

Pastiche ~ Birth of a masterpiece ~

You are a very popular novelist. I publish my works every day so that I can become a great artist who is highly evaluated all over the world. All you need to do to create a great novel to gain a better understanding of past masterpieces and the work of your rivals. It is important to have a "pastiche" that imitates the masterpieces of classical literature and rivals to create new works! Well-made "pastiche" works are criticized by readers, writers and critics from all over the world. It will be evaluated by the homes as a "masterpiece novel". It is the one who can make a name for history as a great writer by presenting works loved by many people. Who the hell are you going to be?

Number of players: 3-5 people / Playing time: 30-45 minutes

Contents –

49 playing cards (known as story cards): There are 7 cards with 7 different suits. The composition of each type of card is: *Mythology (1-7), Love Story (2-8), Science Fiction (3-9), Horror (4-10), Mystery (5-11), Fantasy (6-12), Magic (7-13)*

34 work cards: It is a card with the name of the role, description, and score. There is an "Under Announcement" side and a "Masterpiece!" side. The card composition and roles are described in [Explanation of work cards] below.

Instructions: What you are reading. It's a good idea to fold it up and store it in a box during the game.

Game preparation –

1. Arrange the work cards by type in the center of the table.
2. Shuffle the story cards well and stack them face down. This is the deck. Place the deck in the center of the table, next to the work cards. There will be a discard pile next to the deck. There are no cards in the discard pile at this stage.
3. During the game, each player presents his work on his place. Make sure you have enough space in front of you.
4. Decide the starting player by an appropriate method. For example, someone who recently read Proust's "In Search of the Lost Time" or someone who loves literature the most or simply rock-paper-scissors.
5. Draw cards from the story card deck in a clockwise order from the start player. The 1st and 2nd player draw 3 cards, the 3rd and 4th player draw 4 cards, and the 5th player draws 5 cards.
6. At the beginning of the game, you only have 3 cards in your hand. Starting from the 3rd player, select 3 cards to keep in your hand and discard the other cards face up in the discard pile.

Game progress –

This game takes turns clockwise. You may only do one of the following three actions on your turn:

1. Writing 2. Work announcement 3. Reading

You cannot pass when there are actions that can be taken.

1. Writing – It is an action to increase your hand. Do one of the following two things:

1. Draw two cards from the deck, add one to your hand, and discard the other face up to the discard pile.
2. Add the card from the top of the discard pile to your hand.

In either case, you will have one more card in your hand. When the deck runs out, the next time you need to draw a card, shuffle the cards in the discard pile to make a new deck.

2. Work announcement – It is an action to get a work card using the card in your hand. Only one work can be announced per turn.

First, reveal the story card required to acquire the work card from your hand. Then, put them face up in a row in your place. Next, bring the work card from the central place. Then, put the side of "Under Announcement" face up. Make sure to put the work card at the top of the line (the cover of the work). When arranging the cards, be careful not to mix them with other works that you have already published.

Work cards with a limited number are first come, first served. Also, one person cannot obtain more than one card of the same work. Please also check "Pastiche" below for the work announcement.

3. Reading – It is an action that can be performed only when there is a work of “Under Announcement” in someone's place. You can select one “Under Announcement” work that has two or more story cards, and add one of your favorite story cards to your hand. You can read from anyone's work, including your own.

As the reading progresses, a work with only one story card left is brilliantly evaluated by the world as a masterpiece. Turn the work card over from the side of “Under Announcement” to make it a “Masterpiece!” Only in this state will the value of the work be recognized and victory points will be obtained. In addition, the completed work can be “Pastiche” after that.

Pastiche –

When performing the action of **Work Announcement**, you can imitate a work that is already in the field and is recognized as a “Masterpiece!” This is called “Pastiche”. Any work(s) that are “Under Announcement” cannot be Pastiche yet.

When presenting your work, you can use the story cards that remain in your finished work. In other words, with the help of the masterpieces lined up in the field, it is possible to present the work with a smaller number than the regulation. (By imitating existing masterpieces, it will be easier for readers around the world to appreciate).

When imitating someone else's work, as a thank you, you must choose one card in your hand for each Pastiche and give it to the author of the work. If you cannot hand over the card, you will not be able to Pastiche. On the other hand, if you want to Pastiche your work, you can do it at no cost.

(Example of Work Announcement) There are works with "SF7" remaining in Jerome's place, and works with "Horror 7" remaining and "Myth 7" remaining in Ernest's place. Both are works that have already been evaluated as "Masterpieces!" Jerome put "Mystery 7" and "Fantasy 7" in his hand into play and announced the work of "5 Cards". Since "SF7" was Jerome's own product, he could Pastiche it at no cost, but since he Pastiche two Ernest's works, he chose two (difficult to use) cards from his hand and gave them to Ernest with gratitude.

