

トリックティカーズ  
**TRICKTAKERS**  
LITTLE



2022



Character illustration: Nina Product design: Taichi Ito (Vectculture) Game design: Hiroken

## ■ Contents



## ■ Game Overview

# トリックテイカーズ TRICKTAKERS<sup>+</sup> LITTLE

Here comes the spin-off expansion for TrickTakers! With this expansion, Little Characters have a fight in combination with other characters. The winner is the player who acquires the most points in 3 rounds. You can select not only the characters, but also the Enhancement cards and the items. Find your favorite combinations and earn the fame of the best Trick-taker!



The game consists of 3 rounds. You receive 5 cards in the 1st round, and then select a character and an option once. When selecting an option, you can either exchange your cards in hand, fortify your hand with an Enhancement card, or purchase an item. After the 5th trick, players acquire victory points according to the characters they play. The 2nd round will be played the same as the 1st round. However, in the 3rd round, each player plays tricks using two characters.

Have fun with various combinations of the characters!

After the 3rd round, the player with the most victory points wins the game. There is no winning condition for using Crowns in Little TrickTakers. Although the character-specific winning condition of "Win the game with taking 5 tricks in a round" is still available, The game is likely to be a scoring match.

## ■ Option Selection

■ Only one of the options can be selected.

■ Players with 10 victory points or fewer can select an option free of cost.

▶ カードの交換	ポーカー交換	ハーミット交換
	0	0
▶ 強化カードの購入		
20	20	20
20	30	
▶ アイテムの購入 (次ラウンドに持ち越OK)		
10	10	10
20	20	20
20	20	20
20	20	30



Gambler's Exchange

Hermit's Exchange

Purchase an Enhancement Card

Purchase an item

Perform Gambler Poker Exchange once (free of cost)

※ Discard as many cards as you want from hand, and draw the same number of cards from the draw deck.

Perform Hermit Exchange once (free of cost)

※ Draw a card from the draw deck, and discard a card from hand.

Spend victory points (20~30 pts) to purchase an Enhancement Card

■ 5 Enhancement Cards are available for purchase in every round.

■ There is only one card available for each item. First come first served.

■ You must use the Enhancement Card in the round you purchase it.

■ An Enhancement card is added to your hand while preparing your character, and you can complete the preparation at your timing. (see p.7)

Spend victory points (10~30 pts) to purchase an item

■ Not all the items are on sale.

■ There is only one card available for each item. First come first served.

■ The items can only be used on your turn in a trick.

■ Each item can only be used once. It goes back into the box after use.

■ Several items can be used at once on your turn.

■ The items can be carried over to the next round.

■ Refer to p.15 and p.16 for details of the items.

## ■ Preparation



1st Player  
(5 cards in hand)



2nd Player  
(5 cards in hand)



3rd Player  
(5 cards in hand)



4th Player  
(5 cards in hand)



Draw Deck  
(Playing Cards)

	1st	2nd	3rd	4th	5th
3P	30	40	50	—	—
4P	30	40	40	50	—
5P	30	40	40	40	50



Character Cards (Randomly revealed)



Draw Deck  
(Character Cards)



Item Cards (3 of the cards are randomly revealed)



Draw Deck  
(Item Cards)



5 Enhancement Cards

## ■ Round 1

### 1 Deal playing cards

Deal 5 cards for each player from the draw deck. Players see their hands.

### 2 Prepare characters and options

- (1) Randomly select 5 of the 10 Character Cards and turn them face up.
- (2) Place 5 Enhancement Cards face up.
- (3) Randomly Select 3 of the ten item Cards and place them face up.

### 3 Select characters and options (& preparation)

- (1) Decide who will be the first player and from the first player, each player receives victory points clockwise. Please note that the number of victory points distributed will change depending on the number of players and the order. The first player receives 30 points, the last player 50 points, and the other players 40 points.
- (2) Starting from the first player clockwise, each player selects either a character or an option. Repeat this process so that each player receives one character and one option.  
ex) Player A selected a character, B also selected a character, C selected an option, and D also selected an option. Here they repeat the selection process again. Since player A already selected the character, A needs to select an option this time, B selects an option, C selects a character, and D selects a character.

\* You can prepare characters at your timing (see p. 7)

### 4 Play tricks

The player who has the Character Card with the lowest number chooses which player to lead the first trick. The lead player is the player who plays the first card in a trick. Starting from the lead player clockwise, each player plays a card face up to the table. The winner of the trick will lead the next trick. 5 tricks are played until each player empties their hand.



### 5 Acquire victory points

According to the specific conditions written on each Character Cards, such as the number of tricks won, players acquire victory points. If a player must take negative points, those points are subtracted before the positive points are acquired by the player. Victory point totals can never go below 0.

ex) Player A, who has selected King, has 20 points, A won 2 tricks and received 1 Devil Card. First, A needs to subtract 30 points (Devils Card). A has 0 points now because the total points can never be less than 0. Then, A adds the 70 points acquired by winning 2 tricks. A currently has 70 victory points.

## ■ Notes on character and option selection

### You can prepare characters at your timing.



Player A selected a character first. A chose Samurai, and discarded black cards from hand and drew the same number of cards from the draw deck. On the next turn, A selected an option. A purchased red 1 card (an Enhancement Card) and discard a card from hand.



