

# SAVAGE BOWL

## trick taking game

### STORY

Foul play, huh? Show me what you got!

The popular sport of the reptile world, *Savage Bowl*, now became a trick-taking game! Famous for its roughest scrambling for the ball, what the audience is craving for is not "brilliant" goals but cunning and cut-throat foul plays!

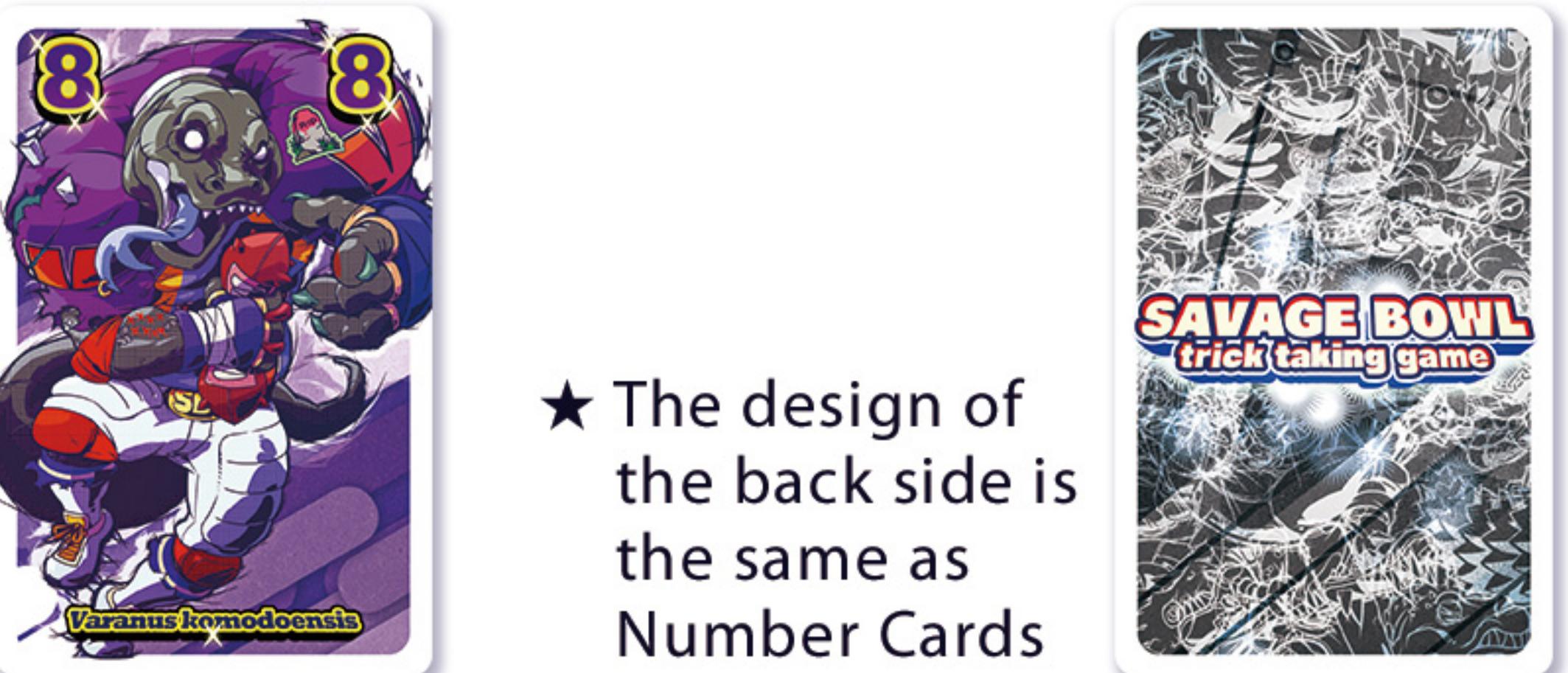
In the first half of the game, you'll be applauded for your stealthy foul play behind the referee's back. But in the second half, referees almost give up their job as the audience heats up. Then it's time for you to go wild and show off your fearless foul play! But be careful, too many of them can be easily caught by referees and you'll get ejected from the game!

### COMPONENTS

- 52 Number Cards (4 colors, 1 to 13)



- 8 Trump Cards (1 color, 1 to 8)



★ The design of the back side is the same as Number Cards

- 5 Chameleon Cards



- 1 Score Tracking Card



- 1 Yellow Card



★ There is a rule summary on the back of the card

前半戦(5トリックまで)  
2回目に強いカードを出したプレイヤーがトリックの勝者となる。  
もつとも強いカードを出したプレイヤーは、イエローカードを獲得し、次のトリックには影響されなくなる。手札から好きなカードを1枚手元に残すようにして返答するに限る。  
後半戦(6トリック以降)  
もつとも強いカードを出したプレイヤーがトリックの勝者となる。  
イエローカードの使用はありません。  
※得点面でありますリターンでイエローカードを獲得したプレイヤーは  
得点面であります6トリックは計算されません。  
4人プレイでは3トリック、5人プレイでは12トリックでラウンド終了です。  
4人プレイでは12トリック目以降にプレイヤーが1人だった場合は終了です。

- 2 Runaway Champ Cards



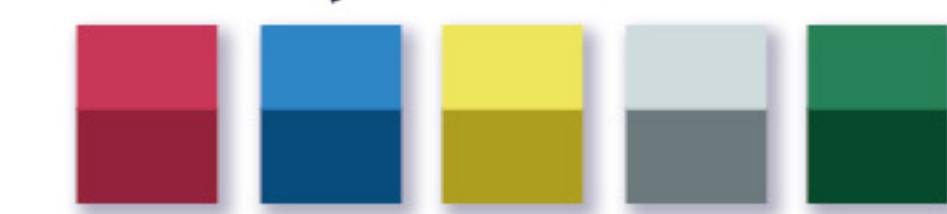
- 1 Game Progress Sheet



- 1 Round Marker



- 5 Player Cubes (1 each in 5 colors)



### GAME SETUP

When you play this game for the first time, or if you are not familiar with trick-taking games in general, it's recommended not to use the Chameleon Cards. In that case, return all the Chameleon Cards to the box and skip any instructions related to them, as indicated as Chameleon Cards in this rules sheet.

