

-  9+
-  3-5 Players
-  15 min

In this game, the players take turns to play a set of cards more powerful than the Prior Set and take a card from the Prior Set to score points. The adjacent cards in your hand may form powerful sets, but you cannot reorder these cards. "Play" and "Scout" cleverly form powerful sets and gain a high score. Play a number of rounds matching the number of players and the player with the highest score wins.

Components

- * 45 cards
Each card has a different number on the upper left and lower right corners. The numbers are 45 pairs of different numbers between "1" and "10". (All cards are unique.)
- * 25 VP tokens
- * 5 Double Action markers
- * 2 Power Lookup Tables



Game Setup

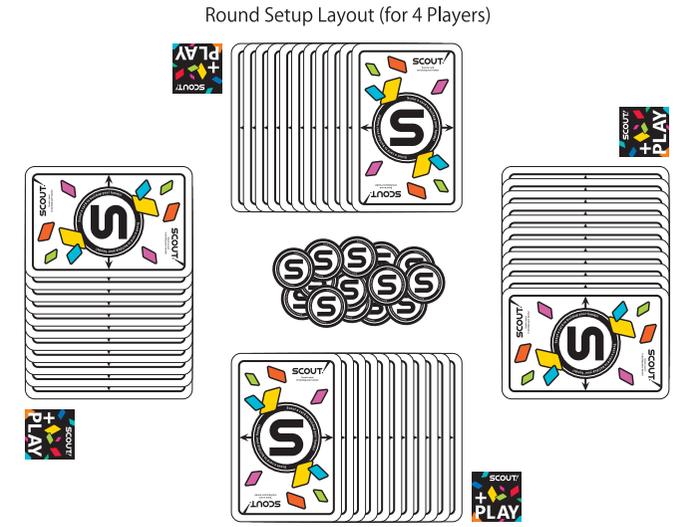
- * Determine the start player in whatever way you like.
- * Put the following cards back into the box according to the number of players:
3 Players: All cards with "10" on a corner (9 cards)
4 Players: The card with both "9" and "10" on it (1 card)
When playing with 5 players, do not return any card to the box. All the cards will be used.
- * Double Action markers matching the number of players will be used. Put the remaining Double Action markers back into the box.

Round Setup

- * Place all the VP tokens in the center of the table.
- * Hand out a Double Action marker to each player.

* Shuffle the cards and deal them to the players. The players each receive 12 cards in a 3-player game, 11 cards in a 4-player game, and 9 cards in a 5-player game.
(When you shuffle the cards, **shuffle them in a way that their top-bottom orientations are also randomly shuffled.**)

 **Do not take cards dealt to you until all the cards have been dealt.**



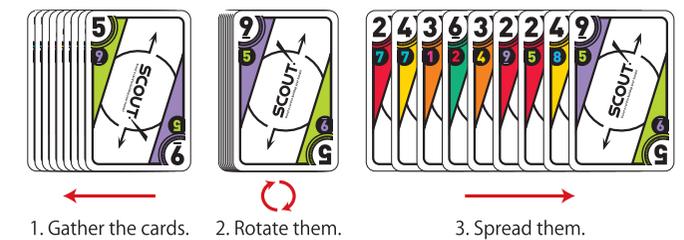
- * After all the cards are dealt, the players each take and hold their hand of cards, taking care to conceal the back of the cards from other players.
- * Hold your hand of cards in a way that you can see the largely-printed number on the upper left corner of each card. These numbers count as the numbers on the cards in your hand.



 **During the game, you cannot reorder the cards in your hand or rotate them upside down.**

However, only at the start of each round (immediately after checking your hand of cards), you may **rotate all the cards (not part of them) in your hand upside down.**

How to Rotate Your Hand of Cards



Turn Procedure

Take turns clockwise from the start player. In your turn, choose and take one of the following actions.

