

キメラトリック

Chimera Tricks

3-4 Players Play Time: 40 minutes Ages: 10+

Trick-taking 4 Suits Irregular Ranks Must follow suit
No Trump Last Played Card Wins Ties Trick Winner Claims Reward

Overview

"Chimera Tricks" is a trick-taking game where players use forbidden synthesis magic to create Chimeras and compete for Grimoires.

The game's key feature is the Chimera system, which lets you synthesize cards. The non-winning players leave their cards in their play area, and combines with the card played from their hand in the next trick to create a powerful "Chimera" with an increased rank and multiple suits. Will you intentionally lose to build up your strength, or win to claim a "Grimoire" for points?

The next trick's reward Grimoire is revealed in advance, so planned defeats that look one step ahead are the key to victory. Even if you claim a cursed negative-point Grimoire, do not give up. If you win with a low-rank card and acquire a "Crystal," you can convert it into positive points.

Master your Familiars and synthesis magic, navigate the intricate battles, and claim victory!

Components

40 Familiar Cards 12 Grimoire Cards 4 Synthesis Sheets
(4 suits × 10 cards)



Key Terms

Trick

A trick is a sequence in which each player plays 1 card, in order:

- 1 Play a Familiar Card
- 2 Winning the Trick
- 3 Claim a Grimoire Card
- 4 Replenish a Grimoire Card

Round

A sequence of play repeating tricks until all players run out of cards, followed by scoring.

Play Area

The spaces on the Synthesis Sheet where you play Familiar Cards.

Lead Player

The first player to play a card in a trick.

Suit

The symbols on Familiar Cards. 4 types: and S.

Rank

The number on a Familiar Card. Higher ranks are stronger.

Follow suit

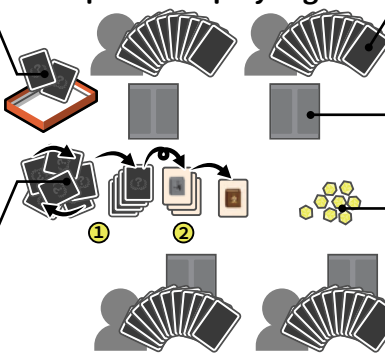
Playing a Familiar Card so that your play area matches the lead player's suit.

Setup

Based on the player count, randomly remove cards and return them face-down to the box.

Player Count	Familiar Cards	Grimoire Cards
3 Players	Return 4 Cards	_____
4 Players	_____	Return 2 Cards

Example of a 4-player game



Deal all Familiar Cards evenly to each player to form their hand.

*Note: Keep your hand hidden from other players during the game.

Distribute 1 Synthesis Sheet to each player to place in front of them. Return any leftover Synthesis Sheets to the box.

Place the Crystals in a central area within reach of all players.

Randomly determine the lead player for the first trick.

- 1 Shuffle the Grimoire Cards to form a face-down deck.
- 2 Flip the entire deck face-up so that the top card is visible. Then take the top card and place it face-up next to the deck.
*Note: The card next to the deck is the reward for the current trick! The top card of the deck shows the reward for the next trick.

Playing a Trick

1 Play a Familiar Card

Starting with the lead player and going clockwise, each player plays one card from their hand onto their Synthesis Sheet. The lead player may play a card of any suit from their hand. The other players must play a card from their hand so that their play area on the Synthesis Sheet matches the lead player's suit. *See "Playing Familiar Cards" and "Following Suit" below for details.



2 Winning the Trick

Once all players have played a Familiar Card, determine the trick's winner. Compare each player's play area rank; **the player with the highest rank among those following the lead player's suit wins the trick.** If multiple players follow the suit and tie for the highest rank, **the player who played most recently wins the tie.** *See "Examples of Determining the Winner" below for details.



The trick winner takes all Familiar Cards from their own play area and places them face-down in front of them. **Do not mix** these with other players' Familiar Cards!

Players other than the trick winner leave their Familiar Cards in their play area exactly as they are.

3 Claim a Grimoire Card

The trick winner claims the Grimoire Card placed next to the deck and places it face-down in front of them. *If this is the last Grimoire Card (i.e., there is no deck remaining), still claim it.



4 Replenish a Grimoire Card

Reveal the top Grimoire Card by placing it face-up next to the deck.
*If there is only one card left, that card is the Grimoire Card for the next trick.
*If the deck is empty, skip this step.



End of the Round

◆ Scoring

Each player reveals their claimed Grimoire Cards face-up. Apply the effects of any claimed Crystals (see "Crystal Effects" below), sum up your total points, and announce your total score. Write down the scores.



