

## トリテ富豪 (Trick-Taking Career Poker)

Designer: **dwarfs**

Players: 3-5

### COMPONENTS:

- 65 Playing Cards
- 1 Progress Card
- 2 Assistant Cards
- 14 Gold Cubes
- 1 Rulebook

RULES: Please select from the following ways to play.

- Normal. 3 rounds are played and the winner is the person with the most total points.
- Short. 1 round is played and the winner is the person with the most points.
- Team (4 players only). Divide into two teams and play 3 rounds. The team with the most total points wins the game.

### PREPARATION:

1) The number of cards to use depends on the number of players.

- **3 Players:** Remove the 6s, 7s, 9s, and 12s, 45 cards are used
- **4 Players:** Remove the 7s and 9s, 55 cards are used.
- **5 Players:** All 65 cards are used.

2) Shuffle the cards to be used, face down, to form a deck.

3) depending on the number of players, the following number of cards are removed from the top of the deck. At this time, leave the cards face down so that no one sees the front of the cards:

- **3 Players:** Remove 9 cards, a deck of 36.
- **4 Players:** Remove 7 cards, a deck of 48.
- **5 Players:** Remove 5 cards, a deck of 60.

4) Deal the remaining cards from the deck to the players evenly; everyone should have 12 cards. These make up their initial hand.

5) Place the Gold and the Progress Card in the center of the table.

6) Determine a lead player in any appropriate method.

PHASE OVERVIEW: One round is divided into 4 phases, which are performed in the following order:

1. Trick-taking
2. Interim Settlement
3. Millionaire
4. Final Settlement

### TRICK-TAKING: (Basic Rules)

1) Lead Player Decides Direction of Play

The lead player decides the direction of play by flipping (or not flipping) the progress card before each trick, putting that face-up.

2) Lead Player's Turn (Determining The "Lead")

The lead player plays 1 card from their hand and specifies either the color (red, yellow, green, blue, or gray) or the mark (animals that are

good luck with money: cats, pigs, snakes, goldfish, or owls) as the "lead" attribute of their card. (They cannot choose a color or mark which is not on their played card).

3) Each Player's Turn

In the order indicated by the progress card, players takes their turn, playing 1 card from their hand.. At this time, if there is a card in their hand which matches the lead attribute (specified color or mark), they must play one; otherwise, they may choose any card.

You are not allowed to pass and you may not play more than 1 card on your turn. It can be any number so long as it follows the lead color or lead mark.

4) Victory Judgement For Each Round (Strength of Card)

Once all players have played a card, the winner of the trick is determined. The card with the highest number (13>12>11...3>2>1) among those with the lead attribute wins the trick; those which do not include the lead attribute are not eligible to win.

Special cards (described later) may have effects which change who wins a trick.

If a cut (described later) occurs, the person who made the cut wins the trick (and does not take any gold).

5) Dealing With Cards That Followed The "Lead"

The winner takes 1 gold cube and all cards from the trick which matched the lead attribute. The cards are set face-down in front of themselves. This pile will be referred to as the "strategic hand". These will be used in the Millionaire Phase.

6) Dealing With Cards That Did Not Follow The "Lead"

Going in the direction of play from the lead player, any cards played which did not match the lead attribute are either taken back by the player that played it and placed into their own strategic hand or given to another player to place in their strategic hand.

7) Next Round

The winner of the trick will lead to the next trick. Repeat this process from step 1 until 12 tricks are complete. (Be careful not to confuse the cards in your strategic hand with your initial hand. And make sure the lead player chooses the direction of play).

SPECIAL CARDS: The 8s ("Cut") and 11s ("Back") are special cards. Their effect will apply regardless of if they matched the lead attribute when played (but there is no exception to trying to match the lead attribute with your card play, i.e. you still must-follow.)

**8 ("Cut")** At the end of a trick in which a person played an 8, they may choose to win the trick. If so, they take **all** cards played to the trick (regardless of if they contained the lead attribute) and place them in their strategic hand; they do not take gold. The 8 itself is set aside face-up separately from the strategic hand.

Such a player is not obligated to use the "Cut" power, and it can be played as a normal card without this effect.

If more than one person played an 8, they choose if they want to use the effect in progression order; once a player does choose to cut, the other players will not have a choice.

**11 ("Back")** For tricks where an 11 is played, the strength of cards is temporarily reversed (1>2>3...>11>12>13). If a second 11 is played to a trick, the strength order is reversed again, returning to normal. If a third is played, the strength order is reversed again, etc.

The strength order will return to normal in the next trick.

**3 ("Loop")** These cards have no special effect in the trick-taking phase.

INTERIM SETTLEMENT: Once the players are out of cards in their hand, proceed to interim settlement.

1) Check the number of gold acquired and "Cut" effects used  
Any player who does not have any gold and did not use any 8 Cut effects will gain gold. If there is only one such player, they get 2 gold; if there are two such players, they each get 1. If there are 3 or more such players, they do not get anything.

