

トリックティカーズ
TRICKTAKERS 



 Joytale
Games

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■内容物



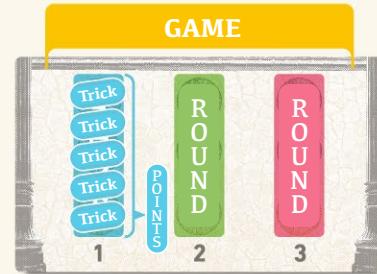
TRICKTAKERS

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 normally wins; however, there are several other ways to win this game, so this is not always the case.

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

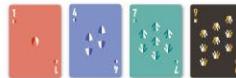
- Each character has its own winning condition. When fulfilling the condition, the player wins the game immediately.

■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)



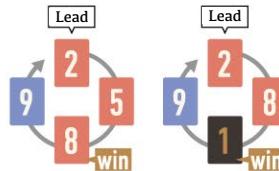
Card strength Among the same color, the larger the number, the stronger. (9 is the strongest)

黒 Black is stronger than the other colors

赤 青 緑 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)

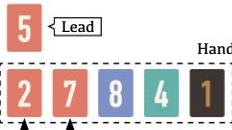
When red 2 (lead), red 8, black 1, and blue 9 are played in order, black 1 wins. (black 1 > red 8 > red 2 > blue 9)



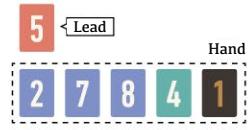
Must Follow

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.



Either red 2 or red 7 can be played.

●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 if they can.



Basic Character Cards



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

2 Select a Character Card

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

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 plays a card first). From the player clockwise, each player plays a card to table. The winner of a trick leads to 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 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 a black crown. The priorities of the characters are taken into account regarding who to receive it.

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 from the deck for each player. 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 increasing 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 one 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



1A 2A 3A 4A 5A
Use this chart when selecting characters, when playing the first trick, or when multiple players winning the game at the same time.

■ラウンド3 (最終ラウンド)



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 exchange your cards in hand. (Spend 1 Black Crown, you can change as many cards in hand as you want to the 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 exchanging twice.

5 Play Tricks

6 Acquire a Crown / a Black Crown, and Points

7 Determine the Winner

Priority of Winning the Game



1st

Accomplish the "Win the Game" 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.

■ 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.



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 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.

■2人プレイ (拡張バージョン) (2-player Advanced)



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

**King Exclusive Rare Card**

Put this King Exclusive Rare Card into 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 (80×2).

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

* "ゲームに勝利" means "win the game"

GAMBLER 2A

ギャンブラー 運ではない 導くのさ

準備

ギャンブル

- 1 +20点
- 2 ポーカー交換×2回までできる
- 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 your 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 3A
 レジスタンス 機会は必ず来るんだ



革命 自分のターン時 勝利を宣言できる(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 +30点
 1勝利ごと(革命含む)

革命時

| | |
|---------------|--------|
| 黒で勝利 | ゲームに勝利 |
| 7 / 8 / 9 で勝利 | +100点 |
| 4 / 5 / 6 で勝利 | +80点 |
| 1 / 2 / 3 で勝利 | +50点 |
| 白旗で勝利 | +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 suit 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.



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 once 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.

**器用な手つき (Dexterous hand)**

Before playing a card from hand, 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 suit, which makes you win the trick.

- ② Draw a card from the deck



- Discard a card from your hand.



- ③



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.

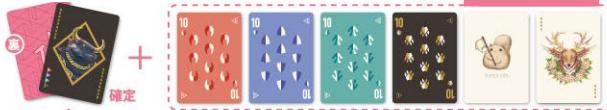


Hermit beats Rare by playing White Flag, but Berserker, the next card, beats the White Flag. However, Red 1 is played after Berserker, and it wins the trick.

**Berserker 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

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



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.



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, spending a Black Crown, you can discard cards in hand and draw as many cards from the draw deck. 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 運を味方につけるんじやもん

初期装備 (Initial Equipment)

アイテムを2つ装備

アイテム使用 (Using Items)

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 (Level Up)

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 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.

The new Equipment Card you acquired by winning a trick



[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. The lead suit must be followed 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 suit (color) of the card is regarded as the same suit as the leading suit. (You can use this item when leading) ex) Led with Black 5, you play Red 9 as Black 9



[Trembling Boots] [Timid Boots]

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 suit (color). ex) Red 5 becomes Red 10, but loses to Red 1.



[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 the 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 suit.

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 activating them. After that, draw an Item Card from Item Card deck for each Equipment Card.



[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.



[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.



[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.



[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.

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

COLLECTOR

コレクター

4B

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 | ストラット5 | +100点 |
| ストレート3 | +30点 | ストラット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 |
| ストラット3 | +50点 | | |
| 4カード | +80点 | | |

好きな色と数字
毎回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 reserve 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 to make combinations, you receive "-10" points.

| | | |
|------------------|--------------|--|
| Flush 3 | +20pt | 3 cards of the same color |
| Straight 3 | +30pt | 3 cards with consecutive numbers |
| 3 of a kind | +40pt | 3 cards of the same number |
| Straight Flush 3 | +50pt | 3 cards with consecutive numbers of the same color |
| 4 of a kind | +80pt | 4 cards of the same number |
| Straight Flush 5 | +100pt | 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 it. 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 the all Tasks] +10 pt

[Take a Black Card] +10 pt

[Take only 1 Trick] +20 pt

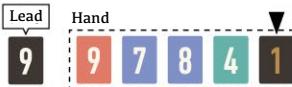
[Take 2 or more Tricks without taking Red, Blue or Green cards] Win the game



* 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 suit (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 suit (color) of the card they play.

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.

■ルーラーからのアドバイス (Tips from RULER)

最高のトリックティイカーを目指そう！



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.