◆ Preparing for the Next Round

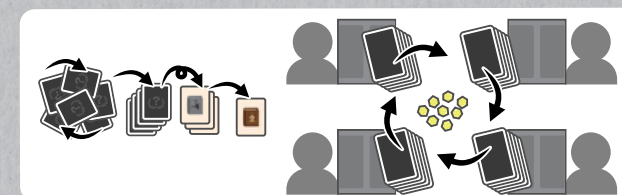
If you have not played a number of rounds equal to the number of players, set up the next round:

Return all claimed Crystals to the center. Collect all Grimoire cards from this round and shuffle them to form a new deck. Flip the entire deck face-up so that the top card is visible. Then take the top card and place it face-up next to the deck.

Do not gather or shuffle the Familiar Cards. Each player passes all their Familiar Cards from the current round (both the face-down cards in front of them and the cards in their play area) clockwise to the next player as their new hand.

The player who receives the hand used by the current round's lead player becomes the first lead player for the next round.

*Cards returned to the box during setup remain in the box.



End of the Game and Victory

The game ends after playing a number of rounds equal to the number of players. Sum up each player's scores from all rounds. The player with the highest total score is the winner. Tied players share the victory.

Repeat steps 1-4 until there are no Grimoire Cards left.

Continued on back

Rule Details

◆ Playing Familiar Cards

On your turn, choose 1 Familiar Card from your hand and play it face-up on your Synthesis Sheet!

Depending on the Familiar Cards currently on your Synthesis Sheet:



If you have 0 cards:

Play the card into either empty space.

*There is no difference between the two spaces.



If you already have 1 card:

Play the card into the remaining empty space.



If you already have 2 cards:

Choose one space and play the new card on top of the existing card in that space.

*When playing a card, you must also follow the "Following Suit" rules described below.

◆ Chimeras

When you have 2 Familiar Cards on your Synthesis Sheet, they synthesize into a Chimera!

Depending on the Familiar Cards on your Synthesis Sheet:



If the suits are the same:

Treat them as a single Familiar Card that has that 1 suit, with a rank equal to the sum of both cards' ranks.



If the suits are different:

Treat them as a single Familiar Card that has both suits, with a rank equal to the higher rank of the two cards.

◆ Special Familiar Cards



Rank 0/10 Card

When you play this card, treat it as Rank 0 if you have an empty space on your Synthesis Sheet.

Treat it as Rank 10 if there are no empty spaces on your Synthesis Sheet.



Cards with Crystals

If you win a trick with this card (or a Chimera synthesized using it), claim 1 Crystal.

*Even if both cards in your play area have Crystals, you can only claim 1 Crystal per trick.



Crystal Effects

During scoring, you may choose any negative-point Grimoire Card and convert its value to positive points. You may apply this to 1 Grimoire Card per 1 Crystal. *Excess Crystals have no effect.

◆ Following Suit

In this game, you must follow suit if possible. **You are considered to have followed suit if the play area on your Synthesis Sheet matches the lead suit** after you play your card.

Lead Player

- May play a card of any suit.

Other Players

- You must play a card so that your play area on the Synthesis Sheet matches the lead player's suit, if possible.
- If you do not have any cards in your hand that allow you to follow suit, you may play any card.
- If your play area already follows the lead player's suit, you may play a card of a different suit as long as your play area still follows the lead suit after playing.
- If your play area already follows the lead player's suit, you cannot play a card in a way that causes your play area to no longer follow the suit.



Examples of players reacting after the Lead Player plays a ♠ suit card:



Your play area already follows the lead suit. Since you are already following, you may play any card into an empty space.



Your play area does not follow the lead suit. You have a ♠ card in your hand. You must play the ♠ card into an empty space to follow suit.



Your play area does not follow the lead suit. You have a ♠ card in your hand. You must play the ♠ card on top of the ♠ or S card to follow suit.



Your play area does not follow the lead suit. You do not have a ♠ card in your hand. Since you cannot follow suit with either your hand or your play area, you may play any card on top of the ♠ or S card.



Your play area follows the lead suit. You do not have a ♠ card in your hand. If you play a card on top of your ♠ card, you will no longer follow suit. Therefore, you must play a card on top of the other card, ♠. Since your other space still follows the suit, you may play any card there.



Your play area follows the lead suit.

The ♠ card in your hand allows you to follow suit whether you play it on top of the ♠ or the ♠ card, so you may play it in either space.

If you play any card other than ♠ on top of your ♠ card, you will no longer follow suit.

Therefore, you can only play a non-♠ card on top of the ♠ card.

◆ Examples of Determining the Winner



Winner

Gain 1 Crystal



Winner



Winner

Gain 1 Crystal

*Note: If ranks are tied, the player who played later wins.

Optional Rules

Once you are used to the game, try adding these to the standard rules!

Short Match, 1-Round Game!

The game ends after 1 round.

Use this for a quicker game.

Crystal Scarcity!

Use only 4 Crystals for the game. Return the rest to the box.

If no Crystals remain when you would gain one, you do not gain it!

Add this for a more thrilling match.

Game Design & Artwork: Mashiu
English Translation: Rin Mizushima (ForGames),
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For feedback or inquiries, please contact us here!

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