

Important:

This game is for 4 players only.

Contents

- Tiles: 48
- Player display tiles: 2 ("A", "B")
- Category display tiles: 6



- Trump display tiles: 4



- Bid tiles: 36
- Numbered Tiles: 20
- "✓" Tiles: 8
- "x" Tiles: 8



- Cards: 30
- Blue 1-9, Red 1-8, Green 1-7, Yellow 1-6 : 1 of each.

Pre-Game Setup

1. Randomly select the dealer for the first round using any method.
2. Place the 4 trump display tiles face down, shuffle them well, and stack them in the center of the table.

Game Flow

- One game consists of 4 rounds.
- Each round consists of the following 4 phases:

1. Setup Phase
2. Tile Placement Phase
3. Trick-taking Phase
4. Scoring Phase

1. Setup Phase

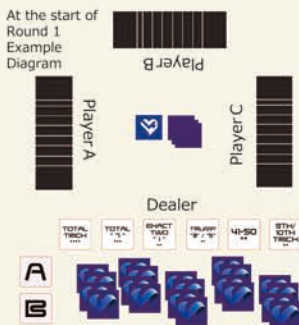
- a. The dealer selects any one face-down trump display tile from the center of the table and turns it face-up.

- b. The dealer prepares a space in front of themselves for arranging tiles in a 7-column by 3-row grid (hereafter referred to as the "tile space").
Place the Player Display Tiles in the second and third rows of the leftmost vertical column of the Tile Space, labeled "A" and "B" respectively.
Arrange the Category Display Tiles in the second to seventh columns of the top horizontal row of the Tile Space, with the number of * marks in descending order (see example diagram).

Note:

Hereafter, players will be defined clockwise starting from the player immediately to the left of the dealer as Player A, Player B, and Player C.

- c. The dealer places all bid tiles face down in front of them.
- d. The dealer thoroughly shuffles all cards face down and deals them out to the other three players. These become each player's hand.



2. Tile Placement Phase

- a. While privately checking the contents of each player's hand, the dealer simultaneously performs the following step b.
- b. The dealer predicts the likely development of the upcoming trick-taking phase and places 12 selected bid tiles face down on the tile spaces prepared during the setup phase. The detailed placement rules are described below.

- i. Place the tile corresponding to Player A in the second row of the tile space. Similarly, place the tile corresponding to Player B in the third row.
- ii. Place the tile representing the number of tricks each player will win under the "TOTAL TRICK" category display tile.
- iii. Place tiles indicating the number of "7" cards each player will obtain under the "TOTAL 7" category display tile.
- iv. Place a "✓" tile under the "EXACT TWO 1" category display tile if that player will obtain exactly two '1' cards; place an "x" tile otherwise.

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