

トリックティイカーズ

TRICKTAKERSTM



■ 内容物



8 Character Cards



2 White Flag Cards



2 Rare Cards

40 Playing Cards



8 Character Cards for 2 players



10 Victory Points (20 pieces)



50 Victory Points (20 pieces)



7 Berserker Exclusive Cards



1 King Exclusive Rare Cards



2 Adventurer Exclusive Cards



6 Ruler Exclusive Task Cards



15 Adventurer Exclusive Item Cards



4 Ruler Exclusive Lead Tokens

1 Gambler Exclusive Dice



1 Resistance Exclusive Kakumei Token

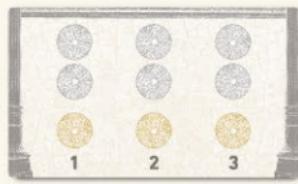
1 Collector Exclusive Reservation Token



5 Crown Tokens



6 Black Crown Tokens



1 Round Sheet



6 Round Progress Cards



5 Player Aid Cards

■CONTENTS



3 Exclusive Cards



1 Tactical Card



5 Trap Cards



2 Summon Sheets



6 Summoned Beasts Cards



5 MP Tokens



1 Magic Circle Sheet



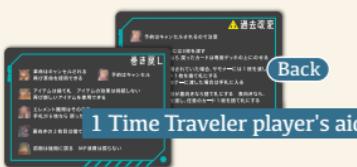
15 Exclusive Cards



2 Forging Black Crowns



9 Element Tokens



トリックテイカーズ TRICKTAKERs

Trick-taking is a classic game mechanism used in standard playing card deck games. In the long history of Trick-taking numerous games have been created. Some are to your taste others aren't quite so. Don't worry. In TRICKTAKERs, you will surely find the variety intriguing. 8 characters have developed their own unique, independent styles of trick-taking.

Now, their competition begins...

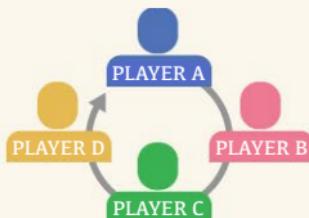


Players sign contracts with various characters to try to gain the greatest fame as a trick taker. Players select a character in each round and earn victory points according to the conditions of each character. After 3 rounds, the player with most victory points wins. The winner is no doubt the best player of Trick-taking. Let's show others what you have got, and earn the fame!



— Playing a Trick —

Each player plays a card from hand and compare the value of the cards



The game consists of 3 rounds. In each round, each player chooses a character after 5 cards are dealt. After 5 tricks, players score points according to their characters. After 3 rounds, the player with the highest score wins; however, this is not always the case since there are several other ways to win this game.

Winning Conditions

① Get Two Crowns



- The player who won the most tricks in a round gets a crown. When getting two crowns, the player wins the game immediately.

② Get Three Black Crowns



- The player who won no tricks in a round gets a black crown. When getting three crowns, the player wins the game immediately.

③ Fulfill the Character's Winning Condition

- Each character has its own winning condition. On fulfilling the condition, the player wins the game.

■ トリック (Trick)

"Trick" means that all of the players take turns playing a card clockwise and the one who played the card of the highest value wins the trick. Playing cards are used for playing tricks. The playing cards consist of Number cards, Rare cards, and White flag cards.

● Number Cards

4 colored number cards (1 to 9)



Card strength

Among the same color, the larger the number, the stronger. (9 is the strongest)



Black is stronger than the other colors



The 3 colors are the same strength. However, If a color is played first (lead), the color becomes the strongest.



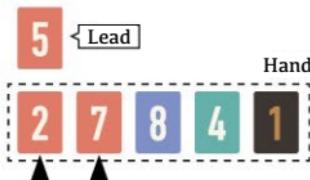
When red 2 (lead), red 5, red 8, and blue 9 are played in order, red 8 wins. (red 8 > red 5 > red 2 > blue 9)

When red 2 (lead), red 8, black 1, and blue 9 are played in order, black 1 wins. (black 1 > red 8 > red 2 > blue 9)

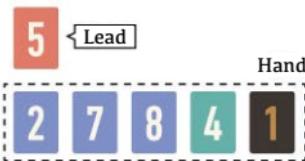
Must Follow

A player must play a card in the manner of "must follow".

In each trick, a player must play a card of the same color as the first player played. If the player has more than 2 cards of the color, they can choose which card to play. If the player doesn't have any cards of the same color, they can play any card from hand.



Either red 2 or red 7 can be played.



Any one of these cards can be played. If black 1 is played, the player wins. If one of the other cards is played, the player loses the trick.

The winner of the trick collects up the cards to put in front of them, and becomes the lead player of the next trick. (“Lead player” means the player who plays the first card in a trick)

● Rare Card

This card is stronger than any number card. You may want to play this when you want to win the trick. If two or more rare cards are played in a trick, the one played first wins the trick.



● White Flag Card

This card is weaker than any number card. You may want to play this when you want to lose the trick. Raising up the white flag, it gives way to you. So, please treat it nicely. :)



How to play Rare / White Flag Card

The card can be played any time in the player's turn, ignoring the must follow rules.



When the first card played is either Rare or White Flag, the next player can play any card. If the player plays a number card, the following players must follow the color of the card if they can.

■ゲームの準備 (Preparation)



Player



Player



Basic Character Cards



Player



40 playing cards



Player

- 1** The player deals each player 30 victory points.

- 2** Place 3 crowns and 6 black crowns on the round sheet.

- 3** Place 5 basic character cards face up.
Basic characters: King, Gambler, Resistance, Hermit, Berserker

- 4** Shuffle 40 playing cards well, and place them face down as a draw deck.



1 Deal Playing Cards

Draw **5 cards** for each player from the draw deck. Players see their cards in hand.

2 Select a Character Card

Decide who will be the first player, and , starting from the first player, each player selects a character **clockwise** .

3 Set Up the Character Please refer to the page 15 ~

4 Play Tricks

The player who first chose a character becomes the lead player (the player who starts a trick first). From the player clockwise, each player plays a card to table. The winner of a trick becomes the lead player for the next trick. 5 tricks will be played until all the players run out of their hands.

5 Acquire a Crown



The player who won the most tricks (1st place alone) acquires a crown. If there is a tie, no one gets a crown.

ex) A: 2 wins, B: 1 win, C: 1 win, D: 1win → A gets a crown

ex) A: 2 wins, B: 2 wins, C: 1 win, D: 0 wins → No one gets a crown

When no one gets a crown, the crown for the round returns to the box.

Acquire a Black Crown



The player who did not win a single trick acquires a black crown. Only two players can get black crowns. The priorities of the characters are taken into account regarding who to receive them.

ex) Where Gambler: 0 wins, Resistance: 0 wins, Hermit: 0 wins, Hermit cannot get a black crown.

[The priorities]

King (1A) > Gambler (2A) > Resistance (3A) > Hermit (4A) > Berserker (5A)

The black crown(s) not taken returns to the box.

Acquire Victory Points



Players acquire victory points according to the conditions written on their character card.

■ラウンド2 (Round 2)



1 Deal Playing Cards

Place 40 playing cards face down and shuffle them well, and place them in center of table as a draw deck. Draw **5 cards** for each player from the deck. Players see their cards in hand.

2 Select a Character Card

Place 5 Character cards face up. Players choose a character **in the order mentioned below**.

1st The player who selected "King" in the previous round

2nd The player who do not have a crown
In ascending order from the player with the lowest score



If there is a tie for the victory points, compare
(the priority of the character each player selected)
in the previous round. The higher goes first.

3rd The players who have a crown (in ascending order of points)
*Black crowns will not affect the priority.

3 Set Up the Character

4 Play Tricks

Among the players who do not have a crown, the player with the **least victory points lead the first trick of this round**.

If there is a tie for the victory points, compare
(the priority of the character each player selected)
in the previous round. The higher goes first.

5 Acquire a Crown / a Black Crown, and Points

Priority of Characters



Refer to this chart when selecting characters, when playing the first trick, or when multiple players winning the game at the same time.



1 Deal Playing Cards

2 Select a Character Card (The same way as the Round 2)

3 Set Up the Character

4 Spend Black Crowns



Black Crown(s) can be used to renew your cards in hand.
(Spend 1 Black Crown, you can discard as many cards in hand as you want and draw as many cards from the draw deck. Once used, the Black Crown goes back to the box.

ex) Discard 5 cards and draw 5 cards from the deck.
It is possible to spend 2 Black Crowns and do the renewing twice.

5 Play Tricks (The same way as the Round 2)

6 Acquire a Crown / a Black Crown, and Points

7 Determine the Winner

Priority of Winning the Game



1st

"Win the Game" Accomplish the "ゲームに勝利" on Character Card

If several players accomplish their winning conditions at the same time, the winner is determined by the priority of characters. For example, when "5 wins by King" and "0 wins by Berserker" happen at the same time, King wins the game in accordance with the priority.