Jerome has reduced his hand by a total of four. The work released at this time will be evaluated as a “Masterpiece!” after one more reading.

If your Pastiche results in only one card in your field, your work becomes a “Masterpiece!” without any reading action. Also, you cannot present your work in Pastiche alone without putting the card into play from your hand. (If the work has no originality, it will be just a copy).

End of game and victory conditions –

If 15 or more works are rated as “Masterpieces!” in your field at the end of your turn, the game end condition is met. Players who meet the end-of-game conditions will get the work card “End Flag” at the end of their turn, and put it into their place by combining it with one of their favorite cards in their hand. If you do not have a card in your hand, you will not be able to obtain the “End Flag”. Even in that case, the game termination condition is satisfied. The “End Flag” cannot be retaken later.

Even if a player who meets the conditions for ending the game appears, the game will not end immediately. The game is over when the player takes two laps. At the end, the player to the right of the player who meets the game end conditions takes turns and the game ends. This means that players who meet the end-of-game conditions will have one more turn, and other players will have two more turns.

At the end of the game, the player with the highest total score for the work wins. If there is a tie, the player with the fewest number of “Masterpieces!” among the highest scorers wins. If the number of works is the same, all of them win.

In rare cases, there is nothing you can do on your turn. At that time, you will have to pass. If everyone passes in a row, the game is over on the spot. The player with the highest total score of the works evaluated as “Masterpieces!” (There should be no “Under Announcement” works) wins. If there is a tie, the player with few completed works wins.

Explanation of work cards

– See page 4

Addendum –

- Attention to writing action: Place the discarded cards in the order in which they were discarded. Do not change the order until the deck is reshuffled.

If there is only one card left in the deck and you want to draw two from the deck to select one, draw the last one in the deck, shuffle the discard, prepare a new deck, and draw the top card. Add one of these two to your hand and put one in the (empty) discard pile.

Even if the deck becomes 0, the discard cards will not be reshuffled immediately. If there is only one card in the deck and discard card in total, add that one to your hand.

- Attention to passing: If you pass, you can continue to take actions after the next turn. You can't pass when you can write or read. When you can present your work, you can pass by assuming that you have not found a combination that can be announced.

- Attention to others: If there are players who meet the end-of-game conditions, you cannot choose not to end the game. Also, be sure to get the end flag except when you do not have a hand. It is a great honor and cannot be refused.

When announcing a work, cards that are not related to the rule cannot be put into play together. If you read all the works published by other players by yourself, you can write the same work, but there is no problem with the rules.

If you come up with a new rule, please take it in and play with it.

Game tips

Pastiche is important. The fewer cards you have by pastiche, the faster your reputation as a “Masterpiece!” and the more times your work will be pasticheed around. Let's make great use of the previous work.

Also, a work with a low score instead of a short one tends to have a large number of pastiches due to its quick completion. I understand that you want to release a big work suddenly, but let's start with small things.

We hope that your work will be appreciated by various people.

【Description of work card】

*1 Sequence: A sequence of numbers. As an example "5, 6, 7, 8" "7, 8, 9, 10, 11, 12, 13" And so on. 1 and 13 are not connected.
*2 Rank: The number (number) of the story card. an example of the same rank is "4, 4, 4" "8, 8, 8, 8" And so on. +3 "4, 4, 10, 10, 12, 12" "5, 5, 6, 6, 7, 7" And so on.
*4 "2, 10, 12, 12" "4, 5, 5, 7, 7, 9, 12" And so on.

Name of role 名	Score 点	Number of cards 枚	Description (Acquisition conditions) 説明
5 Straight ト	1 point	4 sheets	5 sheets sequence *1
7 Straight ト	3 points	3 sheets	7 sheets of sequence
9 Straight ト	5 points	2 sheets	9 sheets of sequence
11 Straight ト	9 points	1 piece	11 piece sequence
3 Card 三	1 point	4 sheets	3 cards of the same rank *2
5 Card 五	4 points	3 cards	5 cards of the same rank
Three Pairs 三対	2 points	3 cards	Set of 2 cards of the same rank 3 types (make 3 different ranks) *3
Four Pairs 四対	5 points	2 cards	4 sets of 2 cards of the same rank (4 different ranks)
Triple Three 三三	7 points	1 card	Set of 3 cards of the same rank 3 types (make with 3 types of rank)
4 Stofra 四ツ	4 points	2 cards	4 sequences with the same mark
6 Stofra 六ツ	7 points	2 cards	6 sequences with the same mark
49	2 points	4 sheets	Rank total is just 49 (how many cards can I use) *4
1&13 一と十三	2 points	1 sheet	1 and 13, 1 sheet all the way
All Even 全偶	6 points	1 sheet	even number 6 types (2, 4, 6, 8, 10, 12) 1 piece by piece
End flag 旗	1 point	1 player	who meets the end of the game condition (earn 15 points or more) will get