

PHANTOM THIEF

ファントムシーフ (怪盗)

5C

Having fun?

NINJA

忍者

2D

I'm nowhere!

SAMURAI

サムライ

3D

To master is to discard



Setup Give each other player a notice or invitation
Choose 0 or ±1 (place the Chip)

Art of Theft

On Your Turn You may exchange 1 card with your partner
If the exchange fails, discard it and take 1 card from the deck

Trick Victory Reselect 0 or ±1 OR Flip the Chip

On Your Turn

After playing 1 card from hand, you may play another card
face down (draw 1 card from the deck)
→ After all cards have been played, choose to flip over your
face down card or discard it
→ For the 5th trick, look at 1 card from the deck to play face down

Shadow Cloning

Red is as strong as Black If there is a White Flag in play,
the effect is invalid

Spirit of Red

Setup Discard all Black cards in hand and redraw that many
from the deck

Trick Victory Take 1 Red card from play (not your own)
into your hand then discard another card

0 wins +0 pts
1 win -20 pts
2 wins +P50 pts

3 wins -50 pts
4 wins +100 pts
5 wins Win the game

0 wins +70 pts
1 win -20 pts
2 wins +70 pts

3 wins -20 pts
4 wins +140 pts
5 wins Win the game

0 wins +0 pts
1 win +30 pts
2 wins +80 pts

3 wins +120 pts
4 wins Win the game
5 wins -100 pts