Player B selected a character first. B chose Berserker, and in the preparation B selected a MIRIA card, Rare Card, black 10, red 10, and blue 10. On the next turn, B selected an option. B purchased Rare Card (an Enhancement card) and discarded red 10. B could have chosen Gambler Poker Exchange instead of buying an Enhancement Card. Choosing to do Gambler Poker Exchange, B could have discarded red 10 and blue 10, and drawn 2 cards from the draw deck. The MIRIA card cannot be discarded.

\* In Gambler Poker Exchange, a player must draw from the draw deck, not from Berserker's deck.



Player C selected an option first. C purchased black 7 (an Enhancement Card). C can choose to place the card on the table instead of putting it into hand. On the next turn, C chose Gambler. In the preparation, after doing Poker Exchange, C put the black 7 into hand, and discarded a card. Lastly, C bid the number of tricks.

\* An Enhancement card must be used in the round it was purchased. It will not be carried over.

## ■ Round 2

### 1 Deal playing cards

Shuffle 40 playing cards and stack them up to make the draw deck.  
Deal 5 cards for each player from the draw deck. Players see their hands.

### 2 Prepare characters and options

- (1) Keep at hand the Character Card selected in Round 1.
- (2) Place the 5 character cards that were not revealed in Round 1 face up.  
(For 3 or 4 players, set aside the Character Cards that were not selected in Round 1 and do not use them in Round 2.)
- (3) Place 5 Enhancement Cards face up.
- (4) Add items from the item deck until there are 5 items.  
※The items not used in Round 1 remain among the 5 items.

### 3 Select characters and options (& preparation)

- (1) In ascending order from the player with the fewest victory points, each player selects a character and an option in two turns (Same as Round 1). If the number of victory points is tied, compare their Character Card in Round 1. The player who has the Character Card with the lowest number selects first.
- (2) The player with 10 victory points or fewer can purchase an Enhancement Card or an item free of cost.  
[Note for Gambler: If the player bets before selecting an option during the Gambler's preparation, the player's victory points may temporarily fall below 10. Even when such a situation occurs, the player will not be able to purchase one for free.]

### 4 Play tricks (same as Round 1)

### 5 Acquire victory points (same as Round 1)



## ■ Round 3 (Final round)



### 1 Deal playing cards

### 2 Prepare characters and options

- (1) Each player chooses one of the two Character Cards they have and returns it face down.
- (2) Shuffle the returned character cards face down.  
(For 3 or 4 players, include character cards not selected in Rounds 1 and 2)  
Randomly select 5 Character Cards and turn 5 of them face up.
- (3) Place 5 Enhancement Cards face up.
- (4) Add items from the item deck until there are 5 items.  
※If the item deck runs out, no more items will be added.
- (5) Place 8 Summoned Beasts Cards face up.

### 3 Select characters and options (& preparation)

- (1) In ascending order from the player with the fewest victory points, each player selects a character and an option in two turns as in Round 2. If the number of victory points is tied, Compare their Character Card carried over from Round 2. The player who has the Character Card with the lowest number selects first.
- (2) After selecting a Character Card, place it on either the left or right side of the Character Card you have. Each time the summoning mark is complete, acquire one summoning beast card with the same mark. There are two Summoned Beast Cards for each mark. They are all unique cards, so first come, first served.

ex) Player A placed Samurai to the right of Ninja and completed 2 summoning marks of MARU and OKO. A acquired "MARU: +10 points" and "OKO: Nullify negative points".



### 4 Play tricks

The player with the lowest total number of their two characters will choose which player to lead the first trick. In case of a tie, the player with the character with the lowest number will appoint the lead player.

### 5 Acquire victory points

Victory points are acquired in the same way as Round 1 and 2. Please note that players also acquire victory points for summoned beast cards in the final round.

### 6 Determine the winner of the game

The player with the most victory points wins the game.

※No points are acquired for unused items.

※Please note that once the character-specific "Winning the Game (5 wins)" condition is achieved, that player will immediately win the game.

## ■ Summoned Beast Cards



■ 10 points will be added to the total points for each card when victory points are acquired at the end of the 5th trick. Cards include Devil Cards, Berserker Exclusive Cards, and Enhancement Cards.



■ 30 points will be added when acquiring victory points.



■ This card can be used only once on your turn.

■ Draw 3 cards from the draw deck and discard 3 cards from hand.

■ After using, turn this card face down.



■ In the event of a tie, the player who played the card first usually wins, but with this card, the player who played the card later wins. Be careful as you will win even if you don't want to win.

■ Once this card is obtained, the effect lasts the whole round, so there is no need to use the card.

■ This way of winning a trick has priority order: Item > King > NEMU. King will never be defeated by the card played later than King.

[Tips] There is not much use for the player of King to keep NEMU Card.



■ All the negative points are ignored when acquiring victory points.

■ Once this card is obtained, the effect lasts the whole round.

ex) Hermit won 1 trick, and the -10 points are ignored.

ex) Gambler missed the bet of 30 points, but the 30 points were returned to the player.

ex) Collector left 2 cards unused, but the -10 points are ignored.

ex) The player obtained 2 Devil Cards, but -60 points are ignored.