2nd

Acquire 2 Crowns



3rd

Acquire 3 Black Crowns

When this is accomplished by several players, the character with higher priority wins the game.

4th

Score the most Victory Points

If there is a tie, the character with higher priority wins the game.

■キング

KING

キング

1A

王道こそ正道



準備

キング専用レアを手札に入れ 手札1枚を捨てる

王の特権

次のラウンド時

最初にキャラクターを選択(キング以外)できる

最終決戦

最終ラウンド時

勝利点が2倍になる

0勝 +0点

3勝 +80点

1勝 +20点

4勝 +120点

2勝 +50点

5勝 ゲームに勝利

King Exclusive Rare Card



Add this King Exclusive Rare Card to hand, and discard a card of your choice from hand.

王の特権 (King's Privilege)

At the beginning of the next round, regardless of how many crowns or victory points you have, you can select a character first. However, You may not select King.

最終決戦 (The Final Battle)

Only in the final round, you can acquire twice as many victory points.
ex) King won 3 tricks in the last round. The player acquires 160 points (80 x 2).

* the letter "勝" on the Character Cards means "win(s)"

* "ゲームに勝利" means "win the game"

GAMBLER

ギャンブラー

2A

運ではない 導くのさ



1 +20点

準備

2 ポーカー交換×2回までできる

ギャンブル

3 勝利数を予想

4 50点までBETできる

最終ラウンド時 100点までBETできる

0当 +30点

4当 ゲームに勝利

1当 +60点

5勝 ゲームに勝利

2当 +90点

的中 +BET分

3当 +150点

外れ -BET分

ギャンブル (Gamble)

+ 20 Points

You receive 20 victory points at the beginning of the game.



Poker-like exchanging cards

You can discard cards in hand, then receive as many cards from the draw deck. You can do this twice; however, it is not mandatory.

ex) You discard 5 cards in hand, and draw 5 cards from the deck. After this, you discard 2 cards, and draw 2 cards from the deck.

Bidding for how many tricks you will win

Using the dice, you bid how many tricks you think you will win in the round.

ex) You bid for 2 wins, so you change the value of the dice to "2".



Betting for your bidding

You can bet up to 50 victory points for your bid. In the final round, you can bet up to 100 points. The points you bet are placed near the dice. It is not mandatory for you to bet.

ex) You bid for 2 wins, and bet 50 points for the bid.

If you win the bid, you acquire $90 + 50$ (Bet) = 140 points.

And the 50 points you used for the betting will return to you.

* ex) "3当" on the Character Card means "Your successful bid for 3 wins"

* "的中" means "win the bid" / "外れ" means "miss the bid"

Winning 5 tricks

When you win 5 tricks, you automatically win the game. So, there is no need to bid for 5 wins. (The value "5" on the dice is only for 2-player game)

RESISTANCE

レジスタンス

3A

機会は必ず来るんだ



革命

自分のターン時

革命を宣言できる(1度のみ)

革命のみの勝利は0勝とみなす

決戦の覚悟

最終ラウンド時

1勝利ごと(革命含む)

+30点

革命時

黒で勝利

7 / 8 / 9 で勝利

4 / 5 / 6 で勝利

1 / 2 / 3 で勝利

白旗で勝利

ゲームに勝利

+100点

+80点

+50点

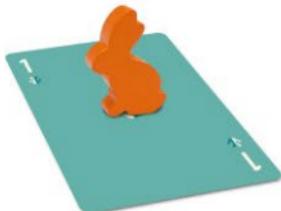
+30点

革命

(Kakumei: Revolution)

You may declare "Kakumei" on your turn. (Once in a round) When you do so, place the Kakumei Token on the card you have just played.

After the declaration of "Kakumei", the strength order is reversed. However, among the players who play the cards of the same strength, the player who played first wins as the original rule.



Order of Play



In Kakumei play, players must follow the color led, but the advantage of leading the trick becomes nullified. Among the 3 colors (Red, Blue, Green), the first card of the smallest value wins the trick.



In Kakumei play, the Berserker's ability of losing to the cards with value 1 is nullified. For this example, Since Red is stronger than Black, Red 1 wins the trick.



Among White Flag Cards, the one played first wins the trick.

In Kakumei play: if you win with the card below:

Black: You win the game | 7,8 or 9: +100pt

4,5 or 6: +80pt | 1,2 or 3: + 50pt | White Flag: +30pt



Acquiring a Black Crown



If you win only 1 trick in a round, and if you won the trick in Kakumei Play, your winning count is regarded as "0", so that you acquire a Black Crown.

In the final round, you can get + 30 points each time you win the trick.

決戦の覚悟
(Readiness for Battle)

ex) In the final round, you won two tricks and one with White Flag Card in Kakumei Play. Score: 30pt (Kakumei play) + 3 (wins) x 30 pt = 120 pt.

HERMIT

ハーミット

4A

邪道も道なり



器用な手つき

自分のターン時

手札を出す前に 山札 1枚を取り 手札 1枚を捨てる



win



lose

白旗はレアに勝利する

+30点

+100点

最終ラウンド時

0勝 +50点

3勝 +70点

1勝 -10点

4勝 +100点

2勝 -30点

5勝 ゲームに勝利

器用な手つき (Dexterous hand)

Before playing a card from hand in each trick, you may draw a card from the draw deck, and discard a card in hand.

Order of Play



In the situation above, you need to play Red 9 to follow the color, which makes you win the trick.



Discard a card from your hand.



By playing Blue 7, Blue 8, or Green 4, you can lose the trick. Whereas you can win the trick by playing Black 1 or Black 2.

White Flag defeats Rare [Hermit exclusive]

When Hermit plays White Flag Card, the White Flag defeats Rare Card. Each time you successfully do this, you acquire 30 points. In the final round, you acquire 100 points for this. When you play White Flag, you need to be careful: you may win the trick unintentionally.

Order of Play



Hermit beats Rare by playing White Flag.



Hermit beats Rare by playing White Flag, but Berserker, the next card, beats the White Flag. However, Red 1 is played after Berserker, and it wins the trick.

BERSERKER

バーサーカー

5A

ゴオオオ



準備

バーサーカーデッキから バーサーカー1枚と
ランダムで4枚を手札とする

異様な高揚

最終ラウンド時

0勝でゲームに勝利する

0勝 -30点

1勝 -10点

2勝 +30点

3勝 +50点

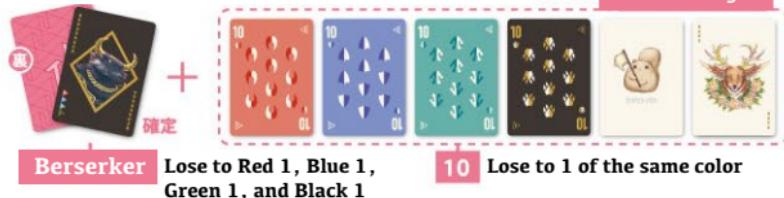
4勝 +80点

5勝 -50点

Berserker Exclusive Deck

Discard all the cards in hand, and you receive 1 Berserker Card and 4 other randomly picked cards from the Berserker Exclusive Deck.

Pick 4 cards randomly



Berserker

Lose to Red 1, Blue 1, Green 1, and Black 1

10 Lose to 1 of the same color

Order of Play

Lead

9

10

1

win

1

1

Red 10 loses to Red 1
(doesn't lose to Blue 1 or Green 1)

Lead

9



win

9



Berserker Card is stronger than Rare Card. Even if Hermit plays White Flag Card and thus defeats Rare Card, Berserker wins the trick since it is stronger than Rare Card.

Lead



win

1

1

1

Black 1 is stronger than Red 1. However, Red 1 defeats the Berserker Card first, and because of the priority, Red 1 wins the trick.



In the final round, as in the rules, you can discard cards in hand and draw as many cards from the draw deck by spending a Black Crown. However, you cannot discard the Berserker Card.

(Fierce Uplifting)

異様な高揚

You win the game if you win 0 tricks in the final round.

If King's ability of "5 wins in a round to win the game" and Berserker's ability of "0 wins in the final round to win the game" occurs at the same time, King wins the game. This is because King's Character priority is higher than that of Berserker's.

ADVENTURER

アドベンチャラー

3B

運を味方につけるんじゃもん



初期装備

準備 アイテムを2つ装備

アイテム使用

自分のターン時

アイテムを1つ使用したなら アイテム1つGET

レベルアップ

トリック勝利時

アイテム枠を1つ増加&アイテム1つGET

0勝 +20点

3勝 +40点

1勝 +10点

4勝 +60点

2勝 +20点

5勝 ゲームに勝利

アイテム +XX点

初期装備

(Initial Equipment)

Place an Item Card on each of the two Initial Equipment (初期装備) Cards.

