

Seven Prophecies

You can predict the future. It could be astrology, clairvoyance, or dowsing. You, who predicted the "future" of the order in which the cards are played, thought you would never lose in this match, but it seems that all of your opponents can also predict the future...? Can we hold the future in our hands?

1. Contents

52 number cards (1-13 in 4 suits), 4 prophecy cards, 2 score cards, 32 cubes (8 cubes x 4 colors), 4 discs (1 disc x 4 colors)

2. Overview

2.1) This is a trick taking game. Using the dealt cards, a game of comparing numbers called tricks is played 7 to 10 times. Before starting the game, predict the ranking, such as how many times the card you play will take 1st place, 2nd place, and so on. The player who fulfills the prophecy first gets points. This is repeated for the number of players, and the player with the highest total score wins.

3. Game Flow

3.1) The game is played in rounds for the number of players. In a round, the three steps: (*Prepare, Prophecy, Trick*) are performed in order.

4. Prepare (*explanation for 4-player play, changes for 3-player will be described at the end*)

4.1) Each player takes 8 cubes of their favorite color and 1 disc of the same color.

4.2) Place the 4 prophecy cards in a vertical row with the 1 at the top and 4 at the bottom.

4.3) Arrange the 2 score cards with the 1 at the bottom and 8 at the top. Place one cube from each player under the 1 on the point card.

4.4) Next, choose a starting player. The starting player is the person who has seen the future most recently. If you can't decide, use rock-paper-scissors or some other appropriate method.

4.5) Shuffle all number cards (hereafter referred to as "cards") face down and remove two of them to the side without anyone looking. Those two cards are not used in this round. Next deal out the remaining 50 cards, 10 of each, face down into 5 piles. Each player receives one of them and puts it in their hand. Only you can see the contents of your hand, and you must not show it to other players.

4.6) The remaining pile contains the "future cards". Do not rearrange the order the cards were dealt in. Place them face up, one at a time, in a horizontal row from left to right near the middle of the table. The future card on the far left is the future card for the 1st trick, and the one on the far right is the future card for the 10th trick (the flow of tricks will be described later).

4.7) These 10 cards in a row are hereinafter referred to as "future cards".

5. Prophecy

5.1) Using the remaining 7 cubes, each player simultaneously predicts how many times they can get 1st to 4th place in the tricks that will be completed throughout the round. Each player has their own prophecies and should be careful not to look at other people's prophecies or show their own prophecies. *Translator note: This could be done by players lining up their cubes to match the 1-4 prophecy cards behind their hand. Then once everyone is done, reveal your cubes and move them to the prophecy cards accordingly.* A maximum of 10 tricks are played in one round, but only 7 tricks can be predicted.

6. Flow of Tricks

6.1) In the trick, perform the following three steps in order (*Play a card, Rank played cards, Confirm prophecies*)

6.1.1) Play a card - In clockwise order from the start player, choose one card from your hand and play it face up in front of you. However, keep in mind that if you have a card in your hand that is the same color as the future card for this trick, you must choose a card of that color to play. If there you don't have a card of the same color as the future card, you can play any card.

6.1.2) Ranking - Once everyone has played a card, determine the ranking order of those cards. Among the players who played a card that matches the color of the current future card, the player who played the card with the highest number wins first place. The player with the next highest number is ranked 2nd, and so on. If the color is different from the future card, it will be weaker than the card of the same color as the future card, even if the number is large. Cards of different colors are compared only by numbers, and the larger one is stronger. When multiple cards with the same number are played, the card that was played later is stronger. Note: Ignore the future cards as they only indicate the color and the number does not affect the ranking.

6.1.3) Confirm prophecies - Once each player's ranking order has been determined, place those cards vertically under the future card for this trick, 1st to 4th from the top. Then, the player whose cube is placed on the prophecy card with the same rank as the current trick takes one of their cubes from the corresponding prophecy card and places it on the card they played this trick (meaning that the prophecy came true). If you don't have your own cube on the prophecy card of the corresponding order, you do nothing this trick. The player who was in 1st place this trick becomes the starting player for the next trick, and continues the trick in the same way, starting from 6.1.1.

7. End of Round and Scoring

7.1) The round will end in one of two ways (the prophecy will be confirmed and there will be no more tricks):

- One or more players puts all 7 of their cubes from the prophecy card(s) onto the cards they played
- All 10 tricks are played

7.2) After the round is over, the score will be calculated as follows:

- The player(s) who fulfill their seven prophecies scores **2 points** (there can be more than one player).
- Players who have their cubes left on any prophecy cards lose 1 less point(s) than the number of their cubes left on the prophecy cards (if there is only one left, no points are lost).
- If the round ends with everyone running out of cards (aka 10 tricks are played), no player scores points for failing to guess the future. Instead, each player will lose 1 less point(s) than the number of their cubes left on the prophecy cards (if there is only one left, no points are lost).

7.3) Each player moves their cube on the score card by the number of points scored or lost, showing their current score (no matter how many points you lose, your score will never go below 0).

8. Prepare for Next Round, End of Game

8.1) Go back to step 4.5 to prepare for a new round. The next round starts with the player to the left of the first starting player (first trick) of the round just finished. Play rounds equal to the number of players (4 players = 4 rounds). The player with the highest total score wins. In case of a tie, the victory is shared.

9. Changes for 3 Player

9.1) Return the 12 and 13 cards of each color, a total of 8 cards, and the 4 prophecy card to the box. (Only number cards 1-11 in 4 suits and prophecy cards 1-3 will be used).

9.2) After shuffling the cards face down, turn the two set aside cards face up. Then two more cards are set aside, this time facedown, without anyone looking. Those 4 cards will not be used in this round.

9.3) Divide the remaining 40 cards, 10 of each, face down into 4 piles. Then play continues as normal from 4.6

10. Variants

10.1) There are no points scored or conceded at the end of the round. Instead, the first player to fulfill their seven prophecies twice wins.

10.2) Only one round will be played. The player who fulfills the most prophecies wins. If more than one player fulfills the seven prophecies at the same time, the player who was closest to fourth place on the last trick wins.