## ■ 2-Player Games

- The game consists of 4 rounds. The player with the higher score wins the game.
- No Enhancement Cards nor Item Cards are used. (No option selection)
- Each player selects 2 characters in Round 3 and 4. ([Summoned Beasts Card available](#))
- Character Cards for 2 players are placed on the Character Cards.



### Round 1

- 1 Distribute 100 points to each player.
- 2 Deal 5 cards to each player.
- 3 Randomly pick 5 cards from the 10 Character Cards. Place Character Cards for 2 players on the cards.
- 4 Decide who will be the first player.
- 5 The first player selects a character first, then the second player selects a character.
- 6 Prepare the characters.
- 7 Start playing tricks.  
The player whose Character Card has the lower number will appoint the lead player.
- 8 Acquire victory points.  
After the negative points are subtracted, the positive points are acquired. The total points cannot be less than 0 points.

### Round 2

- 1 Deal 5 cards to each player.
- 2 Place the remaining 5 character cards that were not used in Round 1 face up.
  - ※ Set aside the Character Cards not selected in Round 1.
  - ※ Do not return the Character Cards selected in Round 1, but turn them face down and keep it at hand.
- 3 The second player selects a character first, and then the first player selects a character.
- 4 Prepare the characters.
- 5 Start playing tricks. (same as Round 1)
- 6 Acquire victory points. (same as Round 1)



### Round 3

- 1 Deal 5 cards to each player.
- 2 Place face up the 6 Character Cards not selected in Round 1 and 2. Turn the 2 Character Cards at hand face up.
- 3 Place 8 Summoned Beasts Cards within reach.
- 4 Select Characters
  - The player with the fewer victory points selects a character first. In case of a tie, the player with the fewer total of the number shown on the 2 Character Cards selects first. If there is still a tie, the player with the character with the fewer number shown on the Character Card selects first.
  - After selecting a Character Card, place it on either the left or right side of one of the two Character Cards at hand. **Each time the summoning mark is complete, acquire one summoning beast card with the same mark.**
  - Acquire victory points.
- 5 Prepare the characters.
- 6 Start Playing tricks.  
The player with the lower total of the number shown on the 2 Character Cards decides which player will be the lead player. In case of a tie, the player with the character with the lower number shown on the Character Card will do this.
- 7 Acquire victory points.

### Round 4 (Final round)

- 1 Deal 5 cards to each player.
- 2 Place the 4 Character Cards not selected in Round 3 face up.
- 3 Place 8 Summoned Beasts Cards within reach.  
※ Return the Summon Beasts Cards at hand
- 4 Choose a character to be used by the other player.
  - Choose 1 character from the 3 Character Cards at hand and hand it face down to the opponent. Once both players have received their cards, turn them face up. After that, turn the remaining 2 character cards at each other's hands face down.
- 5 Select characters (same as Round 3)
- 6 Prepare the characters.
- 7 Start playing tricks. (same as Round 3)
- 8 Acquire victory points. **The player with the most victory points wins the game.**

## ■ Light rules

When you play TrickTakers for the first time, it is recommended that you play with the light rules.

### The differences from the original rules

### Light Rules 1

- Only 5 characters: King, Gambler, Resistance, Hermit, and Berserker are used in the game.
- Enhancement Cards and Item Cards are not used. (No option selection)
- Summoned Beasts Cards are not used.
- Only 1 character is selected in Round 3 (The final round).

### Choosing a Game Style (Additional rules for Light rules 1)

Before choosing a Game Style, select the characters to use in the game. It is recommended to use characters that all the players are familiar with.

#### All stars Select from all the characters each round.

- When using 5 characters, turn the 5 characters face up each round and select from them.
- When using 10 characters, turn 10 characters face up each round and select from them.

#### Shuffle The number of characters the player can select from is the player count + 1.

The number of characters the player can select from is the player count + 1. If 8 characters are used in a 5-player game, 6 characters will be revealed to the players. 1 character is left unselected. In the next round, the 2 characters not selected in the previous round are revealed first. After that, shuffle the 5 characters that were used and the character that was unselected in the previous round. Then, from there, 4 characters will be revealed.

When you play Little TrickTakers for the first time. The following rules are also recommended.

### No option selection rules

### Light Rules 2

- Enhancement Cards and Item Cards are not used. (No option selection)

### No advanced items rules

### Light Rules 3

- The following 4 advanced items are not used in the game. (6 other Item Cards will be used)



- In the 1st round, 2 Item Cards are randomly selected and revealed. In the 2nd round, another 2 Item Cards are randomly selected and revealed. In the 3rd round, the remaining 2 Item Cards are revealed.

※ If no one has purchased an item by the 3rd round, there will have been 6 Item Cards lined up.



## ■ Item Lists

- Items can only be used during the player's turn.
- Items can only be used once. (Items are put back in the box once used)
- Multiple items can be used during the same turn.
- Unused items can be carried over to the next round.
- Even if items are left unused at the end of the final round, they will not be scored.



Can only be applied to Number Cards  
It makes that number +5 or -5.  
Minimum: 1  
Maximum: 9  
※ Can also be used for Devil Card  
ex) red 5 becomes red 9; however it loses to red 1



Can only be applied to Number Cards  
The number becomes "10", but it loses to "1" of the same color.  
※ Can also be used for Devil Card  
ex) red 5 becomes red 10; however it loses to red 1



Discard any number of cards from hand, and take the same number of cards from the draw deck.  
※ It is the same ability as Gambler's Poker exchange.  
ex) discard 2 cards and take 2 cards from the draw deck



Before you play a card, draw a card from the draw deck, and discard a card from hand.  
※ It is the same ability as Hermit's exchange.