- Choose one from [Map of Destiny] [Potion of Invisibility] [Timid Boots]
- Choose one from [Miracle Sword] [Ruler's Wand] [Berserker Axe]

Shuffle well the rest of the Item Cards and place them face down to form Item Card deck. Item Cards should be open information. The Item Cards you have must be visible to all players.



アイテム使用

(Using Items)

On your turn, you can use only one item. When you use one, place the Item Card out of the Equipment Card it was on. After using it, draw an Item Card from the deck, and place it on the Equipment card. You may not discard an Item Card without using it.



レベルアップ

(Level Up)

When you win a trick, the Playing Cards used in the trick are collected and placed beside the Equipment Cards. This becomes a New Equipment Card. You immediately draw an Item Card from the Item Card deck, then place it on the New Equipment Card.

You may not move Item Cards onto different Equipment Cards. Once an Item Card is placed on an Equipment Card, it must stay on the card until it is used.



■アドベンチャラー



[Map of Destiny]

運命の地図

Discard as many Playing Cards in hand as you want, then draw as many cards from the deck. ex) Discard 2 cards and draw 2 cards.



[Miracle Sword]

奇跡のつるぎ

Choose a Number Card in hand. You can change the number on the card $+5/-5$. (The lowest value is 1, the highest 9) ex) Red 5 becomes Red 1 or Red 9



[Potion of Invisibility]

透明になる薬

You may play a card face down. You must follow the lead color if you can. You may not use this item when leading. (except for 2-player game)
ex) Led with Black 10, you play Black 1 face down, flip the card over after all the players played their cards.



[Ruler's Wand]

ルーラーの杖

Play a Number Card from hand. The color of the card is regarded as the same color as the leading color. (You can use this item when leading) ex) Led with Black 5, you play Red 9 as Black 9



[Timid Boots]

臆病なブーツ

Play last in order: You play a card after the other players play their cards. If you use this when leading, the next player becomes the lead player.



[Berserker Axe]

バーサーカーの斧

Play a Number Card from hand. The number on the card becomes 10; however, it loses to value 1 of the same color.
ex) Red 5 becomes Red 10, but loses to Red 1.

Acquiring Victory Points

After playing 5 tricks, you acquire or lose victory points according to the items unused in the round.



ex)

You have won 2 tricks
(with 2 New Equipment Cards)

* The letter "未使用" on Item Cards means "Unused"

■ Win 2 Tricks [+ 20 pt]

■ "Rock Crystal" is on Initial Equipment Card [+30 pt]

■ "Discovered Gold" remains unused [+10 pt]

■ "Crystal" is on New Equipment Card [+30pt]

■ "Fairy Mischief" remains unused [-30pt]

Total
60 Points



[Hermit's Book of Secrets]

ハーミットの秘伝書

Before you play a card, draw a card from the draw deck, and discard a card in hand.



[Fairy Mischief]

妖精のいたずら

Your cards are now open information. You place all the cards in hand on table face up. **The item may not be used in the 5th trick.**



[White Orb]

白のオーブ

The card you play becomes White Flag Card. You can play the card regardless of the leading color.

ex) Play Red 5, and now it is White Flag Card.



[A visit to the Castle]

城に立ち寄る

Discard all the Item Cards on your Equipment Cards, which become "used" without activation. After that, draw an Item Card for each Equipment Card from Item Card deck.



[Proactive Wing]

先回りの翼

If cards of the same value are played in a trick, the former normally wins, but with this item the latter wins.

ex) Where Rare is already played, you also play Rare and win the trick.



[Discovered Golds]

ゴールド発見

You acquire 30 points immediately.



[Crystal]

クリスタル

This item cannot be used.
If it is on Initial Equipment Card: +20 points.
If it is on New Equipment Card: +30 points.



[Dragon Doll]

ドラゴン人形

The card you play beats Rare. You can use this item even if no Rare is played in the trick.

ex) There is a Rare Card in play, so you play Red 5 and win the trick.



[Rock Crystal]

クリスタル原石

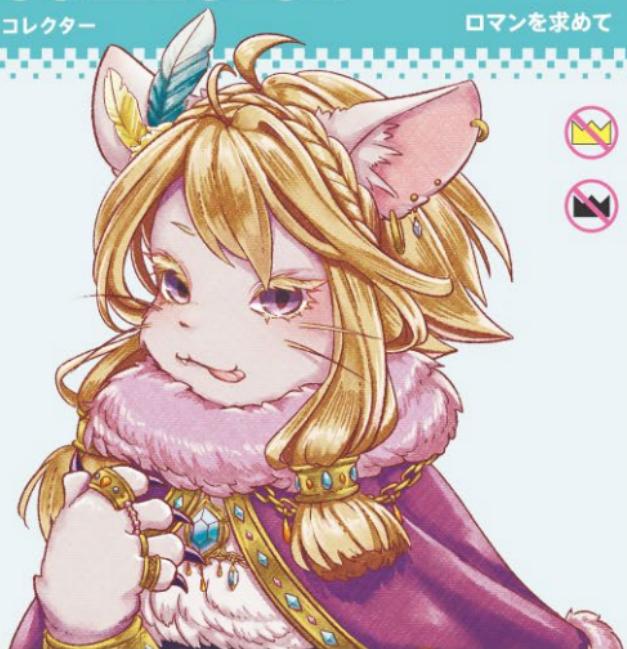
This item cannot be used.
If it is on Initial Equipment Card: +30 points.
If it is on New Equipment Card: +50 points.

COLLECTOR

4B

コレクター

ロマンを求めて



コレクション予約

自分のターン時

手札を出した後 場のカード1枚を予約できる

コレクション

トリック勝利時

取ったカードをコレクションする

フラッシュ3 +20点

ストフラ5 +100点

ストレート3 +30点

ストフラ9 ゲームに勝利

3カード +40点

未使用カード[2枚ごと] -10点

ストフラ3 +50点

好きな色と数字

4カード +80点

役に1枚まで

3役まで



コレクション予約 (Collector's Reservation)

On your turn, you may reserve a card by placing Reservation Token on a card in play (this is not mandatory). If you are the lead player, you can only reserve the card you have just played. When another player wins a trick, you receive only the card you have reserved.



You can reserve a card in every trick, so you can collect at least 5 cards even if you don't win any trick.

(Set Collection: Make combinations)

セットコレクション (役をそろえる)

- You acquire victory points by making a combination with the cards you collected.
- You can make up to 3 combinations.
- Rare is a Joker: can be used as any Number Card. (No more than one Rare Card in a set)
- For every **two** of the collected cards not used for making combinations, you receive "**-10**" points.



	Flush 3	+20 pt	3 cards of the same color
	Straight 3	+30 pt	3 cards with consecutive numbers
	3 of a kind	+40 pt	3 cards of the same number
	Straight Flush 3	+50 pt	3 cards with consecutive numbers of the same color
	4 of a kind	+80 pt	4 cards of the same number
	Straight Flush 5	+100 pt	5 cards with consecutive numbers of the same color
	Straight Flush 9	Win the game	9 cards with consecutive numbers of the same color



Collector cannot acquire "Crown" nor "Black Crown"

RULER

ルーラー

5B

課題の先に道が開けます



課題の見極め

準備

タスクカードを他のプレイヤーに1枚ずつ渡す

ルール回避

自分のターン時

手札をリードカラーに変更できる

NORMAL +10点

HARD +20点

全タスクを達成する

+10点

黒のカードをとる

+10点

1トリックだけとる

+20点

2トリック以上とり、赤青緑をとらない

ゲームに勝利

課題の見極め (Figuring out the Tasks)

■ Deal each other player a Task Card.

You can hand a Task Card to the other players AFTER they finish setting up their Characters.

ex) You hand a Task Card to Gambler after seeing the player's bid.

- The player who received a Task Card can acquire Victory Points when completing the task. Ruler can acquire the same Victory Points as the player who completes their tasks. (this rule is not applied to 2-player game), so Ruler and the other players are in a cooperative relationship.
- After completing a task, place the Task Card face down to indicate the completion.
- The players who cannot complete their tasks receive minus points. However, Rulers receive no minus points.

Ruler's Tasks

[Complete all the Tasks] +10 pt

[Take a Black Card] +10 pt

[Take only 1 Trick] +20 pt

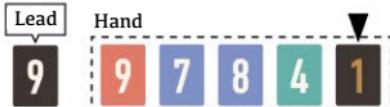
[Take 2 or more Tricks without taking Red, Blue or Green cards] Win the game



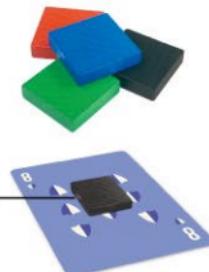
* The letter "とる" on Task Cards means "take" / "とらない" "do not take"

ルール回避 (Rule Avoidance)

You may play any card from hand as a card of the same color as the leading one.