★ Setup for 5 players

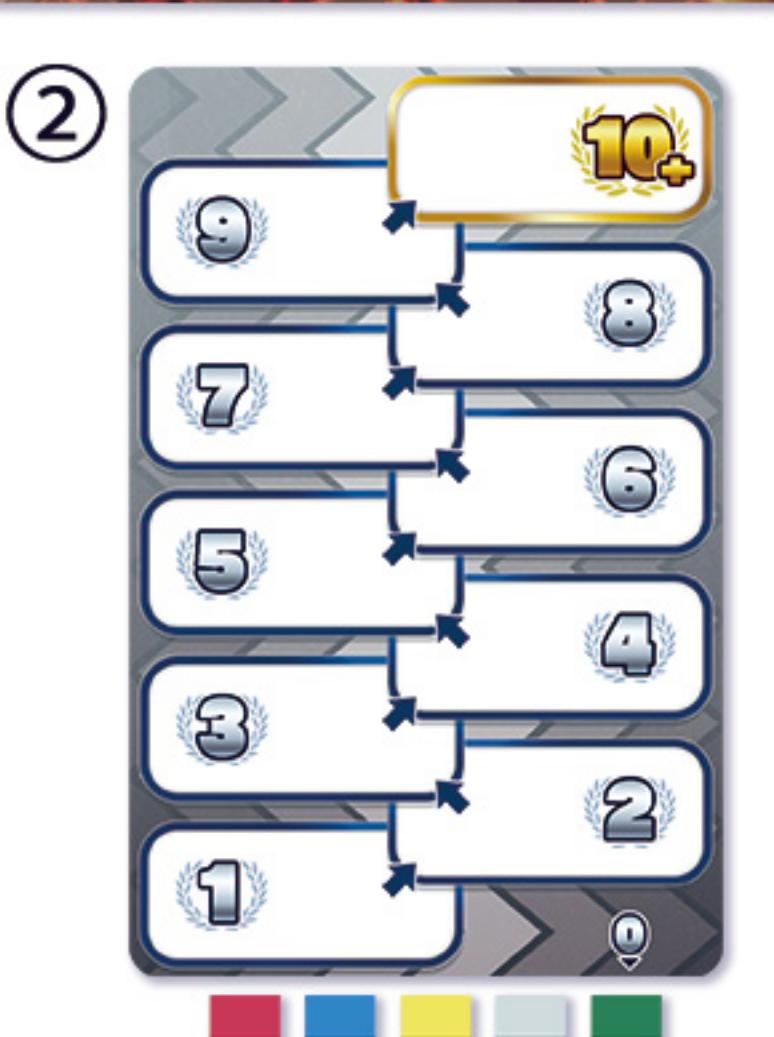
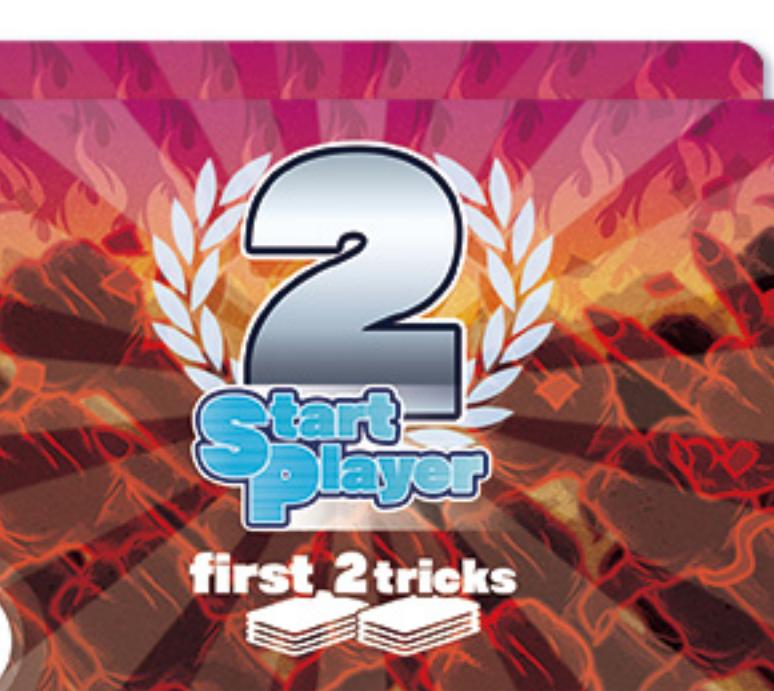


④

⑧



★ 1 Chameleon Card per player



① Place the Game Progress Sheet in the center of the table.

For 5 players, use the side with the 5-player icon.



For 4 players, use the other side.

★ 5-player icon

② Place the Score Tracking Card next to the Game Progress Sheet.

Each player selects a Player Cube in the color they choose and place it below the card (this means 0 points).



③ Place the Round Marker on the 1R square of the game Progress Sheet.

④ Place the Yellow Card on the Game Progress Sheet, in alignment with the frame indicated with "1".

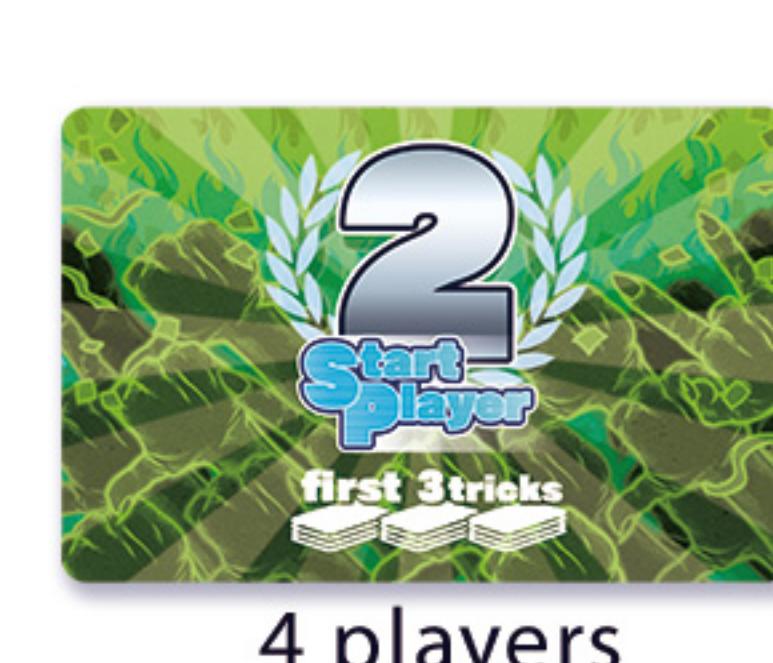
⑤ Have the Runaway Champ Card(s) ready.  
For 5 players, use the sides with the 5-player icon. Place the card with "1" first, then place the card with "2" on top.

For 4 players, use only one card without the 5-player icon and with "2" on it.

Place them next to the Game Progress Sheet.



5 players



4 players

⑥ Prepare the Number Cards and Trump Cards.

For 5 players:

Use all the Number Cards and Trump Cards.

For 4 players:

Use only 1 to 11 of the Number Cards and all the Trump Cards.

⑦ Combine the Number Cards and Trump Cards, and shuffle them well.

From here on, they are referred to as "cards".

⑧ Deal the shuffled cards face down to each player.

For 5 players: Deal 12 cards to each player.

For 4 players: Deal 13 cards to each player.

The cards dealt to each player are called "hand(s)" from here on. Make sure not to show your hand to the other players and show them only to yourself.

For 4 players, return the unused Player Cube, Runaway Champ Card with "1", and 8 Number Cards (12 and 13 in 4 colors) to the box. They are not used in the game.

When playing with the Chameleon Cards, deal 1 Chameleon Card to each player. The dealt card becomes a part of each player's hand. For 4 players, return the unused Chameleon Card to the box. It is not used in the game.

⑨ Determine the first player.

A player who got caught for a foul play most recently becomes the first player.

If nobody applies, determine the first player in any appropriate manner.