Play last in order: You play a card after the other players play their cards.  
If you use this when leading, the next player becomes the lead player.

When a player plays Ninja

When "Timid Boots" is activated, the effect of the item is applied before Ninja's second card (face down) is processed.  
ex) Player A used "Timid Boots". Player B, the next player who plays Ninja, played a card face up and another card face down. Then, A played a card. After that, B revealed the face-down card.



When two cards of the same value are played, the card played first usually wins; however, with this item, the latter wins.  
ex) Where Rare Card was played, you also played Rare Card and won the trick.

Among the abilities of winning by playing a card last, "Proactive Wing" has the most priority.

Item > King > NEMU

ex) Although King had played Rare Card prior to your turn, you won the trick by playing Rare Card with "Proactive Wing".



You can play any card, ignoring the must-follow rule.



You can draw a card from the draw deck, and play two cards from hand, ignoring the must-follow rule. The color of the card you played becomes the lead color, and the numbers on the two cards you played are added together. If the totaled value is 11 or more, only the last digit is considered. This item may not be used when leading a trick.

※ The value of White Flag Card, Rare Card, and MIRIA Card are regarded as "0".  
※ If both of the cards are special cards, the value will be "0", which is stronger than White Flag Card but weaker than the card with a value of 1.



The cards played during the trick will be returned to the players who played it! And you appoint the player to lead the trick!

■ All the items activated during the trick will be considered as used without being activated. (put back into the box)  
※ King's Sword, Berserker's Axe, Timid Boots and Proactive Wing  
※ The player who used Alchemist's Elixir in the trick chooses which of the two cards to discard.

■ Kakumei will be canceled, but the player can declare it later again.

■ Collector's reservation will be canceled, the player can reserve a card later again.

■ The face down card the player of Ninja played will be discarded.

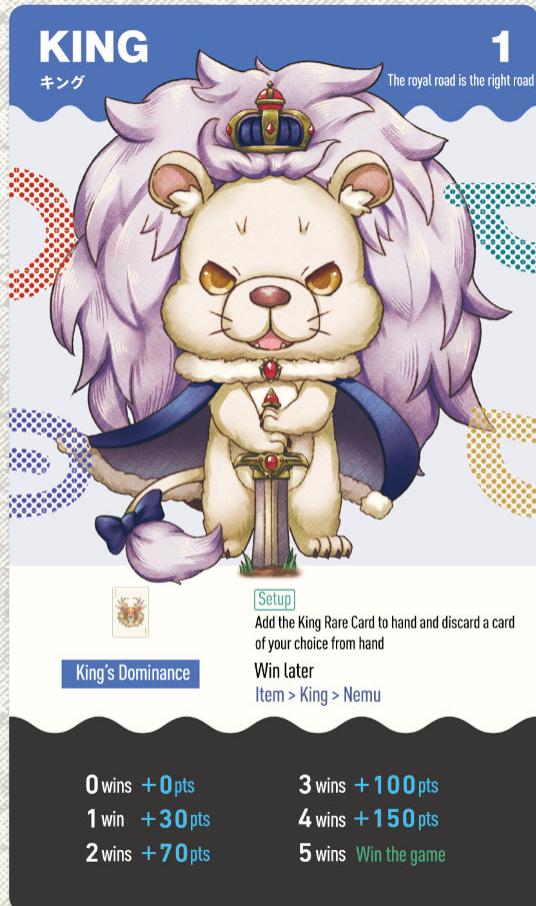
■ The card the player of Healer played will be discarded.  
※ This is because the player already has 5 cards in hand at the end of their turn.



You pick another player and take a card from that player's hand without looking at it. Then pass one unnecessary card from your hand face down to that player.

※ You can also take the Berserker's MIRIA Card this way.  
※ A card that has just been taken from a player's hand cannot be returned.



**King Exclusive Card**

Add King Exclusive Card to hand,  
and discard a card from hand.

**King's Superiority**

Between players with the same card value, the one who played the card first usually wins. However, you always win in such situations regardless of when you played the card. You may win even if you don't want to win, so be careful.

ex) Rare Card was played by the previous player, but you won the trick by playing Rare Card.

Among the same abilities, there is a priority.



Item  
Proactive Wing



KING



Summoned Beasts Card  
NEMU

ex) A player with NEMU (Summoned Beasts Card) played Rare Card. Next, King played Rare Card and tried to win, but the player next in turn played Rare Card with Proactive Wing (item), and won the trick.

[Item] Used during your turn. Valid only during the trick.

[King] Always active during the round.

[NEMU] A card that can only be obtained in the final round.  
Always active during the round.

## ■ GAMBLER

**GAMBLER**  
ギャンブラー

**2**  
It's a small inspiration

**Setup**

**Gamble**

1 You may discard X cards and then draw X cards, once  
2 Bid the number of tricks you will win in the round  
3 You may bet up to **30pts** on your bid

<b>0 bid</b>	<b>+20pts</b>
<b>1 bid</b>	<b>+40pts</b>
<b>2 bid</b>	<b>+90pts</b>
<b>3 bid</b>	<b>+150pts</b>
<b>4 bid</b>	<b>+200pts</b>
<b>5 wins</b>	<b>Win the game</b>
Bid Made	<b>+BET 2Xpts</b>
Bid Missed	<b>-BET pts</b>

[Bidding Trick-taker] Predict how many times you'll win!