- A. Play
- B. Scout
- C. Double Action

A. Play

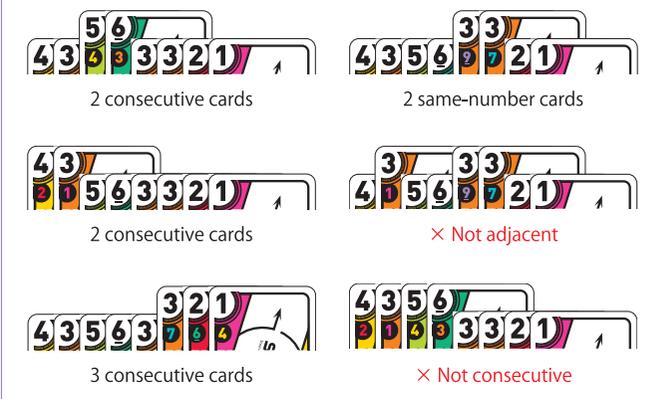
Choose a set of card(s) from your hand and place it face up in front of you. This action is called "Play".

To Play, observe the following 2 rules.

1. If Playing only one card, choose any one card from your hand.
There is no limit to the number of cards used to form the set, but you can only Play the **cards that are adjacent to each other in your hand.**

Notes on the Adjacent Cards in Your Hand

If Playing multiple cards, the adjacent cards you Play from your hand **must be same-number cards or consecutive cards in ascending or descending order.**



Choose a set of card(s) from your hand and place it face up in front of you. This action is called "Play". (The Prior Set is not present at the start of each round.)

2. If a Prior Set is not present, you can Play any set of cards.
If a Prior Set is present, Play a set more powerful than the Prior Set.

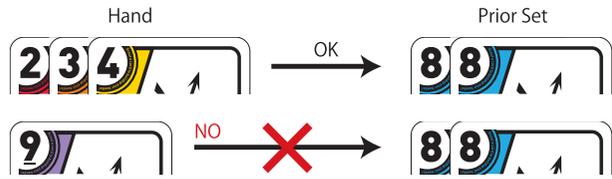
(Continued to the back...)



A. Play (continued...)

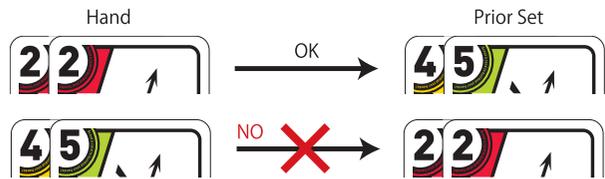
Notes on the Sets More Powerful Than the Prior Set

If a Prior Set is present, first check the number of cards forming the Prior Set. A set with more cards is more powerful. You can Play any set with more cards but cannot Play any set with fewer cards.



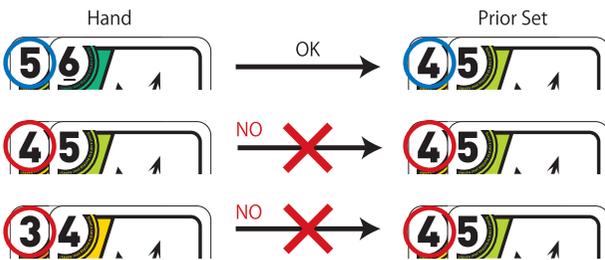
If Playing a set with the same number of cards, check the type of sets. A set of same-number cards is more powerful than a set of consecutive cards.

If the Prior Set is a set of consecutive cards, you can Play a set of same-number cards, but if the Prior Set is a set of same-number cards, you cannot Play a set of consecutive cards.



If the number of cards of and the type of sets are the same, compare the numbers on the lowest-number cards in the sets. The set with a higher lowest-number card is more powerful.

You can play your set only if the lowest-number card in your set is higher than that in the Prior Set.