Put a Black Tile on Blue 8. This card is now Black 8.



In the situation above, you are supposed to play Black 1. However, Ruler has the ability to change the color of the card they play to that of the leading color. If the lead player has a Task Card of "Take a Blue Card", you can complete the task by letting the player take your Blue 8.

■Strategist

STRATEGIST

ストラテジスト(軍師)

1C

To see the big picture



Setup Add the Black 7 to your hand and discard a different card of your choice
→ Create the trap deck and activate 1 card each trick

[On Your Turn]

Once per round, you may use the Tactical Card to ignore the must follow rule

[Trick Victory]

Acquire all pooled victory points

0 wins + Rare or 50 pts

3 wins + 50 pts

1 win + Black 7 or 30 pts

4 wins + 80 pts

2 wins - 50 pts

5 wins Win the game

[Strategic Tricktaker] Picturize the whole view!

Strategist exclusive Black 7 card

Take the exclusive Black 7 card into hand, and discard a card from hand.



Trap Cards

Stack the 5 Trap Cards in any order you want, and place the deck face down in the center of the table. At the beginning of each trick, reveal a Trap Card so that every player can see it. **Each player needs to put their 10 point token in the center of the table when found trapped after playing their card.** Strategist will never get trapped. Each revealed Trap Card is discarded after each trick. All the accumulated tokens are taken by Strategist when Strategist wins a trick. If tokens remain in the center of the table after 5 tricks, they are put back to the box. If you play White Flags Card or Rare Card, you lose points by "Mast follow" Trap Card.



The Trap Card shown on the left becomes effective when Strategist wins the trick. Each other player puts a 10 point token in the center of the table, and Strategist takes all the accumulated tokens there.

Tactical Cards

You can use a Tactical Card on your turn only once during the round, and in the trick Strategist can play a card ignoring the must follow rule.



Carry cards over to the next round

You can carry over Rare Card for 0 wins, and Black 7 card for 1 win. **However, you must use the cards in the next round.** You may choose to acquire 50 points instead of carrying over the Rare Card, and 30 points instead of Black 7 card.



Take Berserker Card and 4 other cards from Berserker exclusive deck. After that, take the Black 7 card or Rare Card and discard a card from your hand. Berserker card cannot be discarded.



Take 6 cards from Alchemist exclusive deck. After that, take the Black 7 card or Rare Card and discard a card from your hand. Black 7 card is regarded as 7 of no color, Rare Card as 0 of no color.

■ Summoner

SUMMONER

サモナー(召喚術師)

2C

Come order, Come chaos



Summon

On Your Turn

After summoning to the rear (up to 2), you can command (any number of times), then you may summon to the front

Set Up Acquire initial 5MP

Trick Victory Acquire 1MP



0 wins -20 pts

3 wins +70 pts

1 win +20 pts

4 wins +100 pts

2 wins +40 pts

5 wins Win the game

[Summoning Tricktaker] Handle the mighty powers!

Summoned Beasts (Face)



EL



MIRIA



MARU



GURU



NEMU



OKO

- **EL** is treated as Hermit's White Flag Card (it beats Rare)
- **MIRIA** is treated as Berserker Card (it is stronger than Rare, but loses to any "1")
- **MARU (red10)**, **GURU (blue10)**, **NEMU (green10)**, **OKO (black10)**
(They lose to "1" of their color)

MP (Magic Point)

- You get 5 MP initially. Place 5 MP tokens on the Character Card.
- MP is spent to "summon", "use the special ability of a summoned beast" or "move a summoned beast to the front".
- When each MP is spent, put a MP token away from the Character Card.
- MP is recovered by 1 when you win a trick.(put a token back on the card)



Face (Front)



Back (Rear:summoned)

The number of MP tokens shown here are to be spent:



when moving the beast to the front.

when summoning a beast in the rear.

when using the special ability of the beast.

How to play Summoner

- 1 Summon a beast in the rear. (place the Summoned Beast Card on a Summon sheet)
- 2 You may use the special abilities of the summoned beasts. (command)
- 3 Play a card from your hand.
- 4 Move the summoned beast to the front. (place the summoned card on the card you played to the table)

■ Summoner

1 Summon a beast in the rear

Spending MP, summon a beast on a Summon Sheet.

You may summon two beasts in the same turn.

※ No more than 2 beasts may stay in the rear. Once you move one to the front, you can summon another beast in the later turns.

※ The beast summoned may not be placed directly in the front.



2 Use the special abilities of the summoned beasts (Command)



■ While **MARU, GURU, NEMU** on the Summon Sheet:

Spending 1MP, you can "discard 1 card, and draw 1 card from the draw deck".

■ While **OKO** on the Summon Sheet:

Spending 1MP, you can "discard any number of cards from hand, and draw as many cards from the draw deck".

※ The abilities of one or both of the beasts may be used over and over (even in the same turn) until your MP runs out.

■ While **EL** on the Summon Sheet:

At the end of every turn, you can recover 1MP. Once EL moves to the front, the ability is no longer active.

■ While **MILIA** on the Summon Sheet:

The ability of "10 doesn't lose to 1" is active. **MARU, GURU, NEMU** and **OKO** won't lose to 1. Once MILIA moves to the front, the ability is no longer active, so MILIA loses to 1.



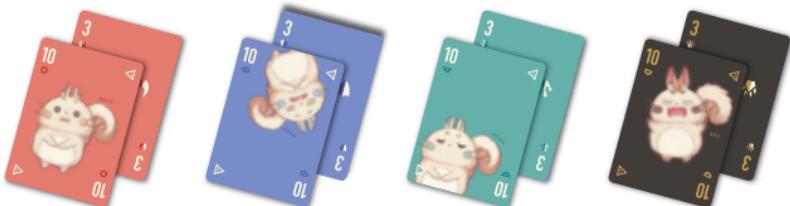
3 Play a card from hand to the table**4 Move the beast to the front****4 (Turn the card over)**

Spending MP, you may move the beast to the front. When doing so, put the Summoned Beast Card on top of the card you played. You can do this without spending any MP when the color of the Summoned Beast Card and that of the card you played matches.

* The color and value will be overwritten with those of the Summoned Beast.

ex) After playing red 3, you moved OKO to the front spending 2MP.

ex) After playing black 3, you moved OKO to the front without spending MP.

**Advantageous play of cards**

- Placing it on a red card, you can play **MARU** (red 10) with no MP cost.
- Placing it on a blue card, you can play **GURU** (blue 10) with no MP cost.
- Placing it on a green card, you can play **NEMU** (green 10) with no MP cost.
- Placing it on a black card, you can play **OKO** (black 10) with no MP cost.



- Placing it on White Flag Card or Rare Card, you can play **EL** and **MIRIA** with no MP cost.

■ Alchemist

ALCHEMIST

アルケミスト（錬金術師）

3C

No law, no truth



On Your Turn

Play 3 cards (always becomes lead color) then draw 3 cards
Hand limit of 6 cards

Total the value of the 3 cards played (11+, use the 1s digit)

- If you have a card of the lead color in your hand you must play at least 1 of them
- When you lead, declare what the lead color is (even Black)

Alchemy

Setup

Randomly draw 6 cards
from the Alchemist Deck

Elements

Acquired Elements are
Immediately placed
in the magic circle

- | | | |
|---|---|-------------|
| ▢ | Same number as lead (total value) | + 1 Element |
| ▢ | 3 of a kind (3 cards with same number) | + 1 Element |
| ▢ | Flush (3 cards with same color) | + 1 Element |
| ▢ | Straight (3 cards with values in a row) | + 1 Element |
| ▢ | Win the trick | + 1 Element |

Miniscape Tricktaker】 Complete the magic circle and forge!

Alchemist exclusive deck

Discard all the cards in hand, and draw **6 cards** from the Alchemist exclusive deck. **The maximum number of cards in your hand is 6.** In your turn, you play **3 cards from hand**, and draw 3 cards from the exclusive deck. (You will only have 3 cards in hand at the beginning of the 5th trick)

The sum of the three cards played becomes the value Alchemist plays. When the sum is 10, it is as strong as normal 10 cards, but lose to 1 of the same color. When the sum is 11 or more, the first digit of the number becomes the value.



In the final round, you can discard cards in hand and draw as many cards from the draw deck by spending a Black Crown. The discarded cards can be placed at the bottom of the Alchemist deck in any order.

Alchemy

You are to follow the color led no matter what combination of the 3 cards from hand you play.

ex) When the leading color is red, playing **red 3, red 5, blue 4** (the sum is 12) determines you have played **red 2**.

