

Shinigami Preschool

You are a new teacher at Shinigami School. Shinigami School students are from 1st grade to 9th grade. For classes, you need a Shinigami of the same major or grade. Students are selfish, so be auspicious in the land of the god of death, "4" and "2", and earn the trust of the students. Sometimes you can boycott your lessons to gain even more trust.

Number of players: 2-4 people

Time: 20-30 minutes

Age: 8 years old and over

Contents

36 Shinigami cards (1-9 in 4 suits of red, blue, yellow, and green)

4 summary cards

1 rulebook

Game preparation

1. Get a pen and paper, or any suitable replacement, to keep score.
2. Remove and deal cards based on the number of players.

Players	Cards Used	Number of Cards in Hand	Undealt Cards	Number of Rounds
2	1 ~ 6	11	2	4
3	1 ~ 8	10	2	3
4	1 ~ 9	9	0	4

3. Give each player a summary card. Please keep it handy so that you can check it at any time during the game.

Game flow

- Each player in turn plays one card face up into the shared space, and after everyone finishes playing the card, a winner is determined. This series of mini-game is called a "trick" and multiple tricks are repeated until everyone has played all their cards.
- The winner of the trick wins all the cards in the trick and stacks them in front of themselves by number. At this time, make each number is visible to everyone.
- The winner of the trick will lead the next trick. Continue this until everyone has played all their cards.
- The lead player is the person who has most recently seen the Shinigami, and if there is no such person, the lead player is determined by the best method.
- The lead player chooses any card from their hand and plays it face up. The card played is called the "lead card", and then in the clockwise order, the other players (known as followers) also play one card face up.
- On your turn as a follower, if you have a card with the same color or the same number as the lead card in the hand, you must select one of them to play. This rule is called "must follow". If you don't have a card that matches same color or number then you may play any card.

Determining the trick winner

- After everyone has played a card, the player with the strongest card wins this trick. The winner depends on the contents of the played cards. **A player who could not follow the same color or number as the lead card will definitely lose the trick.*

- 1) If everyone has the same color as the lead card then the largest number wins.

Ex. Cards in play - 5 Red, 2 Red, 9 Red, and 4 Red. The 9 Red wins.

- 2) When the same number as the lead card is played then the smallest number in the same color as the lead card wins. If the smallest number is the same as the lead card, then the same number played later wins.

Ex. Cards in play - 5 Red, 2 Red, 1 Blue, and 5 Yellow. The 2 Red wins because it is the smallest number of the lead color.

Ex. Cards in play - 5 Red, 9 Red, 5 Green, and 5 Yellow. The 5 Yellow wins because it is the last 5 played.

- 3) When everyone plays the same number as the lead card then the last card played wins.

Ex. Cards in play - 5 Red, 5 Blue, 5 Yellow, and 5 Green. The 5 Green wins because it is the last 5 played.

Score calculation

You can get the following points from the cards you got:

- A. Get 2 cards with the same number: 1 point
- B. Get 4 cards with the same number: 4 points
- C. Earn 1 or 3 cards with the same number: 0 points
- D. Do not take 1 trick when playing 2 players: Victory
Do not take 1 trick when playing 3-4 players: 10 points
- E. When playing 2 players, get all cards of the same color: 4 points
When playing 3 players, get all cards of the same color: 4 points
When playing 4 players, get all cards of the same color: 6 points
* E.'s (additional bonus) can overlap with A-C.

Scoring Example

Player A: 7 points						
0 points	4 points	1 point	1 point	0 points	0 points	1 point
1	2	4	5	6	8	9
	2	4	5	7	8	9
	2				8	
	2					
Player B: 6 points						
0 points	1 point	1 point	1 point	1 point	1 point	1 point
1	3	4	5	6	7	9
1	3	4	5	6	7	9
1						
					0 points	
					8	
Player C: 10 points (took zero tricks)						
Player D: 1 points						
1 point	0 points	0 points				
3	6	7				
3						

End of Round

- After scoring, each player writes down their score. Then shuffle all cards, including those left undealt, and deal them out according to the chart in the "Game preparation" section.
- Leading the first trick passes to the left of the player who lead the first trick in the previous round.

End of Game

- The game is played a number of rounds equal to the number of players (ex. 2 players is 2 rounds). The player with the most points is the winner. If there is a tie, players share the victory.