### Gamble

#### Poker Exchange

Discard any number of cards from your hand and draw the same number of cards from the draw deck.

You can do one Poker Exchange, but you don't have to.

ex) Discard 2 cards and draw 2 cards from the deck.



#### Bidding for how many tricks you will win

Predict and declare how many tricks you will win in the round. Use the dice to show the number of wins you predicted when declaring.

ex) You bid for 2 wins, so you change the value of the dice to "2".

#### Betting for whether or not the BID will be successful.

You can BET up to 30 points on your prediction. Place the points used for BET near the dice. You can also choose not to BET. If you make a successful BET, you can acquire twice as many points as you BET. In addition, the points you BET will be returned to you.

ex) I BET 30 points in BID for 2 wins.

■ If 2 wins are predicted correctly: 90 points + BET success:  $30 \text{ points} \times 2 = 150 \text{ points}$   
In addition, the 30 points used for BET will be returned to you.

■ If the prediction for 2 wins is wrong: 0 points. The 30 points used for BET will not be returned to you (returned to the box).

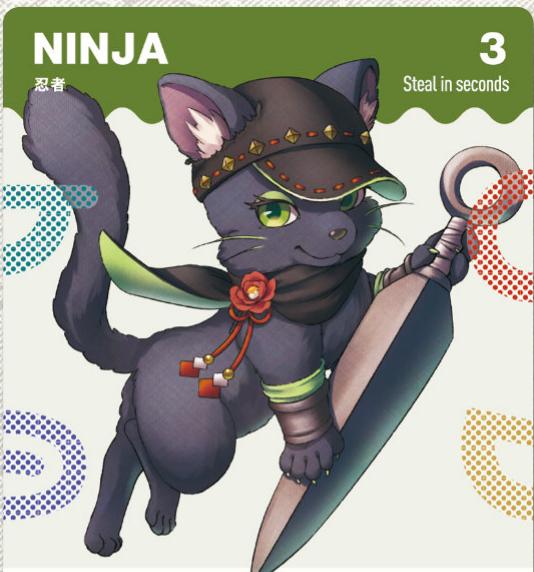
#### < Points to note when acquiring victory points >

When acquiring victory points, the points used for BET are not taken into account until all the calculation processes are done. The negative points are processed first, and then the positive points. For example, you have 30 points, and use all of them to BET on the BID for 2 wins. Suppose you successfully make the BID, and get Devil Card (-30 points) among the cards you get. The calculation of the victory point at the end of the round is processed from -30 points from the Devil Card first. However, since the 30 points of yours have been used for the BET, now you have 0 points. Since the score cannot be less than 0, the minus 30 points from the Devil Card are ignored. Next, 150 points are added from your successful BID and BET, and lastly the 30 points used for BET are returned to you. Thus, you have a total score of 180 points at the end of the round.

#### < Points to note when selecting characters and options >

Even if you use the 30 points for BET and that temporarily makes your points 10 or less, you will not be able to take advantage of "Players with 10 points or less can get items for free" when selecting an option. That's not the way things go. (Adventurer)

## ■ NINJA



**NINJA** 3  
忍者  
Steal in seconds

**On Your Turn** After playing a card from your hand, you may play a second card from your hand facedown (must follow applies)  
→ After everyone plays, flip over or discard your facedown card  
→ During the 5th trick, you can use the top card of the deck as your second card

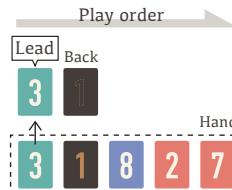
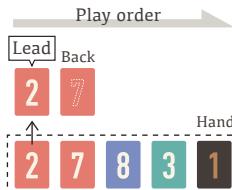
※ When played as the second card, the Devil card cannot be discarded, it is always "faceup"

0 wins +30 pts	3 wins -20 pts
1 win -10 pts	4 wins +140 pts
2 wins +100 pts	5 wins Win the game

[Cloning Trick-taker] Earn big points with 2 wins!

### Art of Cloning

After playing one card from your hand, you may play another card **face down**. The face down card must also comply with the must-follow rule. If you play the second card, take one card from the draw deck. After all other players have played their cards, choose whether to discard the face-down card or turn it face-up to play.



Ninja is the lead player and the first card is red 2 (face up). If you play the second card, you must play red 7 (face down) according to the must-follow rule.

Ninja is the lead player and the first card is green 3 (face up). After that, it would be a good idea to play black 1 as the second card (face down).

**The second card played face down is only valid when turned face up.**



ex) Ninja plays Rare Card face down as the second card. But one other player also plays Rare Card. After everyone has played their cards, Ninja turns the face-down Rare Card face up. However, if cards of the same value are played, the card played earlier wins, so Ninja cannot win the trick.



ex) Ninja is the lead player. As the first card, he plays White Flag Card. For the second card, he plays black 1 face down. The only card in play is the White Flag Card, so the color of the lead has not been decided yet. So, the next player can play any card from their hand.

