should be 40 cards to shuffle.**

8. Winner of the Game

A game consists of all the steps from "4. Game Preparation" to "7. Score", and you will repeat this for each player. The winner is the player who scored the highest total score.

(Normally, everyone scores negative points, so the player who's total is closest to 0 is the winner)

If multiple players are tied for the highest points, all tied players win and share the victory!

Please check our website prior to playing the game for the most updated rules and errata. Also please send us your questions and comments. We love hearing from you!

Website: <http://fukuroudou.info>

Twitter: @Fukuroudou_8



12

Please read the "Basic Manual" first to learn the game.
This manual describes advanced rules.

- If you're experienced with the game ⇒ 9. Advanced Rules
- If you have questions during the game ⇒ 10. Q&A

9. Advanced Rules

If you are experienced with the game, try these advanced rules below. Please decide amongst the players on which rules to play with before starting the game.
(You can play with any combinations of the rules below. Play with one, two, or all of them.)

9-1 : Special Ability ① (Rank 1)

Check the color of all cards played from HAND this round.
If there is only one color, the player who played "Rank 1" wins.



9-2 : Special Ability ② (Rank 10)

Check the color of all cards played from HAND this round.
If there are two or more colors, the player who played "Rank 10" DOES NOT win.
(In other words, they will not take cards if there are two or more colors)



補-1

EX ⑤ : When the special ability of "Rank 10" doesn't trigger

Mission Card Player A Player B Player C

Played Cards : Blue 2 / Blue 10 / Blue 8

Only one color was played from hand (Blue), so the special ability of "Rank 10" does NOT trigger. Therefore, the highest ranked "Blue 10" wins, and player B takes the cards.

EX ⑥ : Special case of "Rank 10" Part 1

Mission Card Player A Player B Player C

Played Cards : Purple 10 / Red 10 / Green 10

The special ability of "Rank 10" triggers, but all players played "Rank 10". As an exception, "Rank 10" of the same color as the mission card wins, so player B takes the cards.

EX ⑦ : Special case of "Rank 10" Part 2

Mission Card Player A Player B Player C

Played Cards : Purple 10 / Blue 10 / Green 10

This case is similar to EX⑥, but there is no card of the same color as the mission card. In this case, the last played card wins, so player C takes the cards.

9-3 : Changing the Negative Points

A variant rule to change Red cards' negative points.

- Red 4 : -6 points Red 8 : -10 points • Other colors remain the same.

補-3

EX ① : When the special ability of "Rank 1" triggers

Mission Card Player A Player B Player C

Played Cards : Red 5 / Red 1 / Red 8

With the basic rules "Red 8" would win, but since all played cards are RED, the special ability of "Rank 1" triggers. Thus, Player B who played "Red 1" takes the cards.

EX ② : There is only one color but it's different from mission card ⇒ Special ability of "Rank 1" triggers

Mission Card Player A Player B Player C

Played Cards : Blue 5 / Blue 1 / Blue 8

All played cards are BLUE, so the special ability of "Rank 1" triggers. Thus, Player B who played "Blue 1" takes the cards. The condition specifies "cards played from HAND", therefore the color of current mission card does not matter.

EX ③ : When the special ability of "Rank 10" triggers

Mission Card Player A Player B Player C

Played Cards : Red 2 / Purple 8 / Red 10

With the basic rules "Red 10" would win, but since there are two colors (red and purple) played, the special ability of "Rank 10" triggers. Thus, Player C who played "Red 10" doesn't win this trick. Instead, Player A takes the cards.

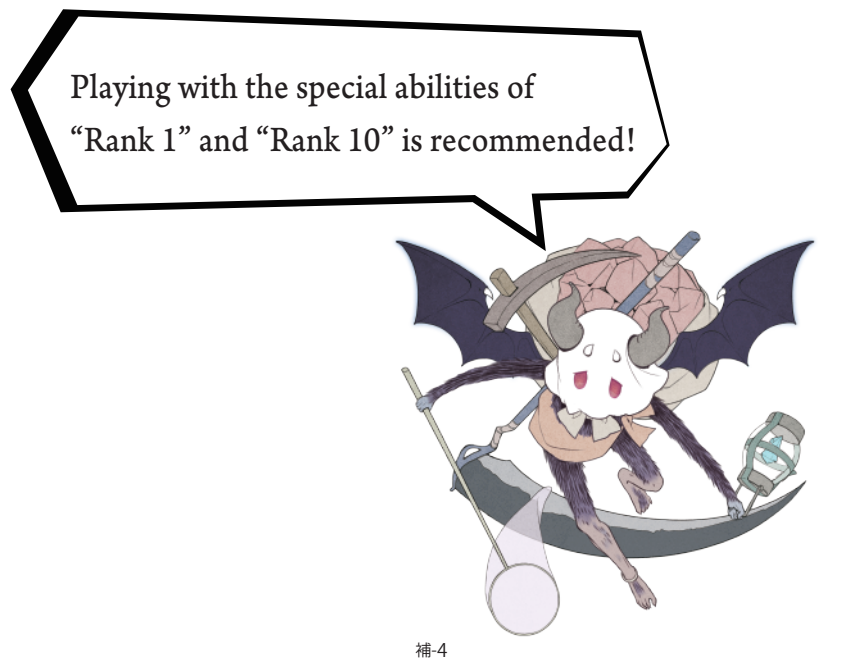
EX ④ : When the special ability for "Rank 10" triggers (2)

Mission Card Player A Player B Player C

Played Cards : Blue 2 / Red 10 / Green 1

With the basic rules, "Red 10" would win, but with the special ability triggered, "Red 10" does not win. Thus, you compare between "Blue 2" and "Green 1", so Player A takes the cards.

