

# Kbernestich

Designed by: Hayato Sato  
Players: 3-4; Length: 45'; Ages: 10+

## Prologue

*19th century Austrian Empire. The Duke of Kuverne, who rules over a remote region, was praised for his once-in-a-50-year beauty. I didn't care about Marie, the beautiful only daughter, who was called the self-rely Marguerite. The misfortune that happened to this family 100 years ago, the curse of Zabine, which originated from "the murder of Hannah's mother", was on this Marie. Twenty-two years ago, on the day Marie was born, the prophet of the public aide prophesied:*

*"This child will be the reincarnation of Princess Marguerite. And that's why I seem to have been born with an inescapable fate. At the age of 22, I deserve to be my wife's partner and as my successor to this country.*

*If you don't have a successor, the disaster may continue for the princess..."*

*For more than 22 years, four candidates who responded to the public call were gathered as suitors. Marie's 22nd birthday was approaching a few days later.*

## Key

Example Play

Important terms/rules

## Components

- One plot sheet (from the messenger of Rochbernet to the 5 letters to Marie, it consists of 5 areas and a score track around the outside. Double-sided)
- 4 discs (4 colors x 1 per player)
- 20 cubes (4 colors x 5 per player)
- 4 pawns (4 colors x 1 per player)
- 1 trump card display pawn
- 48 cards
  - 4 colors, 12 cards per color. The rank is 2 to 12 and the icon by itself.
- A rulebook

## Setup

The following rules are for a 4 player game, unless specified.


1. Place the plot sheet in the center of the table and pick a side. Leave room for supplies to the side of the plot sheet. Place the trump pawn near the plot sheet.
2. Each player chooses their color. Take 1 disc, 5 cubes, and a pawn of the chosen color
3. Whoever proposed to marry their spouse most recently will be the start player
4. The start player places their disk on 0 the spot of the scoring track. In clockwise order, the next player places their disk on the 2 spot, then 4, and finally the 6 spot. Each player keeps their 5 cubes and color pawn near them.
5. Shuffle all 48 cards. Distribute 11 cards to each player face down. The remaining 4 cards are set to the side face down. Do not show your hand to other players.

## Game Flow

The game will be played over 4 rounds. There will be 11 tricks per round. If we call these tricks Trick 1 to Trick 11, then only the four tricks from Trick 1 to Trick 4 are preceded by a phase called the Plotting Phase.

At the beginning of each round, the player with the lowest score becomes the starting player for that round. The starting player decides the color of the trump suit for the round. To do so, he places his trump pawn in the red, blue, yellow, green, or no trump circle in the **[(1) Ambassadors of Kuverne]** area. This determines the trump suit for this round.

Then the first Plot Phase move is made clockwise from the start player. After everyone has taken a turn in the plotting phase, the first trick is started with the start player as the lead player.

In the Plot Phase, squares marked as blank (or, in a 4 player game, squares marked with ) can be used. Each player may place up to two cubes in each square per turn, as long as no one has placed a cube in that square yet. If a player has no cubes, they are skipped. Once a cube is placed, it cannot be moved until the end of the round. After everyone has had one turn, the Plotting Phase ends and the trick begins.

The **[(2) Letter from Marie]** area determines the number of points per card earned for tricks. Up to one cube of each color may be placed. Once a cube is placed by one of the players and the per-card score for that color is determined, no one can place a cube of that color in that round.

In **[(Zabine's Aftermath)]** only one player can place a cube here. This cube determines the bust value for that round. If no one places a cube in the Plotting Phase, the bust value is "24 points".

In **[Hannah's Grace]**, up to 2 players can place cubes when playing 4 players, and up to 1 player can place cubes when playing 3 players. When playing with four players, one player cannot play here more than once.

In the **[Hunch of Growth]** area, each player will predict the total number of tricks he or she will get in this round. Each player can place up to one cube in one of the squares per round.

In the **[(4) Action]** area, each player can place up to one cube in one of the squares per round. This means that each player can take a maximum of one action per round. Once an action is claimed, no other player can claim that same action this round.

The **[(5) Letter to Marie]** area allows unlimited placement of cubes (the principle of a maximum of two cubes per turn applies, of course). There is no limit to the amount of cubes a player can have in this area. This area gives points based on number below.



**Kbernestich is a must follow trick taking game.**

Lead player can play any card from their hand. Other players must follow if they can.

When all players have played one card each in this way, the player who played the strongest card wins the trick and all cards played.

**The strength of a card is determined by two factors: color (suit) and number (rank). The colors (suits) are: trump suit > lead suit > other suits.**

**The numbers (ranks) are: icon alone > 12>11>10>>2, in that order.**

Winner is determined by color first, and then number if color is the same using the above power ranking.

The winner of the trick places cards face up in front of them.

The winner of the trick will be the leader for the next trick and will start the Plotting Phase.

The Plot Phase and Trick Phase are alternated in this manner, but after the fourth trick, the Plot Phase is no longer used, and only the Trick Phase is used from this point on. Any remaining cubes at the end of the fourth and last Plotting Phase can be carried over to the next round.