## GAME OVERVIEW AND GOAL

For 5 players:

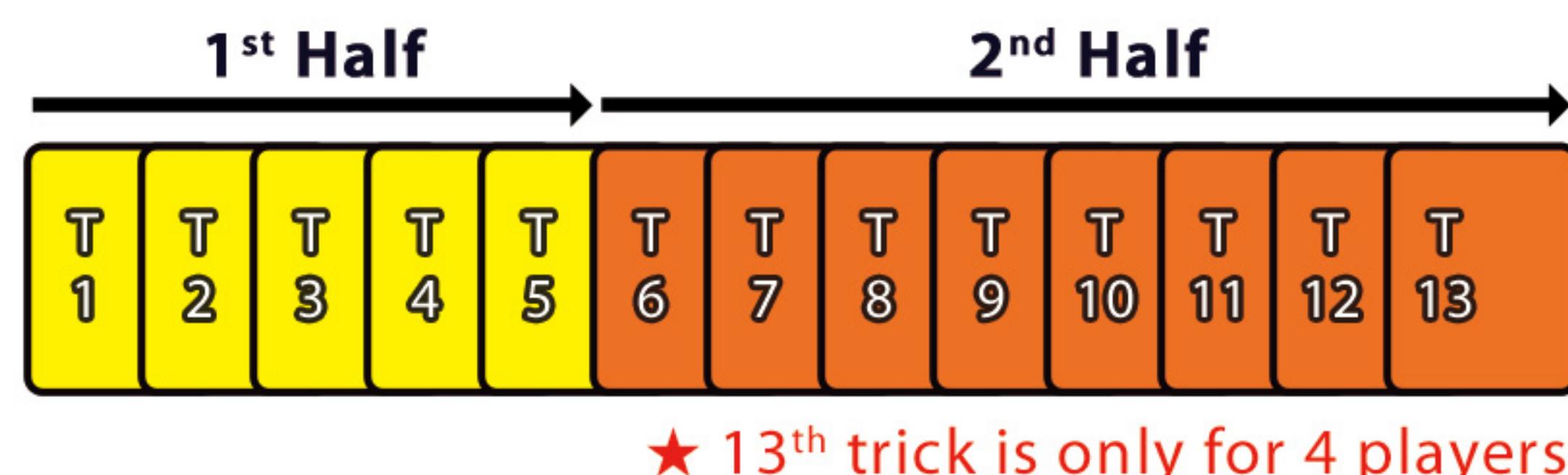
A game consists of 5 rounds, and each round consists of 12 tricks. The goal of each round is to win exactly 2 tricks. If you win the third trick, you will be eliminated from the round and score 0 points. If you win less than 2 tricks, you will score 0 points as well.

For 4 players:

A game consists of 4 rounds, and each round consists of 13 tricks. The goal of each round is to win exactly 3 tricks. If you win the fourth trick, you will be eliminated from the round and score 0 points. If you win less than 3 tricks, you will score 0 points as well.

With either player counts:

For each round, the first 5 tricks and the remaining tricks have different winning conditions. In the first 5 tricks, the second strongest player wins the trick and the strongest player must sit out the next trick. From the sixth trick and on, the strongest player wins the trick.



The game ends after playing a number of rounds equal to the player count, or when at least one player has scored 10 points or more. The player with the highest points wins the game.

## THE FLOW OF A ROUND

A "trick" is where each player plays 1 card from their hand.

A round consists of players playing multiple tricks. The first half (up to the fifth trick) and the second half (sixth trick and on) have different winning conditions.

The round ends after playing 13 tricks for 4 players, or 12 tricks for 5 players.

The flow of a trick

I: Play a card from your hand

II: Determine a winner and get a Yellow Card

III: Check the number of trick(s) won

IV: Get ready for the next trick

Repeat steps I to IV for 5 times



2nd half (sixth trick and on)

II: After determining a winner of a trick,

no one gets the Yellow Card.

Besides that, everything else is the same

as the 1st half.

Repeat steps I to IV until the end of the round



End-of-round scoring



Get ready for the next round

## THE FLOW OF A TRICK

I: Play a card from your hand

The first player of the trick plays a card from their hand face up, and other players do the same in clockwise order.

There is a rule on which cards you can play.

### ◆ Rules for playing a card

The first player can play a card of any color including the Trump Cards. Other players must play a card of the same color as the card that the first player played if there is any in their hand.

If there is a card of the same color:

Play 1 card of that color from their hand.

If there is no card of the same color:

Play any 1 card from their hand.

### How To Play Chameleon Card

Players other than the first player may play a Chameleon Card together with a card from their hand to ignore ◆ Rules for playing a card

This allows a player to play any card in their hand, without following the color of the card the first player played.

Likewise, it allows players to play any card to follow the color the first player played.

When using it, place the Chameleon Card on top of the Number Card but staggered so all players can see the number on the card.



Chameleon Card copies the color of the card the previous player played in this trick.

After all players involved in the trick (\*1) plays a card, continue to "II: Determine a winner and get a Yellow Card".

(\*1) There may be a player who is sitting out. More details are in the following sections.

### II: Determine a winner and get a Yellow Card

Compare the cards each player played following the steps below to determine the winner of this trick and the player that gets a Yellow Card.

Step ①

Compare the strengths of the colors

Step ②

Compare the strengths of the numbers

Details in the next page⇒

### Step ① Compare the strengths of the colors

If the first player played a Red card



Trump Card

Same color as the first player's card

Neither Trump Card nor the same color as the first player's card

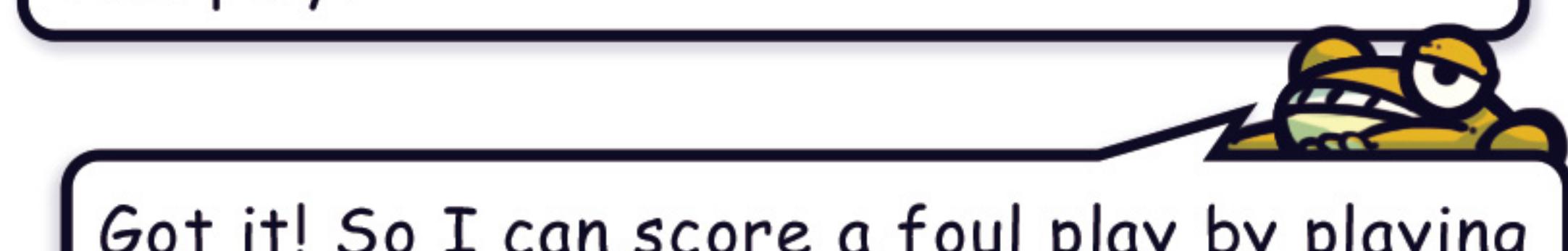
### Step ② Compare the strength of the numbers

$13 > 12 > 11 > 10 > 9 > \dots > 5 > 4 > 3 > 2 > 1$

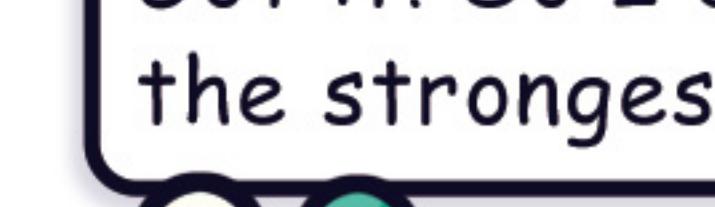
Within the same color group, the larger the number, the stronger the card. If the number is the same within a color group, then the card played earlier is stronger.



