

トリックティカーズ
TRICKTAKERS ⚡



2021 English rules - Ver 2.0 [2022.11]

Character illustration: Nina

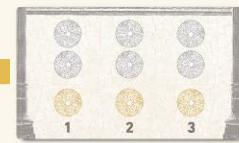
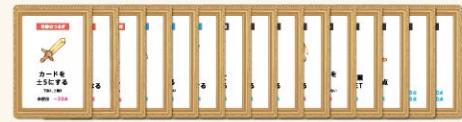
Item Card illustration: Raindropmemory

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■内容物 (Contents)



1 Resistance Exclusive Kakumei Token
1 Collector Exclusive Reservation Token



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...

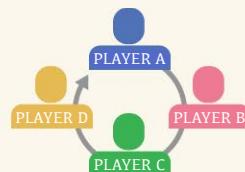


Players sign contracts with various characters to try to gain the greatest fame as a trick taker. Players select a character in each round and earn victory points according to the conditions of each character. After 3 rounds, the player with most victory points wins. The winner is no doubt the best player 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.

Golden Rule: If a Character text or ability directly contradicts the text of the main rulebook, the text or ability of the Character takes precedence.

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. If two or more cards with the same value are played in a trick, the one played first wins. 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)

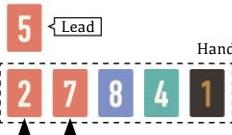
When red 2 (lead), red 8, black 1, and blue 9 are played in order, black 1 wins. (black 1 > red 8 > red 2 > blue 9)



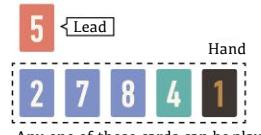
Must Follow

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 the played cards and puts them in a facedown pile in front of themselves, and becomes the lead player of the next trick. ("Lead player" means the player who plays the first card in a trick). When winning multiple tricks, be sure to keep each facedown pile separate to easily keep track of the number of tricks

won.

●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.



How to play Rare / White Flag Card

The card can be played at any time during the player's turn, ignoring the must follow rules. It can be played even if you have a card in hand that would satisfy the must follow

rules.



Red 2, Rare, or White Flag can be played

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.



Player



Basic Character Cards



Player



40 playing cards



Player

- 1 Give 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 all 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. Starting from the first player and going clockwise, each 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 starts a trick first). Starting from the lead player and going 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 cards in 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 will 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 all 40 playing cards face down and shuffle them well, and place them in center of table as a draw deck. Deal 5 cards to 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 players 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 amount of victory points will choose who leads 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.

■ラウンド3 (Round 3)



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



If you spend 1 Black Crown, you can discard as many cards in hand as you want and draw as many cards from the draw deck. All discards are placed face down near 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

(Can be determined before Round 3)

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.

■ 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

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

Round 1~4

- Deal playing cards
Deal 5 cards each from the deck and players look at the cards in hand.
- 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)
- Set up the Character
- 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.
- 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)

- Deal playing cards
- Select a Character
- Set up the Character (the last one)
- Play Tricks
The player with fewer victory points can decide which player to lead the first trick.
- Acquire Victory Points
- 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.

■2人プレイ (拡張バージョン) (2-player Advanced)



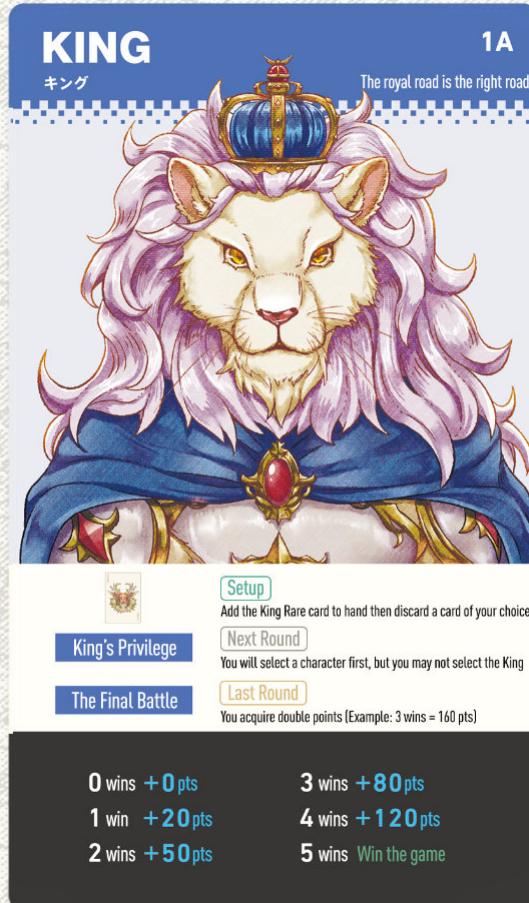
6 (8) characters are used to play 3 (4) rounds. The player with higher victory points is the winner. Crowns and Black Crowns are not used to determine the winner. Place a Character Card for 2 players on top of each Character Card.