The flow of each round can be summarized as follows: trump suit is determined → (plot phase → tricks 4 times) → tricks 7 times → calculation of victory points → processing at the end of the round (or the end of the game).

The game ends with the following steps.

## **Calculation of Victory Points**

After 11 tricks, the winning points are calculated.

The calculation is made starting with the player with the highest current score, then moving in descending order to the player with the lowest score. If a player moves into a spot with an occupied disc, place it on top. The player that is on the bottom of the stack is in the lead.

The calculation of the points is done for each area in the following order: **Letter to Marie, Hunch of Growth, Letter from Marie.**

In the **Letter to Marie** area, you score points for the square the cube is placed.

In the **Growth Hunch**, 6 points will be awarded if the number of tricks acquired is correct. Please be sure to check that no cubes are placed in the "Pessimistic" and "Optimistic" action areas. If you predict 0 and the actual number of tricks is 0, you will receive half of the bust value as a misery bonus in addition to the usual 6 points.

In the **Letter from Marie** area, the cards acquired are color-by-color. The number of points per card is checked by referring to the score of each value. The total is then multiplied by the number of cards of that color to get the base score. The color for which no cubes are placed in the plotting phase is worth 0 points per card. The score will be the base point. If this base point value does not exceed the bust value, all the points can be earned, but if the value is above the bust value, they cannot be earned and the score is 0. In addition, if you have placed a cube in **Hannah's Grace**, points are earned by subtracting the bust value from the base value.

The bust value is calculated by looking at the number underneath the square that has a cube on it in **Zabine's Aftermath** area. **Note:** the bust value will be 24 points if no one places a cube in **Zabine's Aftermath**.

## **End of Round/End of Game**

After the scores are calculated, the trump display pawn is moved aside from the plot sheet and all cubes on the sheet are returned to the supply (the remaining cubes each player has in their area are not returned to the supply, players keep those). The cubes are then distributed according to the current points for each player. They are distributed as follows:

Current Score	Cubes
0 - 25	5
26 - 40	4
41+	3

If there are fewer than the number to be distributed in the supply, then that is all that will be distributed. Example: Hans kept 2 cubes from the previous round. He has 24 points currently. He should get 5 cubes from the supply, but since he only has 3 cubes in the supply, he will only get 3 cubes and thus have a total of 5 cubes in his hand. That is to say: 5 cubes is the max number of cubes any player will ever have at any given time.

If this is not the end of the fourth round, all cards are shuffled, and 11 cards are dealt to each player, with the remaining four cards placed in the center of the table, and the player with the lowest score becomes the starting player to begin the next round of play.

At the end of four rounds, the player with the highest score is the winner. If players are tied, the disc on the bottom is the winner.

## **Regarding Actions**

There are five actions, but the player can only choose one of them. The cube is placed in the left square when plotted, and some actions move the cube to the right square (indicated by the arrow) when executed. Note that the timing of when an action can be triggered depends on the action.

**Note these are listed left to right, top to bottom when looking at the plot sheet.**

**Incubation:** You may execute once on any turn during a trick. Once executed, you can play any hand of cards face down. Note that you can play any card in your hand at this time without regard to must-follow and other rules. Cards played are not taken into account in determining the strength of the trick, and are placed face up in front of the player after the winner of the trick has won, just like any other cards in the hand. When performed, the cube is moved to the executed square on the right and cannot be performed in the following rounds.

**Observation:** This can be executed 0,1, or 2 times in a round. Once executed, the player skips his/her turn and it is the turn of the player to his/her left. After all players have played their card, it is your turn to play. If you are the lead player and perform this action, the player to your left becomes the lead player and starts the trick. Each time you perform this action, you move the cube to the square on the right.

**Review:** The player immediately executes the action once the cube is placed. The four cards in the center that were not dealt to the players at the beginning of the round are taken into their hand. The player then chooses four cards from their hand to discard. They are returned face down to the supply.


**Pessimism:** When determining if your bid was successful at the end of the round, the bid is considered successful even if the number of tricks won is one trick less than the expected number of tricks. If a cube is placed in a square marked "5 or more" in the **Growth Hunch** column and a cube is also placed in this square, the bid will be considered successful even if the number of tricks won is 4.

**Optimism:** When determining if your bid was successful at the end of the round, the bid is considered successful even if the number of tricks won is one trick more than the expected number of tricks. If a cube is placed in the 0 square of the **Growth Hunch** and a cube is also placed in this square, the bid will be considered successful even if the number of tricks won is 1. However, the player does not get the misery bonus (half of bust value).

## **Changes for 3 Players**

(Setup step 4) The starting player places the disc on the victory point track at 0, the player to the left of the starting player places the disc on 3, and the player to the right of the starting player places the disc on 6.

(Setup step 5) From the 48 cards, all 12 green (dignity) cards are returned to the box and are no longer used. The remaining 36 cards are all shuffled and dealt to each player face down, 11 cards to each player. The remaining three cards are placed face down in the center of the table.

In the Plotting Phase, you can only place your plots in plain squares (you cannot place them in squares marked ).

In the **Review** action, the player collects the three left over cards to make a hand, and then discards the three cards in his or her hand.

## Credits

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連絡先：fourierbg@gmail.com

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