

- v. Under the category display tile "TRUMP 3/5", place a "✓" tile if the player obtains (the trump "3") and/or (the trump '5'), and a "x" tile if not.
- vi. Under the category display tile "41-50", place a "✓" if the total rank of all cards acquired by that player is between 41 and 50 inclusive, and a "x" otherwise.
- vii. Under the category display tile "9TH/10TH TRICK", place a "✓" if the player wins the 9th trick and/or wins the 10th trick, and a "x" if they do not.

After the tile placement phase ends



Place the tiles with numbers on them

Place tiles marked with "✓" or "x"

### 3. Trick Take Phase

- a. At the start of this phase, the dealer selects one face-down bid tile from row A and one from row B, placed before them, and turns them face-up.
- b. Starting with Player A, play proceeds clockwise for trick-taking with the obligation to follow suit and trumps in effect.

Notes :

- i. The trump suit is indicated by the trump display tile revealed during the Preparation Phase.
- ii. If unable to follow the lead suit, any card from the hand may be played, including trumps.
- iii. The highest-ranking card in the trump suit wins the trick. If there is no trump suit, the highest-ranking card in the led suit wins the trick. From the second trick onward, the player who won the previous trick leads.

- iv. Cards won in each trick are collected face-down in a single pile and placed beside the winning player. Only the winning player may check the contents of their won cards at any time.

### c. [important]

When it becomes the dealer's turn clockwise, the dealer (having no hand cards) instead selects any one face-down bid tile from those laid out before them and turns it face-up.

- d. Continue trick-taking until all players have no cards left (10 tricks total).

Example diagram)

At the end of the 3rd trick (5 tiles face up: 2 tiles before the trick started + 3 tiles)



### 4. Scoring Phase

- a. Dealer :  
For each tile placed during the tile placement phase that matches the result of the trick-taking, score points according to the category:
  - "TOTAL TRICK": 4 points
  - "TOTAL 7": 3 points
  - Other categories 2 points each
- b. Player A, Player B :  
If the trick-taking result for their own category matches the tile content placed by the dealer, they earn points according to the category. The point values are the same as for the dealer in a. However, if they were the only player to match in a category, the points earned are doubled.
- c. Player C :  
Earns '30 points minus (the dealer's total points)' as their score.

Note :

Tiles "7 8 9 10" represent numbers from 7 to 10 inclusive.

### Preparing for the Next Round

- After recording the scores in some manner, the player to the left of the current dealer becomes the new dealer and conducts the next round.

### End of the Game

- After 4 rounds, the game ends, and the player with the highest score wins. If multiple players have the highest score, they all share the victory.

Example of scoring calculation (correctly matched tiles shown in red frames)



Dealer :  $4 \times 1 + 3 \times 2 + 2 \times 1 + 2 \times 1 = 14$  points

Player A :  $4 \times 2 + 3 + 2 \times 2 = 15$  points

Player B :  $3 + 2 \times 2 = 7$  points

Player C :  $30 - 14 = 16$  points