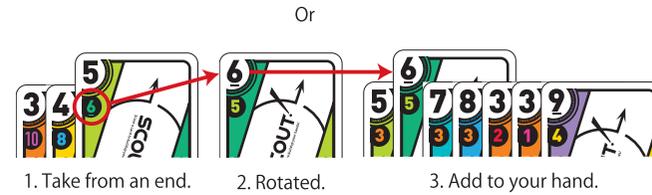
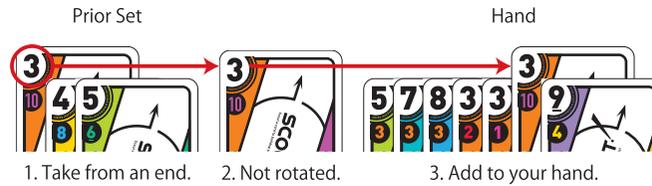
If you Play, flip the Prior Set in front of another player face down and place it in front of you as your score.



The set of cards you have Played will be a new Prior Set, and you will be the "owner" of the new Prior Set.

B. Scout

From the Prior Set, take 1 card (1 card from either end of the Prior Set if it is a set with multiple cards) and insert it into any position in your hand in the top-bottom orientation you like. This action is called "Scout".



The Prior Set owner receives 1 VP token from the center of the table and places it in front of themselves. It is considered that there is an infinite number of VP tokens. If the VP tokens run out, substitute them with other articles.

After Scouting, the Prior Set remains where it was if there is even 1 card from it remaining, and the Prior Set owner remains unchanged.

C. Double Action

By paying your Double Action marker and placing it in the center of the table, you can Play immediately after Scouting a card from the Prior Set.



Each player can perform Double Action once per round.

Round End Condition

The round ends immediately when one of the players achieves either of the following conditions:

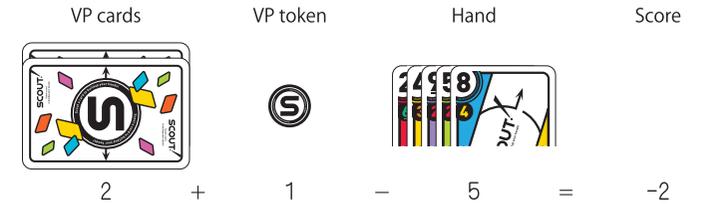
- i. The player empties their hand, or
- ii. All the other players could not (or did not) Play against the cards Played by the player and only Scouted.

Scoring

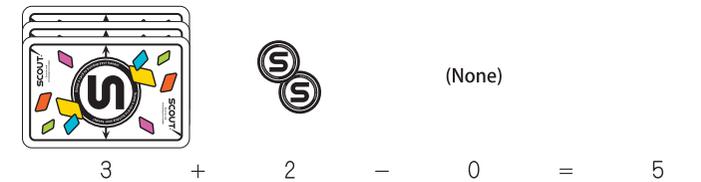
Calculate all the players' scores and note them down.

- * You gain 1 point for each card and VP token you have acquired.
- * You lose 1 point for each of the remaining cards in your hand. However, the player who achieved the current round end condition ii does not lose any point for any card remaining in their hand.
- * Double Action markers and the Prior Set do not count.

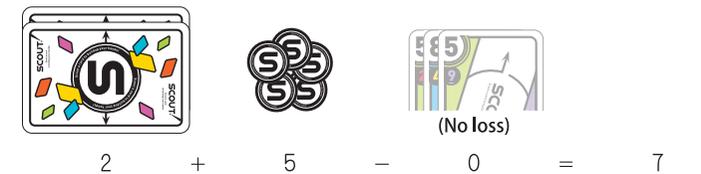
If the Round End Condition Is Not Achieved



If the Round End Condition "i" Is Achieved



If the Round End Condition "ii" Is Achieved



Next Round Setup

The player to the left of the current round's start player will be the next round's start player. Start again from Round Setup.

Ending the Game

After playing a number of rounds matching the number of players, the player with the highest total score wins. In case of a tie, the tied players shall share the victory.

Credits

Game Design: Kei Kajino / Artwork: SINC / English Translation: Saigo

Production: One More Game!

onemoregame.jp@gmail.com

@OnemoregameJpn