You must play at least one card of the leading color if you have it in hand. If not, you can play any combination of cards from hand, and even in such a case, you are following the color led.

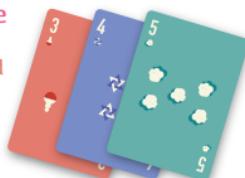
ex) When the leading color is red, playing **green 3, green 5, blue 4** (the sum is 12) determines you have still played **red 2**.

When Alchemist leads a trick, any combination of 3 cards from hand can be played. Then, you can select the color of one of the 3 cards as the leading color.

ex) Playing **red 3, blue 4, green 5**, Alchemist selected **red** as the leading color.

Only when the cards you play consist of 3 different colors (**red, blue, green**), you can select black as the leading color in the trick.

ex) Playing **red 3, blue 4, green 5**, Alchemist selected black as the leading color.



■ Alchemist

Acquiring Elements

Completing certain formations on the Magic Circle with the elements you acquire, **Alchemist** can acquire **victory points**, **forged Crowns** or **Black Crowns** at the end of the round. Once you place the elements on the Magic Circle, they stay there throughout the round.

There are 5 ways to play for acquiring an element.

α The same value as the leading card

ex) playing red 3, red 5, blue 4 (total 12), where the leading card is red 2.

Elements are not acquired when leading.

β Three of a kind

(3 cards of the same number)

ex) playing red 3, blue 3, green 3



γ Flush

(3 cards of the same color)

ex) playing red 1, red 3, red 5



δ Straight

(3 cards of consecutive numbers)

ex) playing red 1, blue 2, green 3



ε Win the trick

Several elements can be acquired at once by fulfilling multiple conditions.

ex) Where the leading color was red 2, by playing red 3, red 4, red 5 (total 12), you acquired 3 elements by fulfilling **The same value as the leading card**, **Flush**, and **Straight**.

💡 Tips

You cannot meet both the condition of **The same value as the leading card**, and the condition of **Win the Trick** at the same time. This is because you never win against the leading player due to the rule: "If two players play the same value, the player who played first wins."

Examples of Formations



- Purple triangle
10 pt

[Total] 10 pt



- Purple triangle
10 pt
- Single row
30 pt
- Single column
80 pt

[Total] 120 pt



- <Acquire Black Crown by 0 wins>
- Forge Crown from the Black Crown
 - Purple triangle
10 pt
 - Pink triangle
10 pt

[Total] 20 pt + a Crown



Placing Elements on Magic Circle

After acquiring elements, you need to put them on the Magic Circle immediately. You may not move the elements once you place them.

Forging Crown or Black Crown

By completing the shape of "Hexagon" on the Magic Circle, if you have a Black Crown, you may forge a Crown by spending the Black Crown. Or you can forge a Black Crown by spending your victory points.

■ A Black Crown is necessary for forging a Crown

In addition to completing the shape of "Hexagon", you need to spend a Black Crown in order to forge a Crown. The Black Crown can be either the one you acquired in the round or in the previous round.



■ Victory points are necessary for forging a Black Crown. The amount increases by 50 points in each round.

In addition to completing the shape of "Hexagon", you need to spend your victory points in order to forge a Black Crown. Since the amount goes up by 50 points in each round, in the first round the cost is 50 points, but 150 points in the third round. The points you use can be from the previous rounds and from the points you earned by completing formations on the magic circle in the round.



Only a limited number of Crowns and Black Crowns can be forged in a game.
You can make only 1 Crown and up to 2 Black Crowns in a game (3 rounds). Before starting the game, place on the Reference Sheet the tokens of Crown and Black Crown for forging.



<1st Round>

- Purple Triangle: 10 pt
- Pink Triangle: 10 pt
- Spend 50 pt
→ Forge a Black Crown
(Initial 30 pt + Forging 20 pt)

[Total] a Black Crown



<3rd Round>

- Total of 160 pt from completing the formations,
 $(10 \times 2 + 30 \times 2 + 80)$
- Spend 150 pt
→ Forge a Black Crown

[Total] 10 pt + a Black Crown

TIME TRAVELER

タイムトラベラー

4C I'm ready to change...

Time Travel

Secretly predict who will win the Crown and Black Crown

Rewind

- Return all cards currently in play
- Draw 2 cards, discard 2 cards
- Choose the lead player

Change the past

Not on the 5th trick

Take all cards from the trick into your hand, pass 1 card to each other player, finally choose the lead player

Last Round

Predict the Crown winners publicly

Win the game

Predict Crown +50pts

Predict Black Crown +50pts

manipulating Trichtaker】 Manipulate time, Turn the table!

Predict who will acquire the Crown

Time Traveler predicts who will win the Crown and Black Crowns. Using the back side of Character Card for 2 players, secretly put the cards of characters under the Prediction Cards. Place 1 card under the Crown Prediction Card, and 2 cards under Black Crown Prediction Card.

- You may not avoid the prediction by placing no cards. Time Traveler can predict himself by placing his own Character Card under the Prediction Card.
- For each successful prediction, you acquire 50 victory points. (up to 150 pt)
- In the last round, you may choose to reveal the characters you predicted. If you successfully predict all the characters, you win the game immediately.



Time Travel Tokens

Place 2 Time Travel Tokens on Time Traveler's Character Card. Every time you use time travel, remove a token from the Character Card. **Time travel can be used up to twice in the round.**

ex) Rewind time / Change the past, Rewind twice, or Change the past twice



Time Travel

Rewind time

On your turn, you can "rewind" by spending a Time Travel Token. When "rewind" is activated, each player puts the card they played back in their hand. → You draw 2 cards from the draw deck and then discard 2 cards from hand. → You designate the leading player.

Change the past (not applicable in the 5th trick)

After you win a trick, you can "Change the past" by spending a Time Travel Token.

When "Change the past" is activated, you take all the cards in the trick. → You give each other player a card from the trick or the one in your hand. → You designate the leading player.

■Time Traveler



When Rewinding time:

The card each player played returns to the hand of the player, but **things happened during the trick will not be undone**. For example, Hermit's exchanging cards or Phantom's exchange cards with the partner will remain valid. The same holds for the MP spent by Summoner and Points lost from Strategist's Trap Cards: they will not be undone. The elements Alchemist acquired and placed on the Magic Circle will not be removed.



If you have declared "Kakumei" in the trick, the Kakumei will be canceled. So, you can declare it again in the later tricks.



The item cards you have used in the trick will be discarded. The effects of the items will be nullified. You may use new items once again.



If you have reserved a card in the trick, it will be canceled.



The points each player has lost due to the Trap Card in the trick will stay valid, so the player may lose points again from the Trap Card.



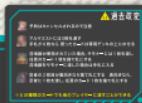
The Beast Card which have moved to the front will be put back on the Summon Sheet. The MP you have spent for moving it to the front will not be restored: you need to spend MP again when moving the card to the front again. If you don't have enough MP, you may not be able to do this any longer.



The elements you have acquired and placed on the Magic Circle remains on the positions, and you may acquire still other elements. **If you have 6 cards in hand, the returned cards will go to the top of the deck of the Exclusive Cards.** (When Alchemist is played, 3 cards are drawn from the deck, so the total number of the cards in hand will be 6, which is the upper limit of your hand.)



If you have played the second card (face down) in the trick, the card will be discarded. This is because you have already drawn a card from the draw deck on playing the second card.



When Changing the past:

You can pass to each other player any kind of card you want.

For example, red 10 of Berserker's Exclusive Card or Berserker Card can be given to a player other than Berserker. A player might receive a Beast Card of Summoner (in that case, the front side of the Beast Card will be used).



If you have declared "Kakumei" in the trick, the chance of Kakumei is already used, and Resistance cannot declare Kakumei again in the round.



Your reservation will be canceled. You may not bring the reserved card to your side. You cannot accomplish the Ruler's task of "Take...", because of the cancellation.



The moment Time Traveler wins the trick, The Ruler's task of "Take..." is accomplished. This is because Time Traveler takes the trick and brings the cards to his side. Distributing the cards afterwards does not alter the completion of the task.



If you have played a Beast Card to the front, there should be two cards in front of you. Time Traveler returns only 1 card to you, and Time Traveler discards any one card from his hand. Even if Time Traveler returns the beast card back to you, it does not go back to the Summon Sheet but to your hand.



Time Traveler needs to return 3 cards to you. If you receive black cards, they are treated as no color. Also, White Flag and Rare (Berserker, EL, MIRIA) are treated as 0 of no color. Neither Three of kind, Straight, nor Flush can be made with the cards of no color. If your hand is already 6, place the 3 cards you received to the top of the Exclusive Card deck.