Winning a trick means they scored a foul play!



Got it! So I can score a foul play by playing the strongest card?



Well, during the 1<sup>st</sup> half the referee is keeping an eye out for obvious foul plays, so you will get a Yellow Card if you play the strongest card. You can win a trick and score a foul play if you play the second strongest card.

### Get a Yellow Card (1<sup>st</sup> half only)

The player who played the strongest card gets the Yellow Card and places it in front of them.

Then discards a card from their hand onto the Game Progress Sheet. On the first trick of the round, place the discard card in alignment with the frame indicated with "1". On the second trick, in alignment with "2", and so on... Spread the cards out so everyone can see how many cards there are.

**Important**  
Each player may use the Chameleon Card only once per round.

Ex: On the third trick, place the discarded card in alignment with the frame with "3".



The player who got the Yellow Card must sit out the next trick.

Place the Yellow Card in front of them to indicate that they are not involved in the trick.

#### Important

To avoid playing a card in a trick accidentally, it's recommended to place their hand face down in front of them and put the Yellow Card on top of it.

★ There is only one Yellow Card. Simply pass the Yellow Card between the players who get the Yellow Card.

#### Winner of the trick

The winner of the trick is the player who played the second strongest card.

That player takes all cards played in the trick and flips them face down. Keep face down cards they took separately from cards they took in other tricks so that everyone can easily count how many tricks they've won.

Place the used Chameleon Card face down (black and white side) in front of the player.



Ex: When there are cards of the same number within the same strength color group

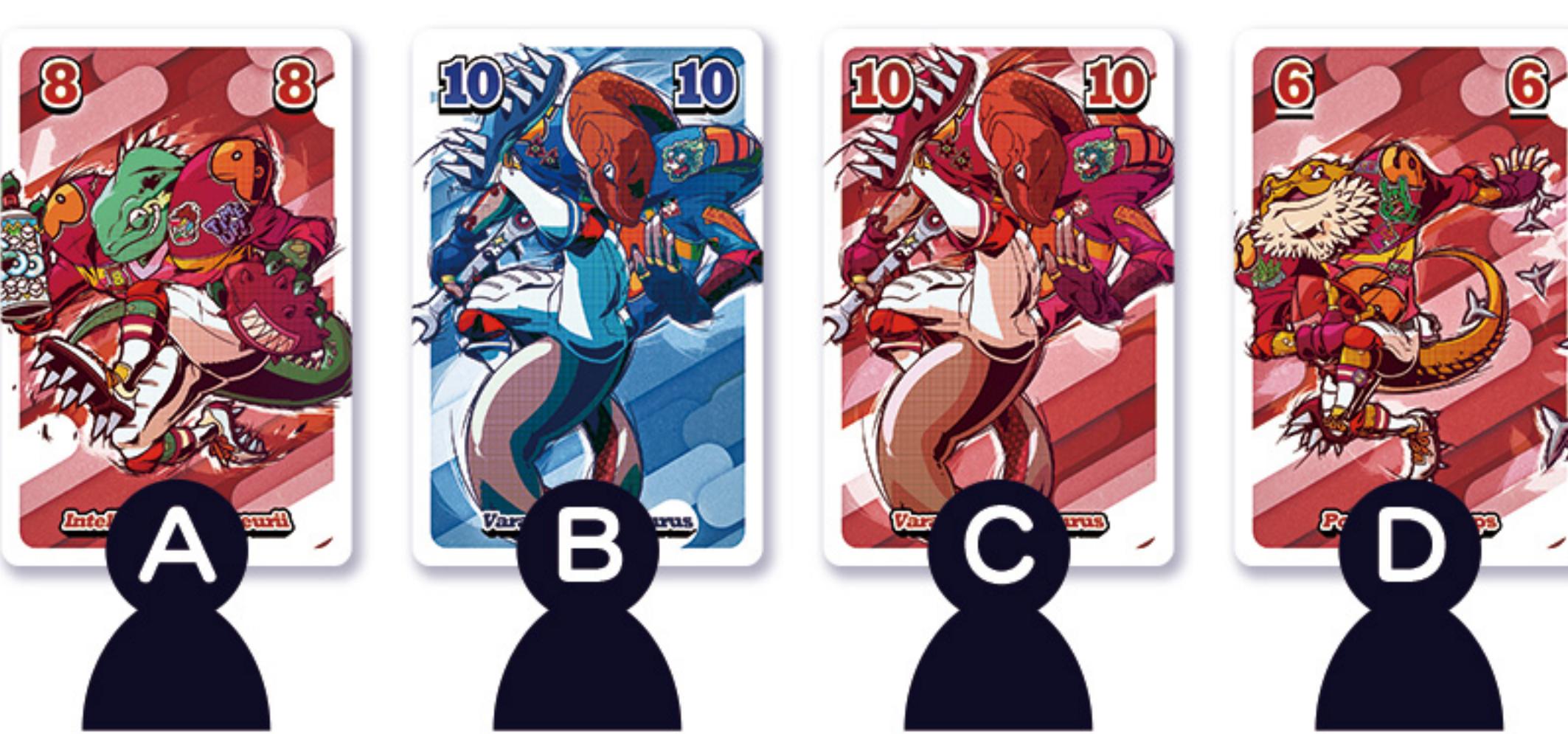


Play Order

Since there is no card of the same color as the first player's color, Player A is the strongest.

Next, Player B's Red 5 and Player D's Green 5 are both the second strongest, but because the card played earlier is stronger, Player B is the second strongest.

Ex: When there is no Trump Card played



Play Order

The largest number card of the first player's color is the strongest. Thus, Player C's Red 10 is the strongest, and Player A's Red 8 is the second strongest.

Ex: When Chameleon Cards are played



Play Order

Player C's Blue 9 becomes a Trump Card (Purple) 9 because of the Chameleon Card's power. Similarly, Player D's Red 9 also becomes a Trump Card (Purple) 9.

Although Player C and Player D both played the strongest card, the card played earlier is stronger so Player C is the strongest and Player D is the second strongest.

