

## Division: Trick-taking Starting with 1, 2, 3

### Unofficial Rules Translation

For 3-4 people  
~30 minutes  
For ages 8 and up

#### 1. First of All

This is a card game (trick-taking game) for 3 or 4 players.

There are only three types of numbers written on the cards: 1 to 3. Divide the number of the previous card by the number you just played, and the person who gets the higher number wins the trick.

#### 2. Explanation of Terms That Appear in This Game

**Round:** The period of time from when cards are dealt to all players until everyone has placed all the cards in “tricks”. It consists of multiple “tricks”.

**Trick:** The period during which all players place cards from their hands onto the field one by one to determine the winner.

**Lead:** The first player to play a card in a trick.

**Follow:** Players after the lead follow the lead. Play a card of the same “suit” as the previous card played.

**Suit:** The type of card. There are four types of suits in this game: Red, Green, Blue, Yellow\*.

**Rank:** The number on the card. In this game there are only three types of rank: 1, 2 and 3.

#### 3. Contents

Playing cards: 32

Rules

Composition of number of playing cards

	1	2	3
Red ▲	4	3	3
Green ●	3	4	3
Blue ■	3	3	4
Yellow *	—	2	—

Yellow is a special suit. You can follow all other suits, and if you lead yellow all other suits can follow.

#### 4. Game Flow

The game consists of rounds of tricks.

Play two rounds and calculate your score.

##### ◆Preparing for the round◆

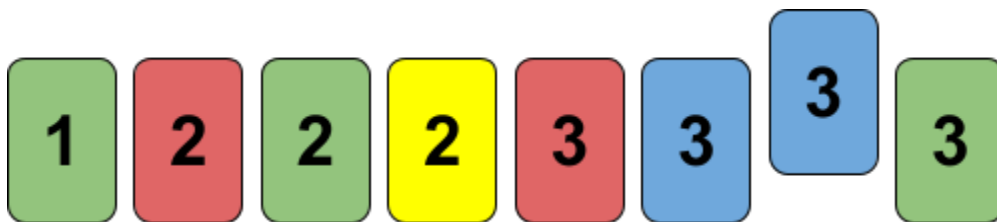
- (1) Shuffle all the cards face down.
- (2) Deal cards to each player.  
8 cards each with 4 players, 10 cards each with 3 players with 2 left over.  
Do not show the cards in your hand to other players.  
Store any remaining cards in the box.
- (3) Each player checks the number of cards in their hand by rank (number), chooses one of the cards of the rank that they have the most of and puts it in front of them.  
Again each player checks the number of cards in hand by rank (number) and chooses one of the cards of the rank that they have the most of and puts it in front of them.
  - You can choose the suit you like.
  - If there are two or more ranks of cards with the highest count, choose the one you like.
  - Place the first selected card on the left and the second on the right.
- (4) After step (3), each player will have two cards lined up in front of them. The two digit number made by these cards (tens digit on the left and ones digit on the right) is the “number to be divided”.
- (5) Start the round with the person who is best at division as the first lead player.

##### How to choose the first card

1. Mr. A's first hand looks like this:



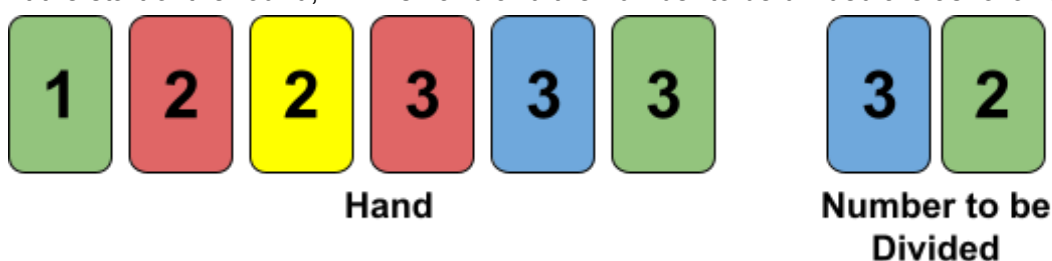
2. There are the most cards of the number 3, so you may choose one of those as the first card. Mr. A chose the blue card.



3. Among the remaining cards, the most with the same number are 2 or 3. Mr. A could play the second card by choosing from any of the 2s or 3s. After thinking about it, he chose the green 2 card.



4. At the start of the round, Mr. A's hand and the number to be divided are as follows:



### ◆Trick Flow◆

- (1) Starting from the lead, each player going clockwise places one card on the table from their hand.
  - There is no limit to the cards you can play (but must follow suit to win).
  - Place it under the number to be divided.
  - The card played this way is called the "divisor".
- (2) Determine who won the trick.
 

All players divide their top number by the just placed divisor. The largest quotient (resulting number) wins the trick.

  - If a divisor card did not follow the suit of the lead card, it is excluded from determining whether or not the player won the trick.
  - If two or more players are tied for the largest quotient, the player who played later in the trick wins the trick.
- (3) Prepare for the next trick.
  - (a) The winner of the trick takes the card they played as the divisor and adds it to their score pile. The rank (number) of the card is their score.
  - (b) All players whose number to be divided is a double digit number discard the tens digit card (left card).
 