2) Check the number of strategic cards  
At this point, if a player does not have any cards in their strategic hand, the next phase (Millionaire) will not be performed and the game will move on to Final Settlement.

3) Check your strategic hand and begin Millionaire phase  
Any 8s used to "Cut" are removed from the game. The person who won the 12th trick will be the lead player for the Millionaire phase.

MILLIONAIRE: (Basic Rules)

1) Lead Player Decides Direction of Play

Like in trick-taking, the lead player can decide the direction of the progression card.

2) Lead Player's Turn

The lead player plays card(s) from their hand. They may play a single card, or, if the right conditions are met, more than one card.

3) Each Player's Turn

Play continues in the direction of the progression card, but players must either play stronger cards than have been played or pass. You may pass if you could play, and if a player after you plays cards and the turn comes back to you, you could play, even if you previously passed. Keep playing until all other players pass after a card(s) is played.

The normal card strength is 2>1>13>12...5>4>3, which is different from trick-taking.

4) Victory Judgement For Each Round

If a player plays cards and all other players pass, that player wins the trick. If two or more cards had been played, combine them into one face down pile, referred to as "energy". Energy is a shared resource which enables special rules (See "Millionaire Special Rules")

Two or more discarded cards become energy



Create an energy bundle from each relevant trick; be careful not to combine bundles of energy from different tricks.

Remember, if there is only one card on the table at the end of a trick, it is not enough to form an energy bundle; it is discarded instead. No matter what special effects or rule occur, if there is two or more cards at the end of the trick, a bundle of energy is created.

5) Next Trick

The winner of a trick becomes the lead player for the next trick, and the procedure is repeated from 1).

6) Round End

The round ends when one player is out of cards; however, please note that there are "Going Out Ban"

MILLIONAIRE SPECIAL RULES:

1) *Multiple Cards (Energy Required)*:

At the beginning of a trick, the lead player can play multiple cards with the same number by spending (removing) energy from the game. You must spend as many energy bundles as cards you wish to play. (e.g. 2 bundles for 2 cards, 3 bundles for 3 cards).

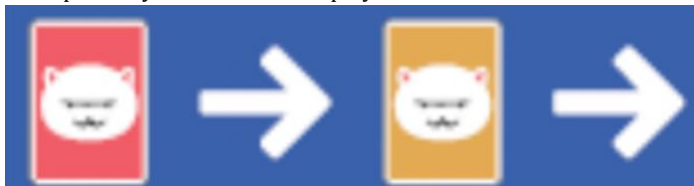
In such occasions when multiple cards are played, everyone must play the same number of cards, but the following players do not need to spend energy. However, at the start of the next trick, play returns to 1 card unless additional energy is spent to play multiple cards.

If 4 or more cards are played, a revolution occurs (more on that later), and no energy needs to be spent.

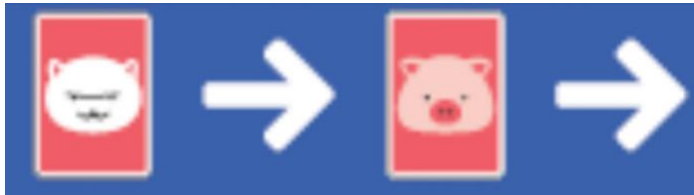
2) *Single Binding (Color or Mark)*:

If at any point a card played shares a single attribute (color or mark) with the previous card played, any future cards played to this trick must also match that color or mark. Once a new trick starts, this binding is voided.

Example: Only Cat cards can be played after the Yellow Cat



Example: Only Red cards can be played after the Red Pig



*Multiple Card Single Binding*:

If at any point multiple cards played share a single attribute (color or mark) with the previously played card set, any future cards played to this trick must also match the colors or marks.

Example: If a red cat and blue snake are played, and next a red pig and blue cat are played, all future card sets in this trick must be red and blue. If a yellow cat and blue snake were played instead, all future cards sets in this trick must be cat and snake.

### 3) Double Binding (color and mark):

If at any point a single card played shares both attributes (color and mark) with the previous card played, any future cards played to this trick must also match color and mark.

Example: Only Red Cat Cards can be played after the Red Cat



### Multiple Card Double Binding:

If at any point multiple cards played share both attributes (color and mark) with the previously played card set, any future cards played to this trick must also match color and mark.

Example: A Red Cat and Green Pig are played, and next a Red Cat and Green Pig are played. Only sets of Red Cat and Green Pig or Green Cat and Red Pig can be played. Set must contain all the colors and animals present in the previous set.



### 4) Loop (2 and 3):

When it is normal card strength evaluation (when 2 is strongest), if at any point a 3 card played shares both attributes (color and mark) with a previously played 2 card, it can be played as a stronger card than 2. However, after the 3 is played, it reverts to being the weakest number. In other words, continue playing with Double Binding. Starting with 3 (a 4 card or stronger card can be played on top).