補-2



補-4

10. FAQ

[] : Related Section

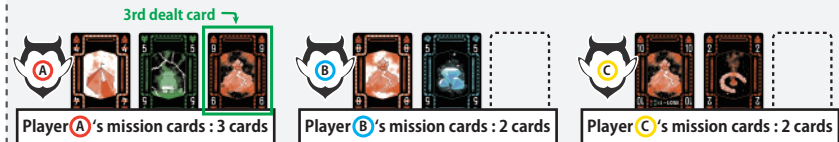
Q1 : [4-2. Deal Mission Cards] "The condition for dealing a new card" is difficult to understand.

A1 : Absolutely... please forgive me. Please refer to the example below.

EX ① : When to re-deal a new card

(Order cards were dealt A ⇒ B ⇒ C)

(Example for 3 players) Dealer needs to deal 3 mission cards to each player. In the example below, he has dealt 2 mission cards to each player and just dealt the 3rd card to player A.



The card dealt is "Red 9". This is the 5th red card, so it meets the condition of "Are there 5 or more cards of the same suit?"

Dealer must set "Red 9" aside and deal a new card from the remaining cards. The new card is "Blue 10".



補-5

Q3 : [5-1. Proposal Phase] A player who previously said they don't have a red card played a red card. Did he make a mistake?

A3 : It is possible that he obtained the card into his hand from a previously selected mission card. This is a rare case since normally a player who played the same suit as the mission card wins, but this is possible if no one played a card of the same suit.

However, it could've been a mistake (unintentionally), so to avoid mistake and confusion, we recommend you to verbally announce something like "I don't have a red so I will play a Blue 8".

Q4 : [5-1. Proposal Phase] [5-2. Verdict Phase] [5-3. Cards Acquisition Phase]

When playing with 3 players, we ran into a situation where no one has a mission card left. What happens next?

A4 : This is possible if each player wins equal number of turns. The game continues even in such case. The winner of the round is the player who played the highest card. If there are multiple highest cards, then the player who played later wins.

Q5 : [5-3. Card Acquisition Phase] [6. Game End Condition]

During Proposal Phase "② Play a card from Hand", I played my last card. However, I won the round since I played the highest card. Since I played the last card of my hand, does the game end?

A5 : No, the game does not end.

The game end condition is checked at the end of "5-3. Card Acquisition Phase". Although you played the last card of your hand, since you have a card left at the end of step 5-3. the game end condition is not met.

Q6 : [7. Score] Do cards other than 4 and 8 taken for scoring matter?

A6 : Cards other than 4 and 8 do not affect your score. You can consider these cards to have a point value of 0.

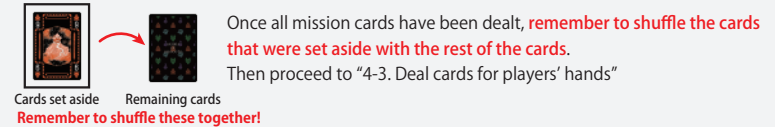
補-7

EX ① : When to re-deal a new card continued

Player A's 3rd mission card changed from "Red 9" to "Blue 10", so there is no longer 5 cards of the same suit. The deal continues.

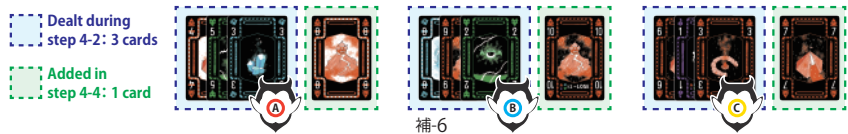


Continue dealing cards to all players until there are enough mission cards dealt (3 cards each for 3 players). You may need to re-deal cards if one of the conditions is met again.



Q2 : [4-4. Add a Mission Card from Hand] What happens if you meet the condition to re-deal cards when players flip the added cards face up?

A2 : Nothing happens. The condition to re-deal cards only matters during "4-2 Deal mission cards". Thus, a situation like below is possible.



11. Afterwords / Credits

I originally designed this game when I thought "can I make a must-lead trick-taking game?" I believe I was able to come up with a design matching the concept to the game play. The game changes drastically depending on the player you play with, and the cards you are dealt, so please try playing this game many times.

And, as usual, I ask one thing to the veteran gamers. Please don't tell another player "this is the best move in this situation!"

I firmly believe that being able to "find" the best move by yourself is one of the "fun" in playing a game. (Of course, how to play games is freedom and shouldn't be forced by others although...)

Wishing you the best gaming experiences!

Good Luck and Have Fun!!

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[Special Thanks]

All players who played prototypes with me.

Hanibal、ふらんき〜、無二得、Rustycan、Wangli、脳筋、む〇しば、せんせー、折口、BGM、Dan

And all players enjoying this game!

Publisher: Fukuroudou/梟老堂 Game Design: Fukutarou Illustrator: MATSUDA98

Please check our website prior to playing the game for the most updated rules and errata. Also please send us your questions and comments.

We love hearing from you!

Website: <http://fukuroudou.info>

Twitter: @Fukuroudou_8

補-8



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