If you have played the second card (face down), Time Traveler discards the card. Even if the second card has been faced up, Time traveler returns only 1 card to you. In the case, Time Traveler discards any one card from his hand.

■ Phantom Thief

PHANTOM THIEF

ファンタムシーフ(怪盗)

5C

Having fun?



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

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**

Art of Theft

0 wins +0 pts

1 win -20 pts

2 wins +P 50 pts

3 wins -50 pts

4 wins +100 pts

5 wins Win the game

[Thief Tricktaker] Let's have some fun, shall we?

Art of Theft

At the beginning of the round, give each player one card of the Notice Letters (Theft of Crown, of Black Crown, or of 30 points) or the Invitation Letter. (Some of the Notice Letters and Invitation Letter may be left undistributed in 3 or 4 player game)

Notice Letters and Invitation Letter are placed face up (open information)



You steal Crown, Black Crown, or 30 points after the targeted player has acquired the item or points. The items you steal may have been acquired by the player in the previous rounds or in this round. You may only steal items or points that the player has already acquired.

ex) In the case you have handed Notice Letter of 30 points to the player, who has only 20 points at the end of the round, you get 20 points from the player.

If you steal the second Crown the player has acquired, the player's win condition is still not met. (The moment the player was sure of winning the game, the second Crown had already been stolen by Thief.)

How to have a successful theft?

Whether or not your attempt of theft is successful is determined by the difference between the number of winning tricks of yours and of the targeted player **after the 5th trick**. There are two options: "0" and " ± 1 ".

At the beginning of the round, you place The Phantom Chip face up on either of the two options in Sun and Moon Sheet. When you win a trick, you may reselect the option by moving the chip to the other side. You may also turn the chip face down (will be described later).



ex) Thief won the 5th trick and it was the only trick won. The Chip had been placed on "0", but he reselected it by moving it to " ± 1 ". Thief successfully stole a Crown from Player A. Since **there is no difference in the number of winning tricks between Thief and Player B and Player C**, Thief failed to steal from them. Player D is not a targeted player but a partner.

■ Phantom Thief

Hand the Invitation Letter to designate your partner

On your turn, you can exchange a card with your partner. After seeing the card received, the partner gives you a card face down. The partner can refuse your offer. In that case, the partner discards the card received, and you will draw a card from the draw deck. **If your partner's hand is empty, you cannot exchange a card. (At 5th trick, where the partner's turn comes before you.)**



When exchanging with Berserker, the Berserker Card may not be exchanged.



Betray your partner (Change the player to steal from)

When you win a trick, you can flip the chip instead of altering the options between "0" and " ± 1 ". By doing so, **your partner becomes your target: the player to steal from**. Upon your successful theft, you can acquire either a Crown, a Black Crown, or 30 points from your partner.

- When flipping the chip, you may not alter your option.
- When the chip is face down (wolf side), the targeted player is your partner only. **The players you handed the Notice Letters are excluded.**
- You may flip the chip face up the next time you win a trick.
- While the chip being face down, you may still exchange a card with your partner.



THIEF
1 Win



A
2 Wins



B
1 Win



C
1 Win



D
0 Wins



ex) Thief won the 5th trick and it was the only trick won. Thief flipped the chip on " ± 1 ". The difference in the number of winning tricks between Thief and the partner (Player D) is "-1", so Thief can successfully steal either a Crown, a Black Crown or 30 points from Player D. Thief decided to steal a Black Crown. Even though the difference between Thief and Player A is "+1", Thief cannot steal from Player A. This is because the chip is now face down.

Acquire a Black Crown with 1 win



Phantom Thief can acquire a Black Crown not with 0 wins, but with 1 win. However, be noted that the Character priority of Thief is "5C", which is the lowest of all.

With 2 wins, the partner acquire 50 points



When you win exactly 2 wins in the round, your partner will acquire 50 points, but you won't.

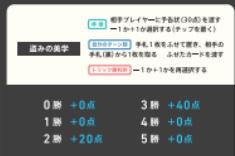
For 2-player variant

Exchange a card

Place a card in hand face down in front of you and take a card from your partner's hand. Then give your partner the face-down card in front of you.

Use the Sun and Moon Sheet for 2 players (Back side)

The difference in the number of winning tricks is either "-1" or "+1". In order to have successful theft, you need to win either 2 or 3 tricks.



- If the phantom thief wins 3 tricks, the difference is "-1" because the partner wins 2 tricks.
- If the phantom thief wins 2 tricks, the difference is "+1" because the partner wins 3 tricks.

NINJA

忍者

2D

I'm nowhere!



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

0 wins +70 pts

1 win -20 pts

2 wins +70 pts

3 wins -20 pts

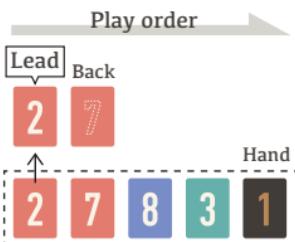
4 wins +140 pts

5 wins Win the game

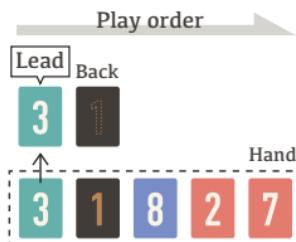
[Cloning Tricktaker] Win twice, and Get a Black Crown!

Shadow Cloning

After playing a card in hand, you may also play a card **face down** (not mandatory). The face-down card also needs to follow the "Must Follow" rule. If you play the second card (face down), you draw a card from the draw deck after the play. After all the players play their cards, you can either turn the second card face up and play or discard.



Ninja led the trick with red 2, and decided to play the second card red 7 (face down). The second card also needs to follow the leading color.



Ninja led the trick with green 3. Playing black 1 face down for the second card would make your trick very strong!

* Where Adventurer's "Timid Boots" is activated, the effect of the item is applied before Ninja's second card (face down) is processed.

The second card comes into play when turning it face up



ex) Ninja played Rare Card for the second card. However, another player also played Rare Card. Since Ninja's second card is only valid after other players has played their cards, Ninja lost in the trick due to the rule of "the player played first has priority".



ex) Ninja led the trick with White Flag Card, and also played black 1 face down for the second card. Since the only card in play is White Flag Card and the leading color has not been determined yet, the next player can play any card they like.

Acquiring a Black Crown

Ninja cannot acquire a Black Crown with 0 wins, but with 2 wins. Character Priority of Ninja is as high as 2D, it is relatively easy for Ninja to acquire a Black Crown. However, be noted that even if you win 2 tricks in the round and are also the player who wins the most tricks, you cannot acquire a Crown.



■Samurai

SAMURAI

サムライ

3D

To master is to discard



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 into your hand then discard another card

0 wins +0 pts

3 wins +120 pts

1 win +30 pts

4 wins Win the game

2 wins +80 pts

5 wins -100 pts

[Minimalism Tricktaker] Be a master of Red!

Spirit of Red

Only when Samurai plays a red card, it becomes as strong as a black card. However, if White Flag Card is in play, or if Resistance declares "Kakumei" in the trick, the ability will be nullified.

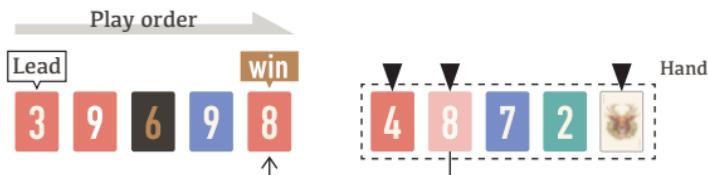
Samurai cannot have a black card in hand.

When preparing, you need to discard black cards, and draw the same number of cards from Draw Deck. In any circumstances where you get black cards, discard them immediately, and draw the same number of cards from Draw deck.

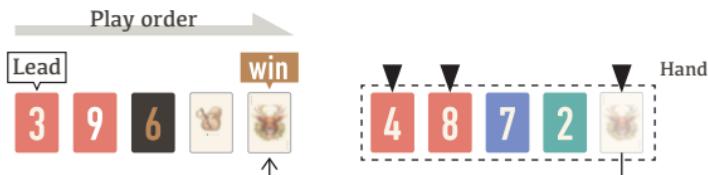


Add a red card into your hand

When you win a trick, you may add into your hand the red card played by another player in the trick (not mandatory). If you do this, discard a card in hand.



ex) The leading color is red. Samurai can play red 4, red 8, or Rare Card. Samurai played red 8. In the normal case, the black 6 is the strongest; however, since the red 8, which Samurai played, is regarded as black 8, Samurai won the trick. When Samurai wins, Samurai can acquire a red card played by another player in the trick. So, Samurai can get red 3 or red 9. Samurai took red 9 and discarded green 2.



ex) If White Flag Card is in play, Samurai's ability is nullified. So, if Samurai plays red 8, Samurai cannot win the trick. Samurai played Rare Card and won the trick. Even if White Flag Card is in play, Samurai can acquire a red card played by another player. Samurai took red 9 and discarded green 2.