\*During a Revolution (when 3 is the strongest), you can loop with a 2 card.

\*Looping can be performed when multiple cards are played.

Example: A 4 (or stronger) Red Cat can be played after the 3 Red Cat



### 5) Cut (8) (Energy Required):

If an 8 card is played (and the player chooses to cut) remove one bundle energy from the field. The person who cut will win the trick immediately. Note that you must still follow any bindings and play it on top of a weaker card. Under normal card strength evaluation, it must be played over a 7 or less card.

If you play multiple 8 cards, remove as many bundles of energy as the number of cards. Also, if you want to lead with multiple 8 cards, there must be enough energy to cut and to play multiple cards. (For instance, if you want to lead 2 8 cards, 2 energy bundles must be removed to play multiple cards, 2 bundles must be removed to cut, and a total of 4 bundles must be removed from play).

You can also play 8 card(s) and choose not to cut.

After cutting, if there are 2 or more cards in the discard pile, including the used 8, they will become an energy bundle.

### 6) Back (11):

If an 11 card is played, it temporarily becomes "Revolution Time", and the strength of cards is reversed ( $3 > 4 > 5 \dots > 13 > 1 > 2$ ). After that, if another 11 card is played, the strength of cards is reversed again and returned to normal ( $2 > 1 > 13 \dots > 5 > 4 > 3$ ). When the next trick starts, the effect will disappear and return to normal. Note that you must still follow and bindings and play it on top of a weaker card. Under normal card strength evaluation, it must be played over a 10 or less.

\*If multiple 11 cards are played in a set, only flip the strength once.

\*If a Revolution is occurring during this trick, and it started as "Revolution Time", it temporarily becomes "Normal Time".

### 7) Revolution:

At the beginning of the round, if the lead player plays 4 or more cards with the same number, "Revolutionary Time" commences. This reverses the strength of the card ( $3 > 4 > 5 \dots > 13 > 1 > 2$ ). During a revolution, multiple cards can be played without using energy. Revolution continues into the next tricks, and only returns to "Normal Time" when another revolution occurs. Once another set of 4 cards is played (even if it is the same round a revolution occurs), it immediately changes back to "Normal Time".

Binding can still occur, and the current card strength must be followed when playing cards (i.e. the round a 4-set of 7 cards is played and a revolution occurs, a 4-set of 3, 4, 5, or 6 cards can be played on top).

### GOLD USE IN MILLIONAIRE:

Gold can be used to change a card's color, mark, or number, by using it with the cards you play. Spent gold is removed from game.

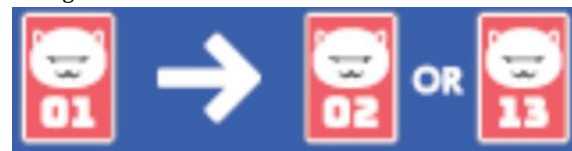
1) *Change Color:* With 1 Gold, you can change the color.



2) *Change Mark:* With 1 Gold, you can change the animal.



3) *Change Number:* Increase or decrease the number of a card by 1 for each gold. However, you cannot go from 2 to 3 or 3 to 2 (1 gold cannot change red cat 2 to red cat 3)



If this causes the cards played cause "Multiple Cards", "Binding", "Loop", "Cut", "Back", or "Revolution", the effect occurs. If these require energy, you must do so.

You can use as much gold as you like, either on 1 or multiple cards.

### Millionaire: Going Out Ban

In the following cases, you cannot go out (reduce your hand to 0). If you only have banned cards in your hand, you will continue to pass without playing them. If you become the lead player, transfer the lead player to the next player.

- 1) You cannot go out using a “2” during normal times (when 2 is strongest, including when it temporarily becomes normal time during a revolution)
- 2) You cannot go out using a “3” during revolution (when 3 is strongest, including when it temporarily becomes revolution during normal times).
- 3) You cannot go out using a “8”
- 4) You cannot go out if you use gold on the cards

### Final Scoring:

Everyone is ranked based on the less cards they have in hand after the game ends (with the player that went out being 1<sup>st</sup>, least cards 2<sup>nd</sup>, etc.)

If there is a tie, the player closest after the player that went out is ranked higher(?).

Leftover gold is worth 1 point each

3P	1st		2nd	3rd	
4P	1st	2nd		3rd	4th
5P	1st	2nd	3rd	4th	5th
1 <sup>st</sup> Game	+5	+1	0	-1	-3
2 <sup>nd</sup> Game	+7	+2	0	-2	-5
3 <sup>rd</sup> Game	+10	+3	-1	-4	-8

### Assistant Cards

These cards are used to make it clearer whether it is currently “normal” time” or “revolutionary time”, and whether there is a temporary change in card strength due to “back”, please use it when playing with beginners or those not used to the rules.