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



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 will 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

ギャンブラー

2A

It's not luck, it's guidance

Setup

- ① +20 pts
- ② You may discard any number of cards and draw back up, twice
- ③ Bid how many wins you think you will get this round
- ④ 50 pts You can bet up to 50 pts that you'll make your bid

Gamble

- Last Round 100 pts You can bet up to 100 pts

0 bid	+30 pts
1 bid	+60 pts
2 bid	+90 pts
3 bid	+150 pts
4 bid	Win the game
5 wins	Win the game
Bid Made	+BET pts
Bid Missed	-BET pts

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 make your bid, you will acquire a total of 190 points.

You acquire 90 (Bid) + 50 (Bet Made) = 140 points. Additionally, the 50 points you used for the bet will be returned to you. 140 + 50 (Bet Returned) = 190 points.

If you miss your bid, you will acquire 0 points and lose all bet points. You lose 50 points (Bet Missed).

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

Opportunity always comes

Kakumei (Revolution) **(On Your Turn)**

You may declare Kakumei (once in a round) by placing the Kakumei Token on your card
If you only win in a round is during the Kakumei trick then it counts as 0 wins (gain Black Crown)

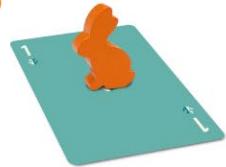
Readiness for Battle **Last Round** **+30pts**
Get 30 pts for every win (including a Kakumei win)

During Kakumei
If you win with:
Any Black card **Win the game**
7 / 8 / 9 card **+100pts**
4 / 5 / 6 card **+80pts**
1 / 2 / 3 card **+50pts**
White Flag **+30pts**

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.



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 that trick was during the 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

Evil ways are also ways

Dexterous Hand

(On Your Turn)

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

 win	 lose
White Flag beats Rare	+30 pts +100 pts
Last Round	

0 wins +50 pts	3 wins +70 pts
1 win -10 pts	4 wins +100 pts
2 wins -30 pts	5 wins Win the game

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.



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. If you take two or more Rare Cards in a single trick, you only acquire the points once. Be careful when playing the White Flag: 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

Rooooar!!

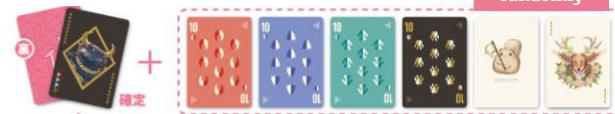
Setup
Discard all cards in hand then take the Berserker Card and 4 other randomly picked cards from the Berserker Exclusive Deck into your hand (leaving 2 Berserker Exclusive cards undealt)

Last Round
Win the game if you get 0 wins
In the last round, if you spend a Black Crown you can discard 1 or 2 cards, but you cannot discard the Berserker Card

0 wins -30 pts	3 wins +50 pts
1 win -10 pts	4 wins +80 pts
2 wins +30 pts	5 wins -50 pts

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.



Berserker Lose to Red 1, Blue 1, Green 1, and Black 1 **10** Lose to 1 of the same color

The Berserker Card can be played at any time, ignoring the must follow rules.

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 normally stronger than Red 1. However, Red 1 wins since the Berserker card loses to all 1s regardless of color and whenever two or more cards of the same value are played in a trick the first one played wins.



In the final round, you can spend a black crown, as described on page 10, to discard and draw cards. However, you cannot discard the Berserker Card and you can only draw from the 2 unselected cards in the Berserker Exclusive deck instead of drawing from the draw deck.