Ex: When there is a Trump Card played

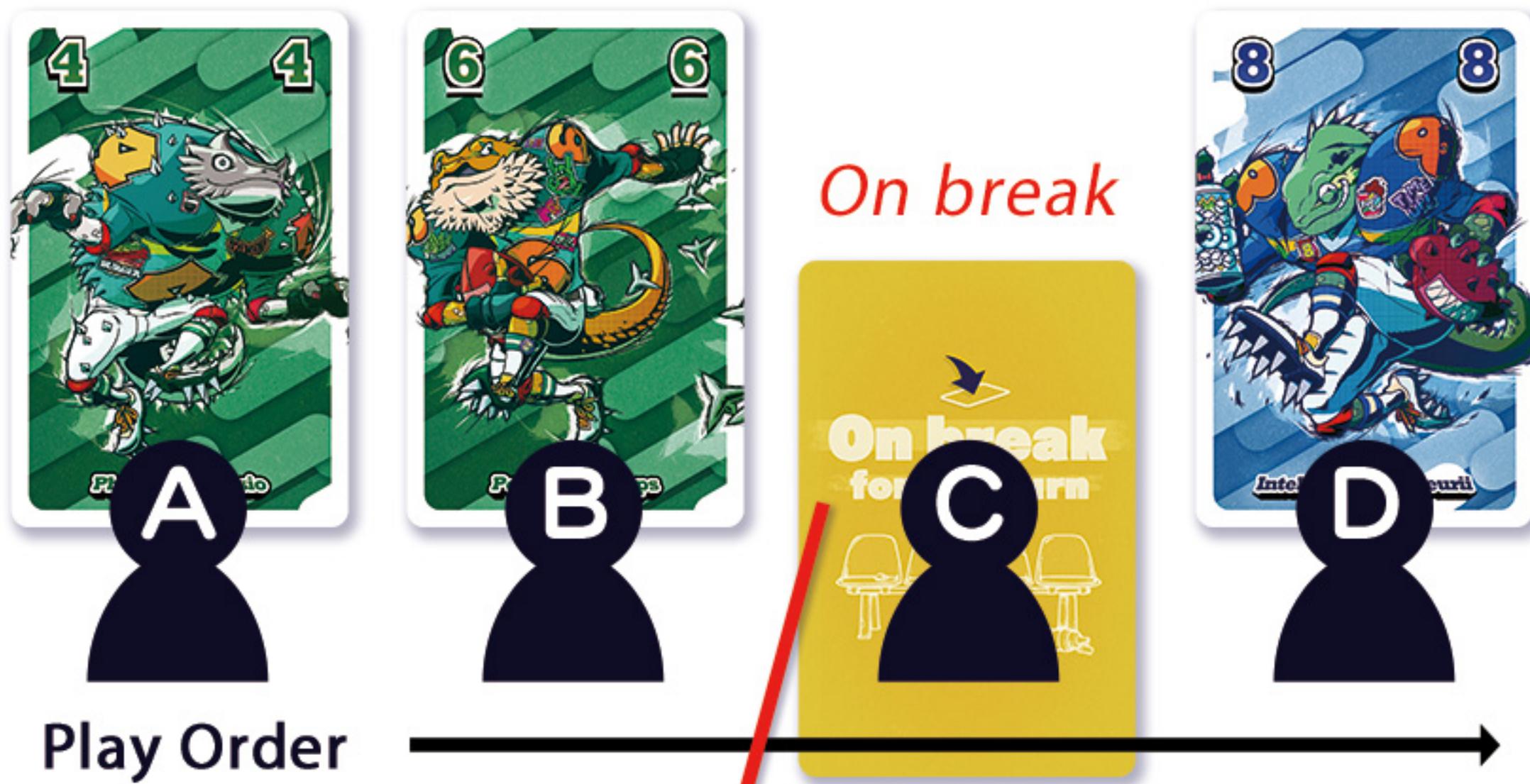


Play Order

The strongest card is Player B's Trump Card (Purple) 5.

The second strongest is the largest number card of the first player's color, which is Player C's Green 8.

Ex: 1<sup>st</sup> half (4<sup>th</sup> trick)



① Player B played the strongest card, so they take the Yellow Card in front of Player C and places it in front of them.

② Then, Player C discards a card from their hand and places it on the 4<sup>th</sup> frame face down.

③ Player A played the second strongest card, so they win the trick. They take all played cards and place them face down in a new pile.

★ Player B will not participate in the next trick.

### III: Check the number of trick(s) won

The winner of the current trick checks the total number of trick(s) they've won.

#### Runaway Champ Card

For 5 players: The first player who won 2 tricks gets the Runaway Champ Card with "2" and places it in front of them. The second player who won 2 tricks gets the Runaway Champ card with "1" and places it in front of them.

For 4 players: The first player who won 3 tricks gets the Runaway Champ Card with "2" and places it in front of them.

When a player has won their,

For 5 players: 3<sup>rd</sup> trick

For 4 players: 4<sup>th</sup> trick

then that player is eliminated from the round. All remaining cards in their hand are discarded in front of that player face down.

### IV: Get ready for the next trick

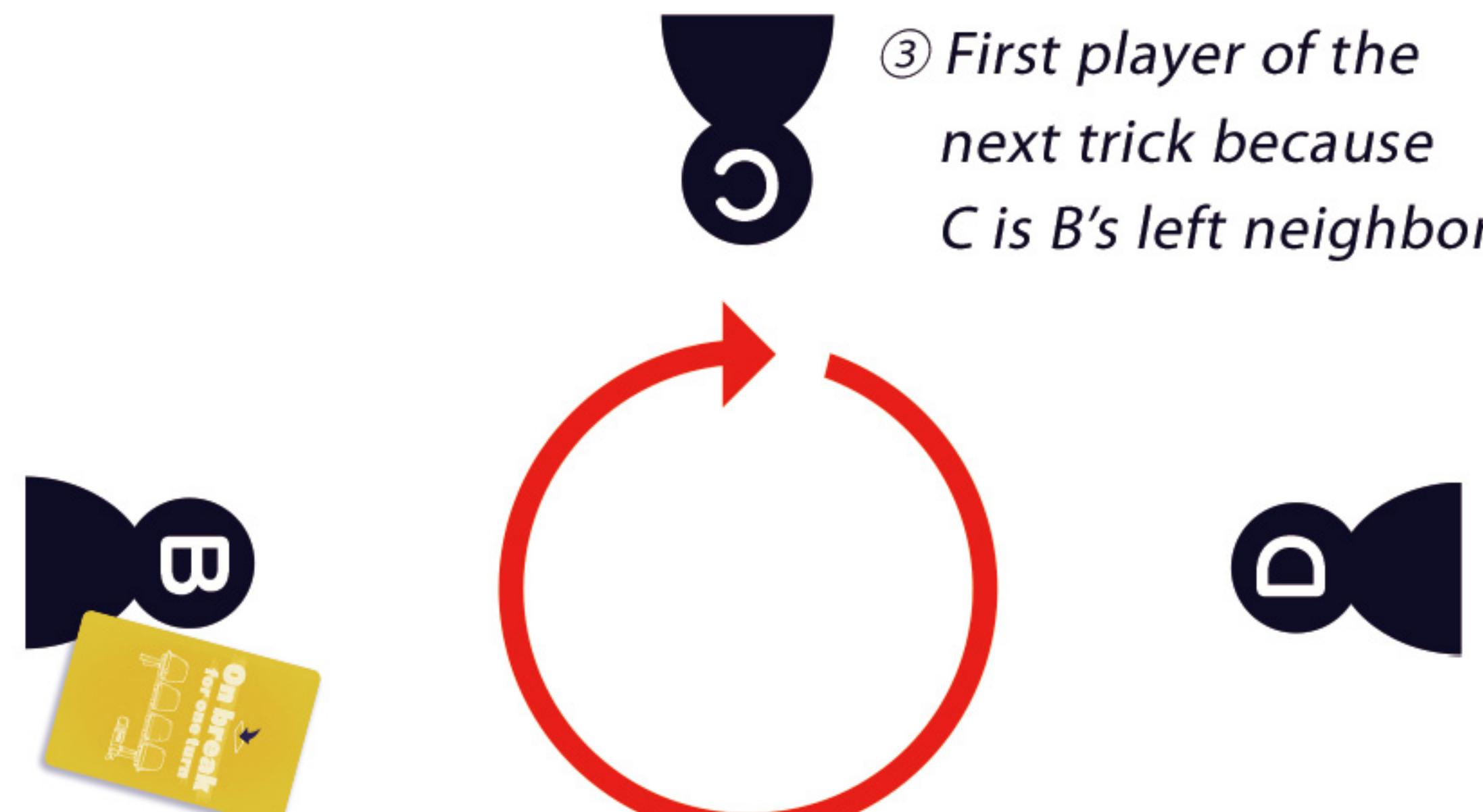
The winner of this trick becomes the first player of the next trick.