■ルーラーからのアドバイス (Tips from RULER)



KING

The more tricks you win, the higher score you get

The extra Rare card makes it easier for you to win tricks. Win as many tricks as possible, and get points and the Crowns. I recommend King when you have a strong hand. Also, you earn a priority to select a character for the next round. If you have got a Crown in the previous round, it may be a good idea to choose a character easier to win tricks, such as Berserker , aiming for the second crown.



GAMBLER

You may get the highest score of all characters

Even when your hand is horrible, Gambler may be a good choice. This is because you can exchange your cards before playing tricks in each round. The more cards you exchange, the more information you can get. If you bid for 1 or 2 wins, bet high and win big! If you bid for 2 or 3 wins, you may not want to bet. Keep in mind that you keep the initial 20 points regardless of losing bids.



RESISTANCE

Lose 4 tricks, and seize a trick in KAKUMEI!

Kakumei is a strong ability to change the strength order. Knowing the next is your turn, other players cannot readily play strong cards. Kakumei is to be declared right before you play a card, it is a good idea to declare it when you are the last turn. If the value of the card you play is less than 4, try declaring Kakumei. Manage to win only once, and get a high score and a Black Crown.



HERMIT

No wins, but points and Black Crowns

Before your play, you can draw a card, and discard one. There is a high chance you will avoid the must follow rules. Try your best to lose all the tricks and get 50 points and a Black Crown. Every other player knows such a strategy of yours, so let them surprise by winning 3 tricks if your hand is strong. Hermit has stable strength in any hand, and so is recommended to beginners, too.

**BERSERKER****Aim for the Crowns rather than the victory points**

Berserker's exclusive deck is so strong; however, you need to watch out since other players know what cards you have. You are weak to the card of value 1, you should check if such a card is in play. Since you don't get as many points as King by winning tricks, it should be better for you to aim for getting a crown rather than points.

**ADVENTURER****A big chance comes with the Crystal. Good Luck!**

Each time you win a trick, you can get an Equipment Card. So, you should try to win as many tricks as possible from the beginning. However, you may lose points by not using some of your items. Adventurer is largely affected by luck. It is difficult to say whether or not you should win the 5th trick. If your hand is weak, how about trying your luck by placing "Map of Destiny" on the Initial Equipment Card and using it in the first trick?

**COLLECTOR****Win at least 1 trick, and make 2 combinations**

You cannot acquire either a Crown or a Black Crown, so getting as high a score as possible is the only strategy. Victory points you earn in each round is normally 50, and 80 at best, so you should make a combination aiming for this score. You can definitely get the card you reserved, so always have in mind what combination you are trying to make. Aiming for "straight flush" can be a good start.

**RULER****Get familiarized with the abilities of all Characters**

How do you distribute the Task Cards? It is safe to say that you should give "Take" tasks to the characters such as King and Berserker, "Do not take" tasks to Resistance and Hermit. Ruler is a difficult character to play if you are not familiar with the abilities of each character. Yet, playing Ruler gives you a great experience, and it surely develops your skills of Trick-taking. Great trick-takers play cards with another player's view. As with everything, experience matters after all.

■ Tips from Ruler



Strategist

Be advantageous after the round!

It is better to make the Trap Card deck in order from A to E. Strategy Cards enable you to ignore the must-follow rules or to play black 7 when led by a black card. With O wins or with 1 win, you can get Rare Card or black 7 respectively for the use in the next round. If you acquire a Crown in the first round, you should choose Strategist for the second round so that you may carry over Rare Card or black7 to the third round. This makes it easier for you to win tricks, and you can aim for another Crown!



Summoner

Aim for a Crown rather than Points

If you have a red, blue, green or black card in hand, you have good chances to play MARU (red 10), GURU (blue 10), NEMU (green 10) or OKO (black 10) effectively. Summoning MIRIA in the first trick prevents "10" cards from losing to "1" cards. EL and MIRIA are very effective if you have White Flag Card in hand. Summon EL in the first trick, and you can keep others from playing Rare Card.



Alchemist

No one can stop you. Acquire a Crown!

First, you need to make up your mind whether to go for "80 points for a single column of 5 elements" or "a Crown for 6 elements in a circle". It is difficult in the fifth round to match up the number with the card led, so manage your hand to acquire elements in other ways. If you can acquire 2 Black Crowns in the first round (with O wins and by spending 50 points), you're very close to the victory. Also, If you have a Black Crown from previous rounds, try to win the most tricks. Forging another Crown with the Black Crown, you can acquire 2 Crowns in the round and win the game immediately!



Time Traveler

Change the past, and their hands!

If you are trying to acquire a Black Crown with O wins, remember that the priority of Time Traveler is as low as 4C. Win at least once, so that, by changing the past, you can give a strong card to the player aiming for O wins. If you have Rare Card in hand, you can aim for a Crown. You can strengthen your hand by playing Rare Card against another player's strong card. You can even avoid leading a trick using the ability of "Rewind Time".



Win 1 trick to steal a Crown!

When you win a trick, you can reselect between "0" and " ± 1 ". Winning the fifth trick makes it easier for you to steal a Crown. Or, you may acquire a BlackCrown by winning only 1 trick; however, be aware that your Character priority is as low as 5C. Your partner can get 50 victory points with your 2 wins. Let's hope the partner will give you a strong card.

Phantom Thief

Well, I don't particularly recommend you to betray your partner...



Ninja

Aim for a Black Crown with 2 wins

If you can play a black card as the second card, you have a high chance to win the trick. Beware of Time Traveler, who forces you to discard the second card using his ability of "Rewind Time". Ninja can aim for a Black Crown even with a strong hand, since Ninja needs 2 wins to acquire it. Also, don't miss the high Character priority of 2D. If you win 2 tricks, which makes other players harder to win tricks, you may be able to stop them from acquiring a Crown.



Samurai

Spirit of Red, here it comes!

Red cards become as strong as black cards, so you will have an advantage when leading a trick with a red card. Other people must follow your red, but your card is stronger than any of the red cards thanks to your ability of "Spirit of Red". If you have Rare Card, play it when red cards are in play so that you can get one of them into your hand. Samurai can acquire 80 points by 2 wins. Using Rare Card you have acquired playing Strategist in the previous round, you may be able to have 4 wins!

Be careful with the Character priority. If the priority is 4 or below, you may not acquire a Black Crown even with 0 wins. Conversely, Gambler with the priority of 2A is highly likely to get a Black Crown with 0 wins. You need to see the compatibility of the characters, too. Collector can get a high score when another player is Alchemist. Alchemist is easy to forge with Time Traveler. In contrast, Ninja and Summoner don't go well with Time Traveler. So, pay close attention to what other players choose for their characters. Observing other player's moves is the best shortcut to be a great board gamer!



■ Important points of the rules

At Preparation:

■ It is advisable for everyone to prepare their character at the same time in order to save time. However, in the official rules, the preparation of each character is done in ascending order from the highest Character priority.

ex) After checking the bid of Gambler (2A), Time Traveler (4C) did the prediction. After that, Ruler (5B) distributed task cards to other players, and then Phantom Thief (5C) handed Notice Letters and Invitation Letter.

※ It is better for Phantom Thief to hand Notice Letters and Invitation Letter face down, and then flip them to the front side when all the characters finish their preparation.

■ In the final round, in the case you discard cards and draw as many cards from the draw deck, you can do it at any time during the preparation.

ex) Gambler did the action of discarding and drawing cards twice, and then did it once again by spending a Black Crown.



In Resistance's Kakumei play:

- Samurai's ability of regarding red cards as black cards will be nullified.
- The ability of MIRIA, the summoned beast, which makes "10" stronger than "1", will be nullified.



When Collector reserves cards:

■ When Collector reserves the summoned beast moved to the front, the card below the summoned beast card will also be reserved.

(Collector reserves the two cards)



■ When Collector reserves the three cards that Alchemist played, Collector reserves only one of the three cards.

Deduction of points by Strategist's Trap Cards:

■ If you have no victory points, no further points will be deducted.

- Gambler's points used for betting are not subject to deduction.
(The point for betting is not regarded as Gambler's winning points)



Samurai's "Spirit of Red"

■ When Samurai receives a black card or red 10 card due to the ability of Time Traveler:

- Samurai discards the black card and draws a card from the draw deck.
- Samurai's red 10 loses to black 1. (red 10 beats red 1)
- The red card played by Samurai is regarded as the black card.
- Samurai's red 1 wins to black 10. (red is regarded as black)



■ Others

FAQ

Q. Is there a way to see whether or not I can win the trick?

- A. ① Find the strongest card in your hand.
② Find a card that can beat the strongest card in play.
→ If you do, the card of yours wins the trick.

