

アナフラ騎士SHOCK ! (Knights With Poison)

Designer: おーつぼ じゅうじん (Otsubo Jyujin)

Players: 3-5

STORY: You are a humble knight who has been stabbed by a poison monster in a dungeon. If you are stabbed again, you will collapse, paralyzed. Before that happens, let's get out of here, so that you can bring your jewels home!

COMPONENTS: 44 Knight cards (1-11 in four suits); 4 expansion cards; 60 jewels (15 diamonds worth 5 points each; 45 rubies worth 1 point each); 12 Exit Door cards (2 each of three types of poison; 6 with jewels only); 5 drawstring bags; 1 round marker; 1 two sided round card.

GAME OVERVIEW: In this game, the start player selects one card from their hand to play, and the other players each play a card in turn; the player who wins will earn points. This is repeated a certain number of times, and the player with the most points wins.

The feature of this game is that if you are affected by a type of poison twice, you lose any points earned that round. Retreat before this happens to secure your score!

GAME PLAY: The person with the most allergies is the start player. Give each player a drawstring bag. Shuffle the Exit Door cards and place them face down as a deck in the center of the table. Place the round card in a place where everyone can see it, and place the round marker on 1.

Shuffle the Knight cards (without the expansion cards) and deal them face down to each player. The specific cards removed and the number of cards dealt depends upon the number of players; refer to the table below.

No. of Players	Cards (Ranks) Removed	No. of Cards Dealt
5	none	8
4	11s	9
3	1s and 11s	9

Set the undealt cards aside, and reveal one of these, tucking it under the round card; the suit of this card is the trump suit for the hand. Set the jewels in the middle of the table as a supply.

Card Play - The start player chooses any card from their hand to play face up to the table as a "lead". Proceeding around the table, each player plays one card in turn; once each player has played a card, this is considered a "trick".

At this time, "must follow" rules are used. If a player has a card of the same suit as the card that was lead, one of those must be played; otherwise, any card may be played.

The player who played the strongest card wins the trick. The strongest card is the highest ranked card of the trump suit; otherwise the highest ranked card of the lead suit.

Any player who played a card with a red jewel on it hands one red jewel from the stock to the winner of the trick. Any player who played a poison or medicine card gives these cards to the winner. In the case of a poison card, the winner leaves it face up in front of themselves. Any card other than poison or medicine is discarded.

Reveal the top Exit Door card. If the winner of the trick has not been poisoned (see below), they receive as many red jewel chips from the stock as the number of jewel icons on that card. If the card is a poison card, everyone is considered to have been poisoned; place it in the center of the table so that everyone can see.

The winner of one trick will be the lead player for the next trick.

The round ends when all players are out of cards in their hand. Each player puts any jewels earned in their drawstring bag. However, do not put them in until then. Before adding them, exchange each set of 5 red jewels for 1 diamond.

Poison and Withdrawal - Any player who has twice been infected with the same poison is forced to drop out and must return any jewels earned that round to the supply. Consider the poison cards in front of you (which have not been treated with medicine) as well as the revealed Exit Door cards.

After a player has been poisoned and forced to drop out, they continue to play a card each time it is their turn. They may play any card, and it is played face down. Each face down card is treated as having 1 jewel on it for 4 and 5 player games, and 2 jewels for 3 player games.

A player who chooses to withdraw from the round may do so by playing a card to a trick face down. If they do, they place any jewels collected this round into their drawstring bag. These players also continue to play cards on their turns as the poisoned players do: choosing any card; playing face down; with the cards treated as having 1 jewel for 4 and 5 players games, and 2 jewels for 3 player games.

A player who has been poisoned or voluntarily withdrawn should set their bag in front of themselves. If the lead player has been poisoned or withdrawn, the next player is considered the lead player with regards to following suit.

If everyone has been poisoned or withdrawn, or if there is only one player left at the start of a trick, the round ends without another trick being performed. (If there is one player remaining, they may add any jewels collected to their bag.)

Medicine - If you win a card with a medicine icon, you can cancel the effect of one poison card by stacking the cards (set the medicine on top of the poison). It does not matter which card you had first.

If more than one poison is obtained at the same time, apply the medicine to one of them at that time. Similarly, if you have already obtained more than one poison and later acquire medicine, immediately assign it to one of the poisons.

Poison received from the Exit Door cards cannot be treated with medicine.

Next Round - The last player who has not withdrawn or dropped out will be the start player for the next round (otherwise, the winner of the last trick). Any withdrawn players will participate in the next round normally.

Any cards remaining in a player's hand remain; all other Knight Cards are returned to the deck. Shuffle the cards and replenish each player's hand. Shuffle the Exit Door cards, and place them face down as a new deck. Move the round marker one position to the right.

At the end of the 2nd round, take one card of each type of poison from the Exit Door cards; shuffle them; and choose one at random to remove from the game. The card is placed in the box without being revealed.

The game ends after 5 rounds. A player's score is the value of the jewels in their drawstring bag. The player with the highest score wins.

EXPANSION CARDS: Once you get used to the game, you can discover a thrilling way to play by replacing the usual rank 9 cards with the expansion soba cards, a new kind of poison. If you do, make sure to use the alternate side of the round card. A player is forced to withdraw, as if they had been poisoned, if they collect 2 soba cards. (Medicine can be used on the soba cards.)

RULES Q&A:

Q: What happens in the next round with those who have dropped out or retreated?

A: Even if you drop out or withdraw in the previous round, you will return in the next.

Q: Is the start player of the second and subsequent tricks the winner of the previous trick?

A: Yes.

Q: If a medicine card could be applied to two different poisons, can I choose when I'm dying which to apply it to?

A: No. The medicine must be assigned when you have a poison to assign it to. If you get more than one poison at the same time, please choose which to apply the medicine to.

Q: If I get a poison and a medicine at the same time, can I use the medicine for that poison?

A: Yes.

Q: When dropping out or withdrawing, do you discard your collected medicine and poison cards or leave them face up in front of you?

A: Please leave them as is. They are public information until the end of the round.

Q: When the round ends, what happens to the poison, medicine, and trump cards?

A: At the end of the round, all of the Knight Cards except for those remaining in the players' hands are returned to the deck.

Q: Regarding removing one of the Exit Door cards after the second round, how does this work?

A: Shuffle one card of each type of poison from the Exit Door cards and choose one at random to remove from the game.