The Devil Card has the same card design on the front and back. Note that if you play a Devil card as your second card, it becomes effective immediately and **you have no option to discard later**.



## ■ RESISTANCE

**RESISTANCE** 4  
レジスタンス



Opportunity to sleep and wait

**Kakumei**

[On Your Turn] You may declare Kakumei (only once)

**Oops!**

Every trick you win, including Kakumei +20 pts

Any Black Card	+150 pts
7・8・9・10	+100 pts
4・5・6	+80 pts
1・2・3	+50 pts
White Flag Card	+30 pts

During Kakumei  
If you win with:

[Kakumei Trick-taker] Let's aim for the chance to Kakumei!

### Kakumei

During your turn, you can declare Kakumei. When declaring Kakumei, place your Kakumei Token on top of your card in play. In Kakumei play, the order of card strength is reversed. When cards with the same value are played, the card played earlier wins.



#### Play order



In Kakumei play, cards are played according to the must-follow rules. However, among the 3 colors (red, blue, green), the card with the lowest value wins, including the cards that have failed to follow the lead color.

The effect of MIRIA (Berserker's Exclusive Card) is nullified in Kakumei play. Red 1 wins because red is stronger than black.



If multiple White Flag Cards are played, the one played earlier wins.

Values changed by item effects are still valid in Kakumei Play. Therefore, it is a good idea for Resistance to adjust the value of a card with an item in order to earn more victory points.



#### Samurai, the natural enemy

- In Kakumei Play, the red card played by Samurai is not considered black and is treated as a red card.
- Samurai does not have a black card. So if there is Samurai in the game, it will be very difficult for you to fulfill the conditions of "Winning with a black card in Kakumei play".

#### Oops!

Each win gives you 20 points. This also applies to the win in Kakumei play. Therefore, in Kakumei play, you get 50 points if you fulfill the "Winning with White Flag Card".

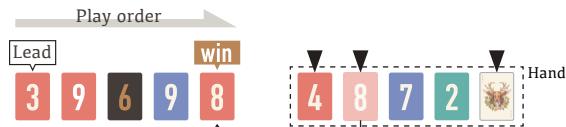
**Spirit of Red**

Only when Samurai plays a red card, it becomes as strong as a black card. However, if White Flag Card is in play, or if Resistance declares "Kakumei" in the trick, the ability will be nullified.

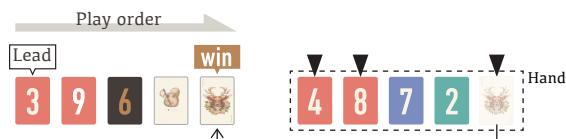
Samurai cannot have a black card in hand.

During preparation, you need to discard all the black cards, and draw the same number of cards from the draw deck. In any circumstances where you get black cards, discard them immediately, and draw the same number of cards from the draw deck.

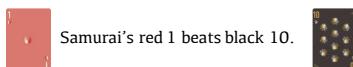
[Note] You must reveal the black cards to the other players when discarding them.



ex) The lead player plays red 3. Samurai can play red 4, red 8, or Rare Card. Samurai plays red 8. In the normal case, the black 6 is the strongest; however, since the red 8, which Samurai has played, is regarded as black 8, Samurai wins the trick.



ex) If White Flag Card is in play, Samurai's ability to strengthen red cards is nullified. So, even if Samurai plays red 8, Samurai cannot win. Samurai plays Rare Card and wins the trick.



By teaming up with Berserker, Samurai can get red 10 in hand. Samurai's red 10 loses to black 1, but it beats red 1. Please consider the red card as a black card and judge the victory.



**Clumsy hand**

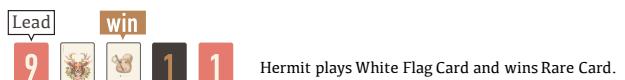
You may take 1 card from the draw deck and discard 1 card from hand each time before playing a card from hand.

**Play order**

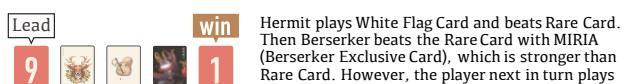
In the example shown above, you would normally have to win the trick by playing a red 9 from hand.

**White Flag Card beats Rare Card**

Only when Hermit plays it, White Flag Card is stronger than Rare Card. **80 points** are added for each win in this manner. Even if multiple Rare Cards are played in a trick, only 80 points are acquired from the winning. Even if you play White Flag Card to lose the trick, you may end up winning, so be careful.

**Play order**

Hermit plays White Flag Card and wins Rare Card.



Hermit plays White Flag Card and beats Rare Card. Then Berserker beats the Rare Card with MIRIA (Berserker Exclusive Card), which is stronger than Rare Card. However, the player next in turn plays red 1. Berserker is unable to beat the red 1 and loses the trick.



### Reservation for Collection

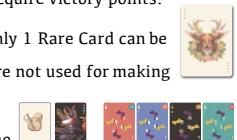
On your turn, you can reserve one of the cards in play by placing the Reservation Token on it. (Not mandatory).



If you are the lead player, you can only reserve your own card. When another player wins a trick, you can acquire the reserved card. You can reserve one card for each trick. This means that you can acquire (collect) at least 5 cards without winning a single trick.