If the winner of this trick was eliminated during "III: Check the number of trick(s) won" then the player to their left becomes the first player of the next trick.

#### Ex: Determine the first player

Player A who won the current trick was to become the first player of the next trick but they were **eliminated from the round because it was their 4<sup>th</sup> trick to win**. Therefore, Player A's left neighbor Player B will be the first player. However, since Player B got a **Yellow Card in this trick**, they will not participate in the next trick. So, **Player B's left neighbor Player C will be the first player of the next trick**.

③ First player of the next trick because C is B's left neighbor



② Not in the next trick because of the Yellow Card



① Won the trick but was eliminated because this is the 4<sup>th</sup> trick won

#### Important

Check whether the next trick is still the 1<sup>st</sup> half or will start the 2<sup>nd</sup> half by looking at the Game Progress Sheet.

There is a space left to place the discarded card  
Go back to I: Play a card from your hand (center of page 2) and play the next trick.



★ The next trick is the fourth trick (1<sup>st</sup> half).

#### There is no space left (at the end of the fifth trick)

It will be the 2<sup>nd</sup> half starting from the next trick so the "winner of the trick" condition changes.



★ There is no space left. The next trick will start the 2<sup>nd</sup> half of the round.

### Differences in the 2<sup>nd</sup> half

II: Determine a winner and get a Yellow Card change so that no one gets the Yellow Card.

The basic flow of a trick is the same as the 1<sup>st</sup> half. When determining the winner, the **player who played the strongest card wins the trick**. Just like before, the winner takes all played cards and places them face down in a pile separate from the cards won in the previous trick(s).



The referee has given up after seeing all the foul plays during the 1<sup>st</sup> half!

Now that there's no longer a Yellow Card so the player playing the strongest card simply wins the trick and scores a foul play!



No Yellow Card means players won't discard a card onto the Game Progress Sheet either.

#### Important

The player that got the Yellow Card on the fifth trick (the last trick of the 1<sup>st</sup> half) must sit out the sixth trick (the first trick of the 2<sup>nd</sup> half).



There's one last timeout for a player at the beginning of the 2<sup>nd</sup> half.

#### Important

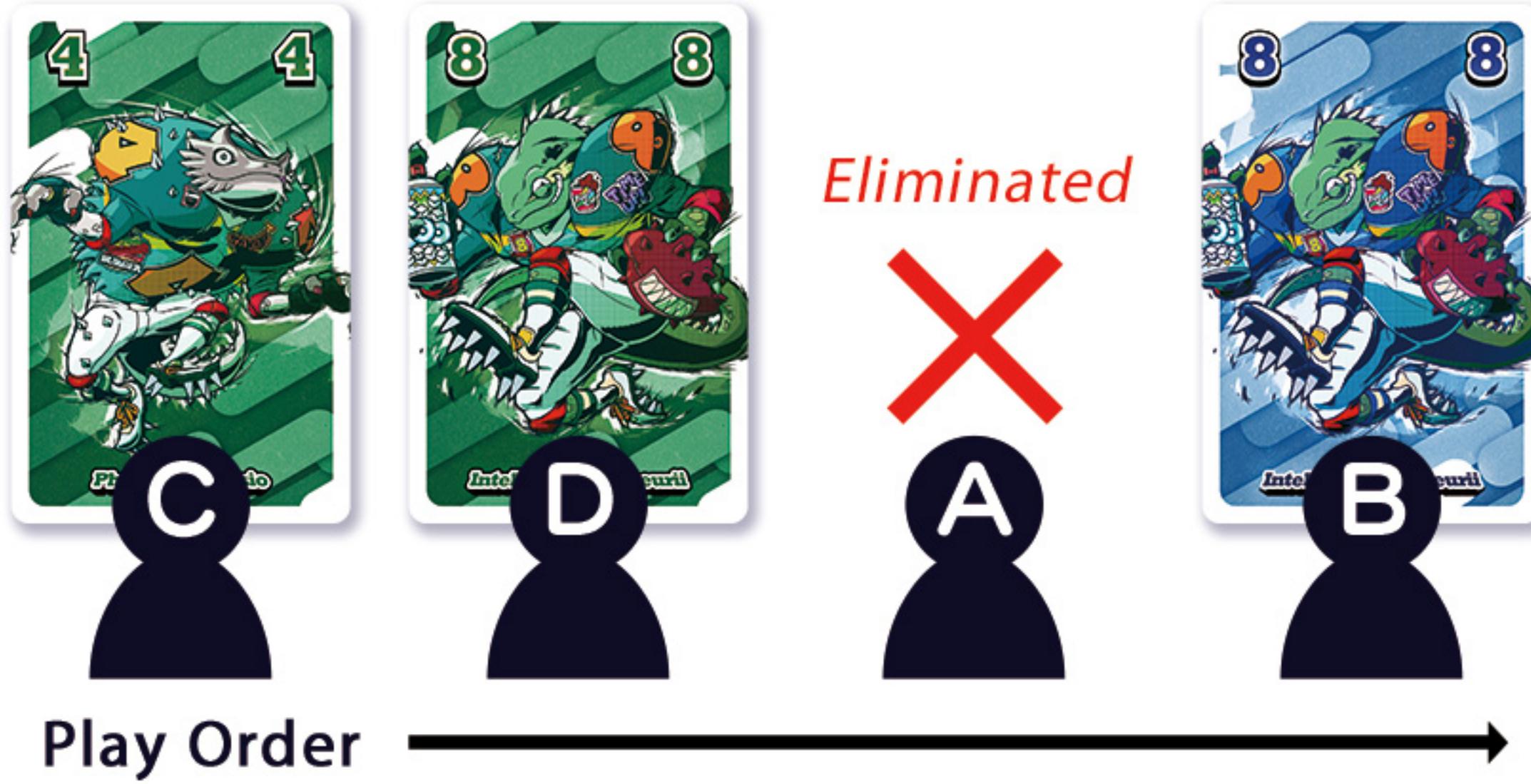
After the sixth trick, discard the Yellow Card. It won't be used until the next round.



To summarize...

During the 1<sup>st</sup> half,  
Playing the strongest card = Yellow Card  
The second strongest card = wins a trick  
During the 2<sup>nd</sup> half,  
Playing the strongest card = wins a trick  
No more Yellow Card!

Ex: 2nd half (seventh trick of the round)



Player A was eliminated because they won the fourth trick. The round continues with 3 players left.

Player D played the strongest card so they win the trick and take all played cards face down into a pile.

\* First player of this trick was Player C.

#### END OF A ROUND

A round ends when,

For 5 players: 12 tricks

For 4 players: 13 tricks

are played. Then, each player counts the points they scored for the round.