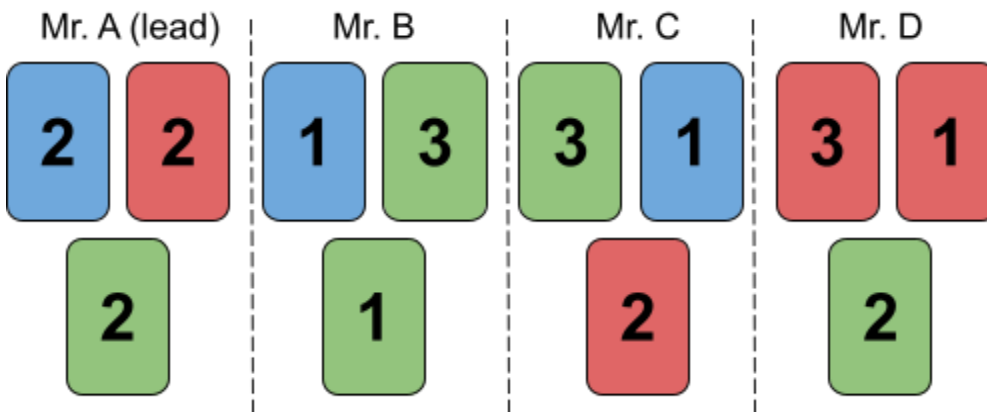
If the number being divided is a single digit, it is not discarded.

The discard area should be out of the way in a suitable place.

- (c) Each player creates a new two-digit number to be divided by sliding the remaining ones digit over to become the tens digit, then sliding up the divisor from the previous trick to become the ones digit.
  - (d) The winner of the trick already scored their divisor, so they will only have a single digit number to be divided for the next trick.
- (4) The winner of the trick takes the lead and plays the next trick.
- When a player has no cards in their hand, the round ends. If this is not the second round, prepare for the next round.

### Determining the winner of a trick

The results of the trick were as follows:



Each person calculates the “number to be divided” divided by the divisor.

Person A:  $22 \div 2 = 11$

Person B:  $13 \div 1 = 13$

Person C: No score

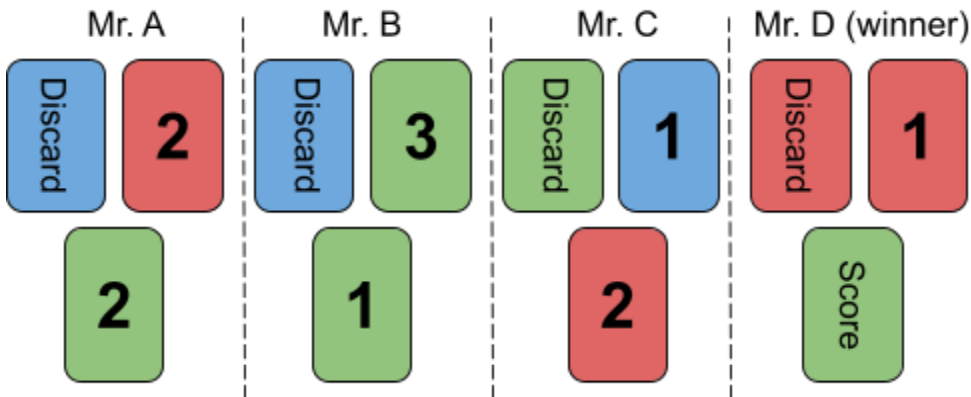
Person D:  $31 \div 2 = 15.5$

As a result, Person D is the winner of this trick.

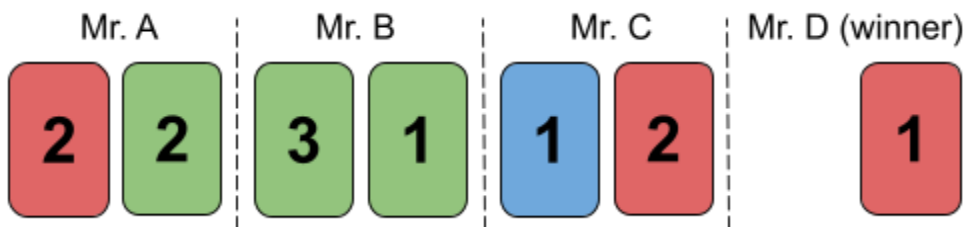
Since C did not follow the lead, he will not participate in determining the winner of the trick.

### Preparing for the next trick

The winner of the trick, D, takes the green 2 divisor card to add to their score. Then all players discard the card in the tens digit place (left card).



Except for the winner, move the card in the ones digit place (right) to the left to the tens digit place and the divisor up to the ones digit place to make the new number to be divided.



Since Player D acquired the divisor card to add to his score, the number to be divided the next turn will only be a single digit.

### 5. End of Game

Play two rounds and the player with the highest score is the winner.

Please record your score between rounds using paper and pen or other method.

If the game ends in a draw due to a tie, repeat the round until a winner is determined.

The winner of the last trick in the previous round will be the first to lead in the next round.

### 6. FAQ

Q. Can the winner of a trick win the next trick?

A. If no one follows the suit of the card played in the next trick, then they win again. If you can get 3 points this way, it feels good.

## 7. Quick Division Chart

	<b>1</b>	<b>2</b>	<b>3</b>	<b>11</b>	<b>12</b>	<b>13</b>
<b>1</b>	1	2	3	11	12	13
<b>2</b>	0.5	1	1.5	5.5	6	6.5
<b>3</b>	0.3	0.7	1	3.7	4	4.3

	<b>21</b>	<b>22</b>	<b>23</b>	<b>31</b>	<b>32</b>	<b>33</b>
<b>1</b>	21	22	23	31	32	33
<b>2</b>	10.5	11	11.5	15.5	16	16.5
<b>3</b>	7	7.3	7.7	10.3	10.7	11

Credits:

Game Design: Taku/TAQ

Editor: Sutsuka Rick Na (Dashimaki-tei)

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Printpack Co. Ltd. (manual)

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