### Set Collection (Make combinations)

- Make a combination with the collected cards and acquire victory points.
- You can only make up to 3 combinations.
- Rare Cards are used as any number of any color. Only 1 Rare Card can be used per combination.
- 10 points will be deducted for every 2 cards that are not used for making combinations.
- White Flag Cards and MIRIA (Berserker's Exclusive Cards) cannot be used to create combinations.
- Devil Card can be used to create combinations as the number 4.



	<b>Flush 3</b>	<b>+20 pt</b>	<b>3 cards of the same color</b>
	<b>Straight 3</b>	<b>+30 pt</b>	<b>3 cards with consecutive numbers</b>
	<b>3 of a kind</b>	<b>+40 pt</b>	<b>3 cards of the same number</b>
	<b>Straight Flush 3</b>	<b>+50 pt</b>	<b>3 cards with consecutive numbers of the same color</b>
	<b>4 of a kind</b>	<b>+70 pt</b>	<b>4 cards of the same number</b>
	<b>Straight Flush 5</b>	<b>+90 pt</b>	<b>5 cards with consecutive numbers of the same color</b>



You cannot reserve the second card that Ninja played face down. (because any face-down cards are considered in play only when turned face up)



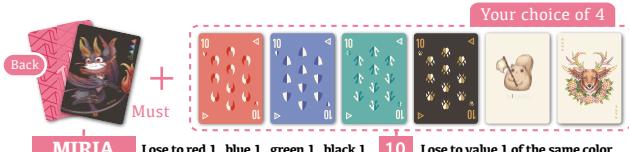
Healer may play two cards in a trick. If Collector reserves the cards Healer has played, both of the cards must be reserved.



If Collector wants to reserve the two cards the player with the item "Alchemist's Elixir" plays, both of the cards must be reserved.

**Berserker's Exclusive Deck**

Discard all the cards in your hand, and take 1 MIRIA Card and 4 other cards of **your choice** from Berserker's Exclusive Deck to make your hand.



[Note 1] The remaining 2 cards in the Berserker's Exclusive Deck that are not selected will not be used. When cards are added to the hand, such as in Gambler Poker exchange, they are taken from the common draw deck.

[Note 2] MIRIA Card cannot be discarded.

## Play order



Red 10 loses to red 1.  
(will not lose to blue 1 or green 1)



MIRIA CARD wins the trick because it is stronger than Rare Card. Even if Hermit plays the White Flag Card and beats Rare Card, MIRIA Card wins because it is stronger than Rare Card.



Black 1 is stronger than red 1, but since red 1 beats MIRIA Card first, the red 1, which was played before black 1, wins this trick.



The item "Alchemist's Elixir" can also be used for MIRIA Card, Rare Card and White Flag Card. In that case, the value of the card is regarded as 0. By using "Alchemist's Elixir", it will be easier to aim for 0 Wins.

## ■ HEALER



### Hand of Life

#### On Your Turn

You may play 1 additional Blue or Green card

→ Add the values of both cards played (If it is 10, it will lose to the 1 of the same color. If it is 11+, use the ones digit)

→ After the trick, draw cards from the deck until you have 5 cards in hand

0 wins +0 pts

1 win +10 pts

2 wins +20 pts

3 wins +30 pts

4 wins +40 pts

5 wins Win the game

Each Blue and Green card you take in wins +10 pts

## [Supporting Trick-taker] Show the true power in a team!

### Additional blue or green card can be played

After playing a numbered card from your hand, **you can add a blue or green card to it**. For a trick, the second card only counts for its value, and the sum of the values of the two cards becomes the value you play. If the total value is 10, the value will be 10, and it loses to the value of 1 of the same color. If the total value is 11 or more, only the value of the latter digit will be the value you play.

ex) After playing red 5, he plays blue 6. The total value is 11, so it is considered as red 1.

[Note 1] You cannot play a red, black, Rare, or White Flag Card as the second card.

[Note 2] If you play a **Rare Card** or **White Flag Card** (a card without a number) as the first card, you **cannot** play the second card.

### Hand of Life

At the end of your turn, draw cards from the draw deck until you have 5 cards in hand. Your hand will always be 5 cards. Be careful not to lose track of how many tricks have been played in the round.



Note that if another player uses the item "Time Traveler's Clock", the card played by Healer will be discarded.

※ This is because Healer always has 5 cards in hand at the end of the turn.

10 points are acquired for each blue and green card taken in the round. Please note that unplayed cards will not be scored.

- Devil Card, Berserker Exclusive Card, and Enhancement Card are also eligible.
- If you are teaming with Collector, the cards reserved and acquired by Collector are also eligible.
- Summoned Beast Card "×10" gives an additional 10 points on top of the points from the blue or green cards.



**DEVIL**  
デビル

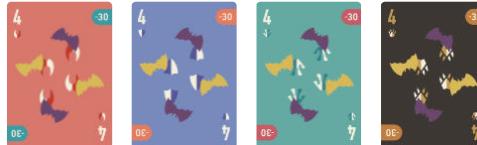
**10**  
I'll be mischievous

**Mischief**

**Setup**  
After everyone has finished their Character Setup, hand out 1 Devil Card to each other player (they will put it in their hand and discard a different card in hand)

<b>0 wins +20 pts</b>	<b>3 wins -10 pts</b>
<b>1 win +50 pts</b>	<b>4 wins +90 pts</b>
<b>2 wins +30 pts</b>	<b>5 wins Win the game</b>

Each Devil Card you take in wins **+30 pts**

**Devil Card**

- The cards (red 4, blue 4, green 4 and black 4) which have the same card design on both sides.
- The other players who get Devil Cards in tricks acquire **-30 points** for each one.
- Getting Devil Cards in tricks, you acquire **+30 points** for each one.