For a 4-player game, there may be a very rare case where only one player remains in the last trick. In such a case, this will end the round without playing the last trick, and no one scores points in such a round.

#### END OF ROUND SCORING

The end of round scoring consists of two parts: Base Points and Bonus Points.

##### Base Points

Players who won,

For 5 players: exactly 2 tricks

For 4 players: exactly 3 tricks

receive the points as in the following table.

##### Bonus Points

Players receive Bonus Points from Runaway Champ Card they have earned in the round if they did not get eliminated by winning too many tricks.

	4 players	5 players	
End of the 1 <sup>st</sup> round	3 tricks / 2 tricks	1 pt	
End of the 2 <sup>nd</sup> round	3 tricks / 2 tricks	2 pts	
End of the 3 <sup>rd</sup> round	3 tricks / 2 tricks	3 pts	
End of the 4 <sup>th</sup> round	3 tricks / 2 tricks	4 pts	
End of the 5 <sup>th</sup> round		2 tricks	5 pts

If players scored any points for the round, move their Player Cubes on the Score Tracking Card to the space respective to their total points.

#### END OF A GAME

A game ends when either of the following conditions is met at the end of a round:

- ◆ At least one player reached 10 points or more in total
- ◆ Played the following number of rounds
  - For 5 players: 5 rounds
  - For 4 players: 4 rounds

The player with the most total points wins the game.

If there are two or more players with the most total points, the player with the 2-point Runaway Champ Card breaks the tie. If no player has the 2-point card, then the player with the 1-point Runaway Champ Card breaks the tie. If there is no one with Runaway Champ Cards, all tied players share the victory. In all cases, it doesn't matter whether any players were eliminated in the last round.

#### GET READY FOR THE NEXT ROUND

If neither game-end conditions were met at the end of a round, get ready for the next round.

- Place the Yellow Card on #1 on the Game Progress Sheet.
- Any players who were eliminated from the last round come back to the new round.
- Return the Runaway Champ Card(s) and place it next to the Game Progress Sheet.

• Progress the Round marker one step to indicate the correct number of rounds played.

• The player who received the 2-point Runaway Champ Card in the last round becomes the first player for the round, regardless of their round elimination status.

• Gather all the Numbered and Trump Cards, shuffle them well, and deal 12 cards each (5 players) or 13 cards each (4 players).

#### Important

Each player adds back their Chameleon Card to their hand.



Start the new round for the next level of savageness!

#### Special Thanks

- All our test players
- Fukutarou (Fukurooudou)
- Yuko (Tabihachi)
- Kentaro Yazawa (Hoy Games)



Thank you for playing SAVAGE BOWL ~trick taking game~.

I started making this game during the Corona Virus pandemic, approximately around the time Osaka Game Market was canceled. While it was difficult to run playtests face-to-face, I really appreciate everyone helping out to playtest despite their busy schedule.

Especially, Yuko-san and Fukutarou-san who gave me advice online in the middle of the night. Also, Yazawa-san shed some light when I couldn't decide on the rulebook composition.

I was able to complete this game because of all the help I received. Thank you so much!

Lastly, to everyone who played SAVAGE BOWL... I hope you enjoyed playing it.

If you have any questions about the game or the rule, please feel free to reach out via our website or Twitter DM. And please, send me your thoughts via SNS.

If you can, please add the hashtag #savagebowl. It will really encourage me to continue. I wish that this game will bring lots of fun and enjoyment.

## ► Additional Tips and Notes

### ► If you realize that you have fewer cards in your hand than you should

You may have participated in the trick that you were supposed to sit out. When this happens, please discuss it among the players for remediation. (For example, start the round over, take the card on the Game Progress Sheet that you discarded).

This rule is easy to forget so it's recommended to place your hand face down in front of you, and put the Yellow Card on top of it.

### ► If you played a card of a different color even though you have a card of the first player's color

If you realize this right after you played a card, then apologize, take the card back into your hand, and play the correct card.

If you realize this later in the round, then this has a big impact on the game flow. Please discuss it among the players for remediation.

**If you are new to a trick-taking game, then it's recommended to announce "I don't have ○○ (color of the first player's card)" when playing a card of a different color to avoid this mistake.**

### ► Timing to play the Chameleon Card

Unless you are the first player of a trick, you can play the Chameleon Card with any card from your hand, just anytime.

When playing the Chameleon Card, you don't have to follow the rule to follow the color of the card the first player of the trick played.

### ► Effect of the Chameleon Card

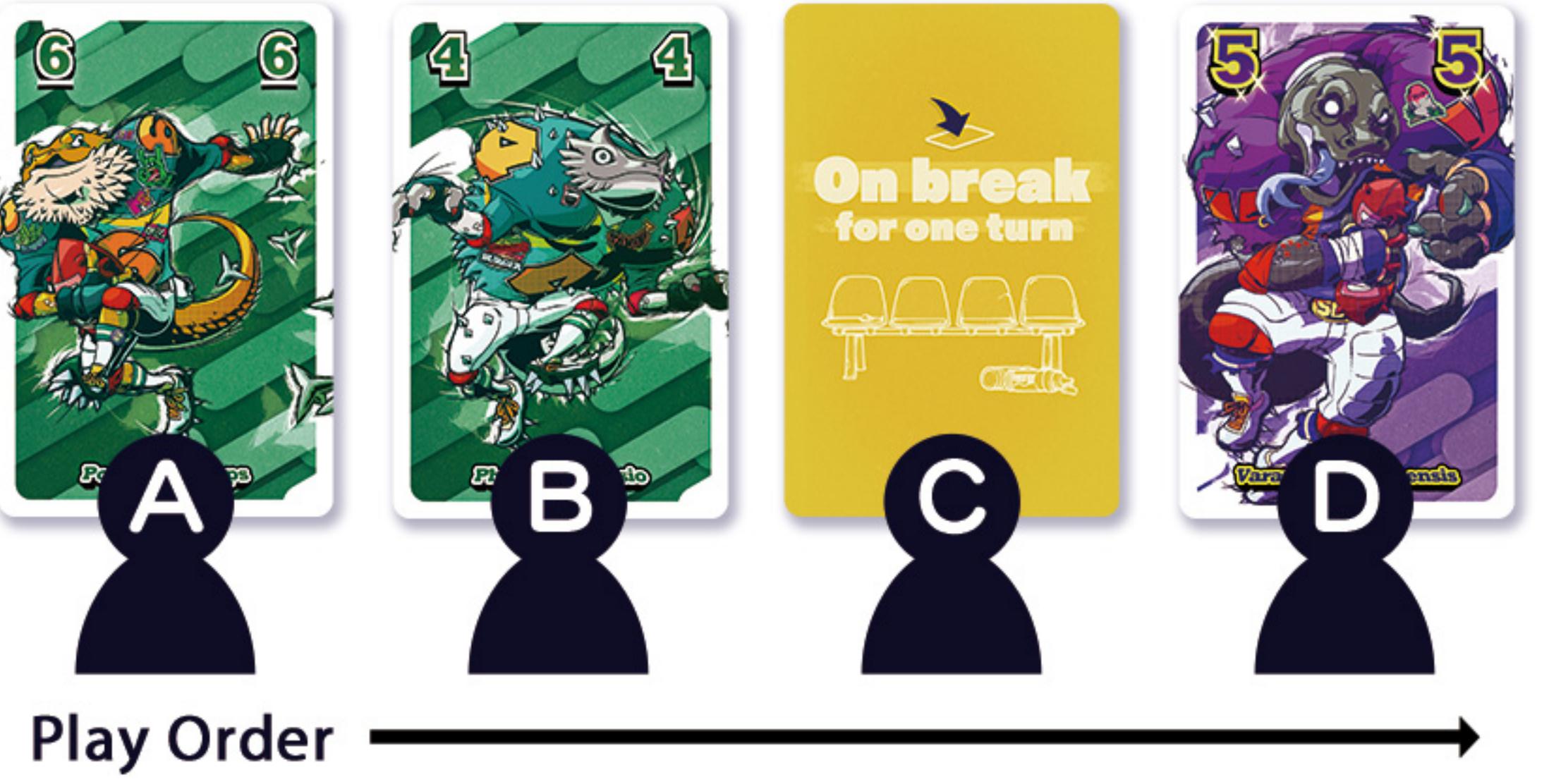
The Chameleon Card copies the color of the card the last player played and applies the color to the card you play from your hand. If your right neighbor is sitting out or has been eliminated then it copies the color of the last card played in the trick, regardless of any skipped players in between you and the player who played the last card.