Q. Can I choose the same character in a row except King?

- A. Yes.

Q. Victory points can be below 0?

- A. No. The lowest victory points is 0.
ex) "Current points: 20" – "Penalty Points: 50" = 0 points.

Q. Should I discard cards face down?

- A. It is recommended that discarded cards remain face down.
However, cards can be discarded face up if all the players agree.

Q. What if the draw deck is depleted?

- A. Reshuffle the discarded cards to make a new draw deck.

How do I implement this expansion in 2-player games?

- ① Decide which characters to use in the game.
- ② Referring to p14 of the rule books of the base game. Draft characters between the two players. (if odd numbers of the characters are used in step 1, one of the Character Cards will be left unselected.)
- ③ Play as many rounds as the characters each player has.
ex) Using 15 characters, each player selected 7 characters (a character is left unselected). Play 7 rounds, and the player who took the most victory points won the game.

Resistance Variant Rules in 3-Player games

Resistance does not have "Win the game" condition. Instead, Resistance will acquire a Crown and 100 points by winning a trick with a black card in Kakumei play. If this happens, no other player can acquire a Crown in the round. A Black Crown can also be acquired by Resistance if this is the only trick won by the character in the round.



4-Player / 5-Player Variant Rules

At the end of the 3rd round, "if the sum of your victory points from these characters is 350 points or more", or "If the sum is higher than any other player by 150 points or more", you win the game.



Credits for Translation

2022.08

Rulebook : Fumi Character Cards : Ryan Campbell Director : Hiroken

■ 2人プレイ (基本バージョン) (2-player: Basic version)

Each player takes turns selecting one of the 5 characters. After playing 5 rounds, the player with more victory points wins the game. No crowns or black crowns are used for determining the winner.

- Crowns and Black Crowns are used to indicate which characters have been already selected.
- Place Character Cards for 2 players on the Character Cards.



Preparation

- 1 Each player receives 30 victory points.
- 2 Play rock-scissors-paper. The winner becomes the first player.
- 3 The **first player receives 5 crowns**, the other **5 black crowns**.
- 4 Place 5 basic characters face up with the character cards for 2 players on (half-sized cards for each character).
- 5 Shuffle 40 playing cards. Place them face down as a draw deck.

Round 1~4

- 1 Deal playing cards
Deal 5 cards each from the deck and players look at the cards in hand.

2 Select Character Cards

The first player selects a character first (in round 1 and 3). Place a crown (a black crown for the other player) on the Character Card selected. **Once a character is selected, the other player cannot select the same character for the round.** (The second player selects a character first in Round 2 and 4)

3 Set up the Character

4 Play Tricks

The **player who selected a character first** becomes the lead player, and the winner of a trick will be the lead player for the next trick. A game consists of 5 tricks, and all the cards in hand are played.

5 Acquire Victory Points

Players acquire victory points according to the conditions written on their character card.



Important rules for Round 4

Select a character carefully for round 4 so as to avoid selecting the same character as the other player's in round 5. For example, the player with black crowns chose "Berserker" in round 4. The player with crowns, who is supposed to be able to choose either "King" or "Gambler", now needs to choose "Gambler". This is because if the player chooses "King", that forces both players to choose "Gambler" in Round 5, which is against the rules.

The Character Cards with a (black) crown on are the ones that have already been selected.



Round 5 (The last round)

- 1 Deal playing cards**
- 2 Select a Character**
- 3 Set up the Character (the last one)**
- 4 Play Tricks**
The player with fewer victory points can decide which player to lead the first trick.
- 5 Acquire Victory Points**
- 6 Determine the Winner**

■拡張キャラクター (Additional Characters)

Once you get used to playing TrickTakers, it is a good idea to add "Adventurer", "Collector", and "Ruler" into the game. If this is your first time playing with additional characters, it is advisable to add "Adventurer" only.



Differences from the basic game

When more than 6 characters are used in the game, **player count + 1 characters** are placed on table when selecting them. In the next round, those characters not shown in the previous round must be included in the selection.

ex) When 8 characters are used in a 5-player game, 6 Character Cards are placed for the character selection, and 1 character will remain unselected among them. In the next round, the 2 Character Cards not shown in the previous round will be placed first. After that, the 6 cards (5 used, 1 unselected) are shuffled and from them 4 cards are shown for the selection.

Collector's "reservations" and Ruler's "Tasks"

■ The cards acquired by Collector's reservation are treated the same as those acquired by a trick. Because of this, there may be situations where Ruler's tasks such as "Take OO" or "Do not take OO" can/cannot be completed.

■ When a player other than Collector wins a trick, the player cannot acquire the card reserved by Collector. Because of this, Ruler's task of "Take OO" may not be completed.

ex) Player A received the task of "Take a Red card" from Ruler. A won a trick. There was a red card in the trick, but it was the one that Collector had reserved. In this case, A's task is not yet completed.



6 (8) characters are used to play 3 (4) rounds. The player with higher victory points is the winner. Crowns and Black Crowns are not used to determine the winner. Place a Character Card for 2 players on top of each Character Card.

Preparation

- 1** Each player receives 30 victory points.
- 2** Play rock-scissors-paper. The winner becomes the first player.
- 3** Take turns selecting Character Cards.
(for 6-character play, add "Adventurer" to the basic 5 characters)
[6 Characters] 1st player → 2nd player → 2nd → 1st → 1st → 2nd
[8 Characters] 1st → 2nd → 2nd → 1st → 1st → 2nd → 2nd → 1st
- 4** Shuffle 40 playing cards. Place them face down as a draw deck.

Round 1~3(4)

- 1** Deal playing cards
Deal 5 cards each from the deck and players look at the cards in hand.
- 2** Select Character Cards
Place a Character Card face down in front.
After both players placed their characters, put the Character Card for 2 players on top of the Character Cards.
(Each character can be selected only once)
- 3** Set up the Character
- 4** Play Tricks
The player who selected a character first becomes the lead player, and the winner of a trick will be the lead player for the next trick.
A game consists of 5 tricks, and all the cards in hand are played.
- 5** Acquire Victory Points Players acquire victory points according to the conditions written on their character card.
- 6** Determine the Winner after the last round

■ ADDITIONAL RULES FOR THIS EXPANSION

Additional "Win the Game" condition for characters



At the end of the 3rd round, if the sum of the victory points of these characters above surpass 350 points, they win the game.
Please be noted that this is Character-specific winning condition, which is given priority over "Acquire 2 Crowns" winning condition.

Set Up: Prepare Forged Crowns for Alchemist



When using Alchemist, place a Crown and Black Crowns on the Reference Sheet. Only 1 Crown and 2 Black Crowns can be forged during the game.

Setting up in order: from the highest-priority character



To save time, it is recommended that all players set up their characters at the same time. If you want to start setting up yours after checking others', the highest-priority character needs to go first. For example, Traveler predicts after Gambler bets, and Phantom hands over the letter of notice or invitation after Ruler distributes tasks to other players.

3 ways of selecting your characters

Before choosing which way to select characters for each player, please decide the characters to use in the game. It is desirable that everyone understand the abilities of each character. Putting aside each character's components on each different plate, and laying only Character Cards in the center of the table, you can process this selection phase smoothly.

All-star

A solid choice! ★★★★★

Select from "all the characters" for each round

When using 15 characters, lay 15 Character Cards face up and select a character clockwise starting from the first player. For the second and third round, do this in ascending order starting from the player with the lowest score.

► It's fun selecting your favorite characters!

Draft

Once you get used to the game! ★★★★★

Select 3 characters at once. (play 1 character per round)

When playing with 5 players using 15 characters, lay 15 Character Cards face up and select a character in the following order. [The first player > second > third > fourth > fifth] → [5 > 4 > 3 > 2 > 1] → [1 > 2 > 3 > 4 > 5]. At the beginning of each round, each player selects a character and place the Character Card in front of you face down, and then flips the card simultaneously. The one with the highest priority character designate whom to be the lead player for the round.

► Once you get used to the abilities of all the characters, enjoy the game with this "Draft" option. You need to plan ahead what order to play the 3 characters. Selecting characters is already a crucial and exciting part of the game!

Shuffle

For experts ★★

Select from "the player count + 1" for each round

When playing with 5 players using 8 characters, lay 6 Character Cards face up. In the next round, the remaining 2 Character Cards are laid first. Then, the Character Cards used and the one not selected in the previous round are shuffled, and 4 cards are revealed out of them. In the first round, select a character clockwise starting from the first player. For the second and third round, do this in ascending order starting from the player with the lowest score.

► Character Cards being shuffled, you may not find your favorite character among the choices. The gameplay can be difficult.



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Character illustration: Nina

Item Card illustration: Raindropmemory

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