**Mischief**

Wait for other players to finish "Select a character", "Select an option", and "Prepare a character". Then, choose and deal one Devil Card to each of the other players. After that, the other players discard 1 non-Devil card from their hand.

Devil aims for a high score by winning tricks and collecting Devil Cards. However, be aware that Devil Cards may be discarded by Hermit or by the effects of items.



**Samurai** cannot have a black card in hand. Note that when **Samurai** receives the black 4 (Devil Card) from Devil, the card will be immediately discarded.



When **Ninja** plays Devil Card as the second card, it is considered to be in play immediately. Therefore, the Devil Card cannot be discarded later in the trick.



## ■ Tips from Ruler



### King: Even if you play a card later than other players, you can still win.

The king can win even if the other player has put out the RARE card first. It is a good idea to purchase Rare Card (an Enhancement Card) and try to win as many tricks as possible. However, you need to be careful of Hermit, your natural enemy. King's score can be a great reference. 1 win: 30 points (fair), 2 wins: 70 points (good), 3 wins: 100 points (excellent). We can say 100 points is a high score for any character you choose.

### Gambler: A high-scoring character!



Your successful bid for 1 win with 30-point BET is a 100-point play, and that for 2 wins with 30-point BET is a 150-point play. It's also a good idea to form a combination with Resistance and, taking advantage of Kakumei play, you can control the number of victories. BETs are not counted as victory points, so you can fully BET and take Devil Card in Round 1.



### Ninja: A character with the strongest ability!

It can be said that Ninja's skills of "play the second card face down" and "exchange cards" are the strongest skills. No matter what character you pair up with, the compatibility is great. However, 1 win and 3 wins will give you minus points. You can only aim for 2 wins, so keep that in mind. It's a 100-point play with 2 wins.



### Resistance: You may win some tricks even not in Kakumei play.

Everyone is wary of Kakumei play. Use the ability late in the round and confuse other players. I recommend you to buy "Timid Boots" so that you can ensure your victory in Kakumei play. You can get 20 points for each win, so your winning with the card of 4, 5 or 6 in Kakumei play is actually a 100-point play. As long as there is Samurai, your natural enemy, it will be difficult for you to win with a black card in Kakumei play.



### Samurai: Let's lead with your trump card, red.

For samurai, red cards are just as powerful as black cards. If you can lead with a red card, you are strong. It's like only the samurai are playing black cards and the other players are playing red cards according to the must-follow rule. Do your best to win tricks while you have plenty of cards. Samurai is appealing because Samurai is strong even when leading. Purchase Red 1 (an Enhancement card) and strengthen your hand.



### Hermit: Let's keep a close eye on where and when Rare cards are played.

Winning against Rare Card with White Flag Card will give you 80 points. Be sure to remember who purchased Rare Card (an Enhancement Card). Let's quietly watch when King or Berserker plays their Rare Cards. Please note that White Flag Card (an Enhancement Card) may be purchased by Resistance prior to you.

## Be the best trick-taker!



### Collector: The character you most want to have as a companion!

Since Collector doesn't have the ability to win tricks, let's purchase Rare Card (an Enhancement Card). The blue or green card Healer additionally plays can also be collected by reservation. How about reserving a Devil Card if you have Summoned Beasts Card with "Nullify negative points".



### Berserker: Who would be my best partner?

You can select MIRIA Card and 4 other cards and put them in your hand in preparation. It's hard to say whether or not you should get White Flag Card. The White Flag Card can be a countermeasure against Kakumei play. Also, if black 1 is led, you can keep your black 10 by playing White Flag Card instead. Don't forget that you can always get Rare Card and White Flag Card when teaming up with Berserker.



### Healer: The ability is best demonstrated when in combination with another character.

Healer always has 5 cards in hand after each turn. Be careful because it is easy to be bound by the must-follow rule. Healer is hard to handle alone, but very useful when paired with another character. Teaming up with the Resistance gives you control over the numbers, and teaming up with the Collector gives you the potential to acquire surprisingly high scores.



### Devil: Relatively speaking, you have an advantage over others.

Devil doesn't have the ability to win tricks, but because other players don't want Devil Card, they may win tricks in unexpected situations. But be careful of other players with the score of 0 points. If you team up with a Collector, you can have Devil Card in your hand effortlessly by reservation. What a great chemistry between them!



Ruler

In Little Trick Takers, it is possible to play the game advantageously by making the most of not only "hand and character combinations", but also "character and item combinations" and "character and character combinations". Discover the perfect combination for you.

Little Trick Takers does not have "winning by collecting crowns" or "character-specific victory conditions". Therefore, if there is a big difference in score, it is not easy to reverse. However, it is possible to reuse the character selected in Round 1 in the final round, and items can be carried over to the final round. In short, Rounds 1 through 3 make up one game flow. In other words, you should see how you are going to play in the final round from Round 1. Playing from such a perspective should be a step towards improving as a board game player. Only by overcoming challenges can we make new progress.