### ► Switching from the 1<sup>st</sup> to the 2<sup>nd</sup> half

It is a little tricky when switching from the 1<sup>st</sup> half to the 2<sup>nd</sup> half of a round, at the end of the fifth trick. Here are some additional clarifications:

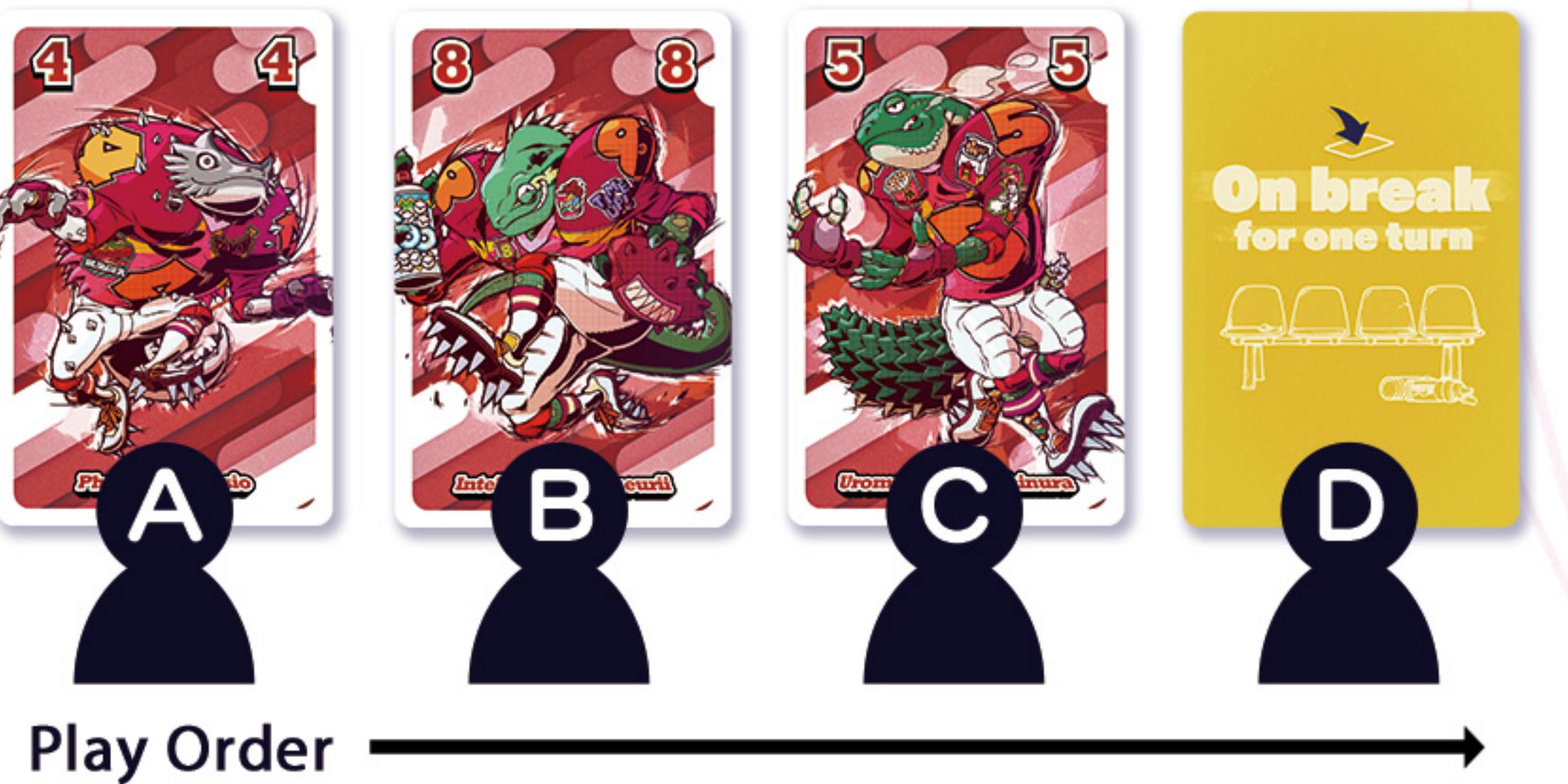
- The player who got the Yellow Card in the fifth trick will sit out and will not participate in the sixth trick.
- After the sixth trick, the player with the Yellow Card discards the card and will participate in the seventh trick.

#### Ex: 1<sup>st</sup> half (fifth trick)



- ① Player D played the strongest card, so they take the Yellow Card in front of Player C and places it in front of them.
- ② Then, Player D discards a card from their hand and places it on the 5<sup>th</sup> frame face down.
- ③ Player A played the second strongest card, so they win the trick. They take all played cards and place them face down in a new pile.
- ④ Since there is no space left in the Game Progress Card, the next trick will start the 2<sup>nd</sup> half of the round.

#### Ex: 2<sup>nd</sup> half (sixth trick)



- ① Player B played the strongest card, so

they win the trick. They take all played cards and place them face down in a new pile.

- ② Player D discards the Yellow Card and participates in the next trick.

### ► The cards you cannot see during the game

All the players are not allowed to see the following cards that are placed face down during the game:

- The discarded cards that are placed on the Game Progress Sheet.
- The cards won from the previous tricks.
- Eliminated players' hands.

## Base Score chart

	4 players	5 players	
End of the 1 <sup>st</sup> round	3 tricks / 2 tricks	1 pt	
End of the 2 <sup>nd</sup> round	3 tricks / 2 tricks	2 pts	
End of the 3 <sup>rd</sup> round	3 tricks / 2 tricks	3 pts	
End of the 4 <sup>th</sup> round	3 tricks / 2 tricks	4 pts	
End of the 5 <sup>th</sup> round		2 tricks	5 pts

Bonus Score ⇒ Runaway Champ Card (1 or 2pts)

