



The beginning of a mad tea party...

However, there is nothing on the plates yet! The rule of this tea party is to prepare your own dessert. You have to think about who is aiming for which dessert or you will not have enough of them on your plates. Carefully, but sometimes boldly start preparing for the tea party!

Contents

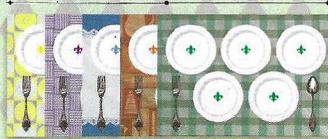
Number cards : 44 (3, 2, 1, 1, 2, 3, 4, 5, 6, 7, 8) *4 colors



Tea card: 1



Plate boards: 5



Order boards: 2



Dessert chips: 25
(5 kinds *5 each)



Scoring boards: 2



Scoring markers: 5



Instructions: 1

"The mad tea party" consists of three "Tea parties", each of which consists of rounds to win dessert chips.

Preparation for the tea party

- Place the order board and scoring board in a position that is easy for everyone to see.
- Deal the same color of plate board and scoring marker.
- Deal the number cards to the players depending on the following rules:

3 players

Remove four of "8" cards and deal 10 cards each

4 players

Deal 9 cards each

5 players

Deal 7 cards each

Place the rest of the cards by the order board as the deck facing down.

- Randomly deal the dessert chips facing down as following:

3 players 8 each 4 players 6 each 5 players 5 each

Exclude the remaining chips as they will not be used this time

- Decide the starting player in some way. They receive the tea card and place it in front of them.

How to win the game

Get dessert chips in combinations to gain points during the three tea party rounds. The first player who exceeds 15 points, or has the highest score after all three tea parties is the winner.

Gameplay

- Reveal the top card of the deck.



- The starting player chooses the rule of this round by placing one dessert chip on the order board. It's the beginning of the tea party.

Same Color & Big



Other Color & Small

Other Color & Small

Same Color & Small

Other Color & Big

- Moving counterclockwise, other players may change the rules by placing one dessert chip on the order board.



Caution 1.

The rule can be chosen a maximum of three times. Once a third rule is chosen or every player has had a chance to change a rule, the rule is confirmed.

Caution 2.

You can not choose rules that have already been chosen by other players.

How to place the dessert chip

When a dessert chip placed by the previous turn player is on the order board, remove it and place your own where no one else has placed it yet.

1



If a dessert chip is already on the order board, remove it.

2



Place your dessert chip on a rule that has not been chosen before.

Order board

The rule of how to play the number cards this round is decided depending on where the dessert chip is placed.

Same Color



Other Color



Only the same color as the card revealed can be played.

If no same color is in your hand, any other color can be played but is excluded from the winning judgement.

No same color as the card revealed can be played.

If no other color is in your hand, a same color can be played but is excluded from the winning judgement.

Big & Small

In addition to the rules above, a rule can choose if a bigger or smaller card wins. "Same color + Big" means you can only play the card with the same color as the revealed card, and the winner is the one who played the card with the biggest number among the same color.

- 4** Place cards in clockwise order from the starting player, by following the rules indicated on the order board. Up to two cards may be played at the same time, and the player wins based on the total value of the one or two cards.
If "Same color" is the rule, those two cards must be the same color. On the other hand, "Other color" is the rule, those two cards must be different colors from the revealed card and each other.



Players with no cards left in his/her hand automatically pass.

- 5** Once every player plays or passes a turn, the round is over and the winner is judged by following the "Judging the winner" explained later. The winner receives all dessert chips on both the order board and those removed due to rule changes. The chips are placed on his/her plate board as long as there is an open spot.

- ※ dessert chips placed on the plate board cannot be removed.
- ※ The player MUST put dessert chips on the plate board as long as there is a spot available.
- ※ If received dessert chips exceed the number of available spots, the player can choose which chips to place.
- ※ If the revealed card wins, no player receives the dessert chips. Return them when preparing for the next round.

- 6** Pass the tea card to the left of the starting player, and that player starts the next round.

- 7** Discard all cards used in the round.

- 8** Play from step **1** again and this is repeated until the tea party ends. For the end game conditions, refer to "End of tea party and score".

Judging the winner

Same Color & Big

Compare the numbers on the cards of the **same color** as the revealed card, and the player with the **highest number** (or total) wins.

Same Color & Small

Compare the numbers on the cards of the **same color** as the revealed card, and the player with the **lowest number** (or total) wins.

Other Color & Big

Compare the numbers on the cards of the **different color** as the revealed card, and the player with the **highest number** (or total) wins.

Other Color & Small

Compare the numbers on the cards of the **different color** as the revealed card, and the player with the **lowest number** (or total) wins.

If the numbers are the same, the player who plays the number card later wins. If the numbers are the same, the player with the later number card wins.

End of tea party and score

The game ends when any of the following are met:

- When the plate card of any player is filled with five dessert chips.
- When a player starting a round has no dessert chips left in his/her hand.
- When there are no cards left in the deck.

When one of the above has occurred, the tea party ends and scores are calculated. Only a single (the highest) combination of the dessert chips on the plate board is scored, based on the "Dessert combination points" explained later.

- ※ The plate board does not have to be completely filled with dessert chips to be scored.

Player A	4 different dessert 4 points
	Total 5 points
	Complete bonus Additional 1 point

Player B	2 same dessert 1 point
	Total 1 points

Preparing for next tea party

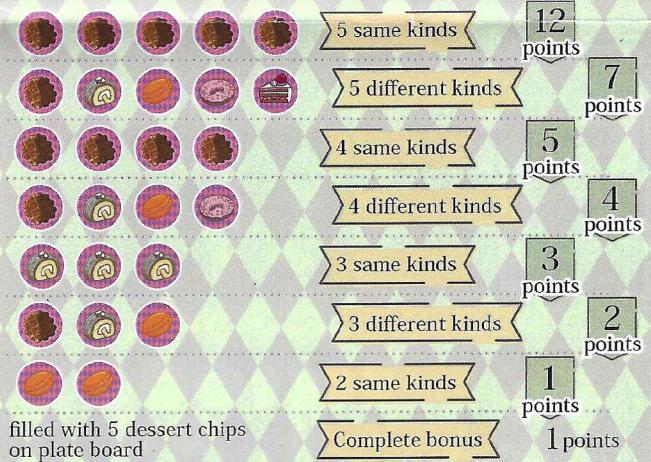
Move the scoring markers on the scoring board. Shuffle all cards in hands or in the deck and deal them. All dessert chips need to be gathered and shuffled well, then dealt.

A player or multiple players with the lowest score puts one of the dealt dessert chips of their choice on his/her plate board. The tea card stays until it is passed to the next player in the following round.

End of the game

The mad tea party ends when three tea parties end, or a player exceeds 15 points. The player with the highest score wins. If multiple players get the same highest score, then the player who is the closest to the player with the tea card clockwise wins.

Dessert combination points



Game & Art Design

studio Turbine
More Than Meets The Eye

Illustration

calvet
Print

盤上遊戲製作所 Print-on プリントパック

Translation Kazuna*

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三橋亮太 きりんなんべ muramasa64
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