(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

Don't let luck be your friend

**Initial Equipment****Setup**

Choose 1 starting Blue Item and 1 starting Red item

Using Items**On Your Turn**

You can use one Item per turn and after using it, draw a new Item

Trick Victory

The trick pile you win becomes a slot for a new Item

Draw a new Item from the Item deck and place it on top of the trick pile

0 wins +20pts

3 wins +40 pts

1 win +10 pts

4 wins +60 pts

2 wins +20 pts

5 wins Win the game

Unused Items +XX pts

初期装備 (Initial Equipment)

Place an Initial Item Card on each of the two Initial Equipment 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 (including the unchosen Initial 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. Additionally, Item Card effects only apply to the Adventurer and no other player.

**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.

[Potion of Invisibility]
透明になる薬

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

[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.


[Miracle Sword]
奇跡のつるぎ

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


[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, but the color will remain the same.) ex) Black 5 was led, you play Red 9 as Black 9


[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.


[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.


[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.


[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.



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


[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.


[Fairy Mischief]
妖精のいたずら

All cards currently in hand are placed on the table face up, but are still considered to be apart of your hand. All newly drawn cards are placed in hand as normal.


[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.


[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.


[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

コレクター



4B

Looking for romance

Collector's Reservation

On Your Turn

You may reserve 1 card in play after playing your card

Trick Victory

Collect all cards when you win

Flush of 3 +20 pts

Straight of 3 +30 pts

3 of a Kind +40 pts

Straight Flush of 3 +50 pts

4 of a Kind +80 pts

Straight Flush of 5 +100 pts

Straight Flush of 9 Win the game

Every 2 unused cards -10 pts



May use up to 1 Rare card per combination

3 Combos

コレクション予約 (Collector's Reservation)

On your turn, you may reserve a card by placing the 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. If you win a trick, you receive all cards in the trick.



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)

- 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 combination)
- 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	+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	+80 pt	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

Challenges open the way



Giving Tasks

Setup
Give each other player a Task card

Rule Avoidance

On Your Turn
You may play any card from your hand and then place a Color Tile on it to match the lead suit

NORMAL +10pts	HARD +20pts
All tasks completed Take a Black card Only 1 win 2+ wins without taking R/B/G cards	+10 pts +10 pts +20 pts Win the game

課題の見極め (Giving 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 will receive minus points. However, Ruler will not receive those minus points.

Ruler's Tasks

[Complete all the Tasks] +10 pt

[Take a Black Card] +10 pt

[Take only 1 Trick] +20 pt

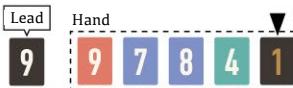
[Take 2 or more Tricks without taking Red, Blue or Green cards] Win the game



* 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.

You may use the same Tile multiple times in a round.



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. Knowing you are weak to the cards of value 1, it helps you to check how many '1' cards you have before discarding the hand. Also, 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.

■ 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.



Black 1 is normally stronger than Red 1. However, Red 1 wins since the Berserker card loses to all 1s regardless of color and whenever two or more cards of the same value are played in a trick the first one played wins.

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.

■ Ignore Black Crowns when determining the player order for character selection.

■ As soon as a character completes their "win the game" requirement the game ends immediately. This means the Resistance can win mid-round with the Kakumei trick.

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), Adventurer (3B) selected initial equipment item, and then Ruler (5B) distributed task cards to other players.

■ 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.



FAQ Character

Gambler

■ The bid you make is exact. Example: You bid 2 tricks and bet 50pts, but you end up taking 3 tricks in the round. Since you missed your bid of 2 tricks, you will not score any bid points and you will lose the 50 bet points.

■ The points you bet are still considered to be a part of your total victory points when determining who leads the first trick of the round.



Berserker

■ When spending a Black Crown to discard and draw cards during Round 3, you can only draw from the 2 cards left in the Berserker Deck and not the main Draw Deck.



Adventurer

■ The Initial Items that are not chosen during Character Setup get shuffled into the Item Card Deck.

■ Item effects apply to the Adventurer only. No other character can use an Item.

■ The Initial Red Items can only be used on number cards (Red/Blue/Green/Black). They cannot be used on Rare, White Flag, or Berserker cards.

■ Fairy Mischief only applies to the current cards in your hand. If you draw any new cards, they will be hidden (keep them in your hand) instead of going face up.



Ruler

■ You may use the same color 'Rule Avoidance' token multiple times in a round. They are not limited to once per color.



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.

Credits for Translation

Rulebook : Fumi Character Cards : Ryan Campbell Director : Hiroken