

Time Palatrix (タイムパラトリックス)

Designer: 新澤 大樹 (Taiki Shinzawa)

Players: 3-4, Time: 40 Minutes, Ages: 8+

STORY: You were playing trick-taking games as usual, but suddenly realize you can jump in time and play cards -though these cards will eventually cause a contradiction. But that is a pleasure.

COMPONENTS: 48 cards (1 to 12 in four colors); 4 player boards for placing cards played to a trick (the front side has 3 locations and the back has 4); 16 purple bidding chips; 4 orange spare chips; 12 trick cubes; 4 small pawns in black, red, yellow, and blue; 1 large yellow start player pawn; and 8 score markers (4 red and 4 yellow).

The small blue pawn is only needed if playing the variant using the rear side of the player boards.

PREPARATION: If playing with 3 players, remove the 10 to 12 of each suit and place them into the box; in a 4 player game, all cards are used.

Give each person a player board, a yellow score marker, and a red score marker. Each person places the board in front of them with the yellow scoring chip in the 0 space of the single digits and the red chip in the 0 space of the tens row.

GAME FLOW: Each hand consists of a bidding phase; then, four rounds of trick placement and trick resolution; and lastly, scores are calculated.

BIDDING: Shuffle the cards well and deal 12 to each player. Once you have determined a start player in any appropriate manner, that player receives the large yellow start player marker. While looking at their cards, each player will predict how many tricks they can win beginning with the start player and proceeding clockwise. Each player takes a number of purple chips equal to how many tricks they expect to win. A player may also take 1 orange spare chip if they aren't confident and think they may win 1 additional trick.

For example: If a player takes 3 purple chips, they expect to win exactly 3 tricks. If a player takes 3 purple chips and 1 orange chip, they expect to win either 3 or 4 tricks.

If a player is successful with their bid, they will receive points. If they are not, they will not receive any points. You can learn more about points in the scoring calculation section, but first let's read about trick placement and resolution.

TRICK PLACEMENT: Beginning with the start player and proceeding clockwise, there are three places where a player may play a card. A player can choose to play to any location on their board where there is not a card. When placing a card, if you are the first player to place a card on a specific color, take the small pawn corresponding to the color of the area where you played the card and place it on your card; this indicates the follow color of the trick. If another player has previously played a card on the color where you'd like to play a card, then you must play a card of the same suit as the follow color if you can; otherwise, any card may be played.

This process continues until each player has played 3 cards; then the tricks are resolved.

TRICK RESOLUTION: The start player will be the lead player for the first placement space (leftmost, black) and resolves the first trick. The player who played the highest ranked trump card (pink suit) wins. If none were played, the player who played the highest card in the suit played by the lead player wins. (The follow color pawns play no role in the trick resolution.)

The player who wins a trick takes a trick cube and places it in front of themselves. The winner of the first trick is the lead player for the 2nd trick. Resolve the 2nd trick (red) in the same way as the first, and the winner will be the lead player for the 3rd trick.

Resolve the 3rd trick (yellow) in the same way again, but the winner will take the large yellow start player pawn and becomes the start player for the next trick placement phase. Each player discards the cards played in this placement phase to a common discard pile.

This placement and resolution procedure is completed 4 times (all players' hands will be empty). Move on to score calculation when it is over.

SCORE CALCULATION: For players who did not take an orange chip, they will earn 2 points for each trick taken if they have taken exactly as many as predicted. For players who did take an orange chip, they will earn 1 point for each trick taken if they have taken an amount of tricks equal to one of their 2 possible values. In all other situations, a player scores no points.

Once players have calculated their scores, they should adjust the chips in their POINTS area appropriately.

You have now finished one hand.

START OF THE NEXT HAND and END OF THE GAME: After one hand is complete, collect the cards, shuffle, and begin a new round. The start player for the next round is the player that won the last trick of the previous hand.

The game is played over a number of hands equal to the number of players, and the player with the highest score wins.

VARIANT (Back side of player boards): This was included as a special bonus. If you want to play with the back side, everyone must play with the back side. You can play this variant with 3 or 4 players. When the back side is played, there are 4 cards played in each placement round, and there are only 3 sets of placement and resolution for each hand. The small blue pawn is also needed. Otherwise, the rules are the same. It is a modest change, but I hope you enjoy it. Three cards per placement is recommended, but 4 has a humorous aspect.

STRATEGY TIPS: You can play cards to the tricks in any order, so you may want to play a card to a certain trick in order to no longer have cards of a specific suit, such that you cannot be forced to follow suit on another trick.

As the start player, you know you will be the lead player for the first trick. If you can play a card of a different color than the other players, and they do not play trump, you can win the first trick.