

BELL PEPPERS

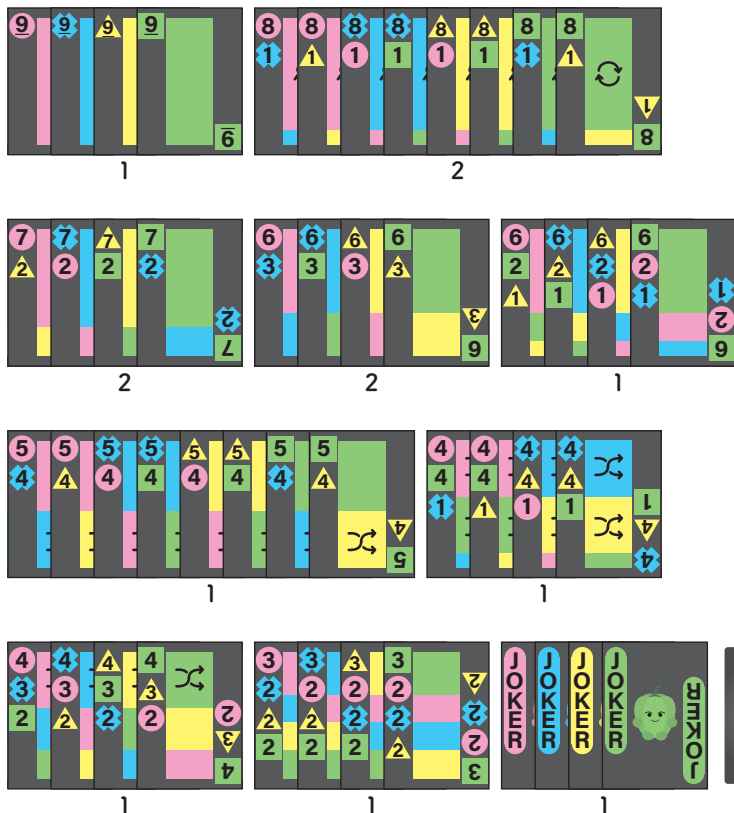
Instruction Manual



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① Story

Red, blue, yellow, and green bell peppers are fighting in a small garden!
You are the garden owner, and you use cards to help them be friends.
Who is the best at keeping the garden happy?

② Objective

Players play cards from their hands according to the rules, aiming to get rid of all their cards before anyone else. A player who plays all their cards clears the hand, and the game continues until only one player remains. The first player to clear their hand wins. The remaining players are ranked in order of who cleared their hand first.

③ Setting Up the Game

- (1) Deal ten cards face down to each player. The dealt cards form your hand and must be kept hidden from the other players.
Set aside the remaining cards; they are not used in the game.
- (2) Decide the lead by rock-paper-scissors or some other way.

④ Game Play

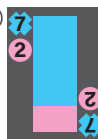
- (1) Play proceeds clockwise, starting with the lead.
When it's your turn, you must either "play a card" or "pass."

① Play a card

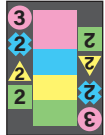
▷ Lead's first turn

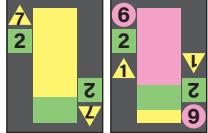
Play 1 card, or 2-4 cards of the same color and number at once.
Playing 4 cards at once triggers a Revolution (explained later).
When playing a card, announce its color.

e.g.,



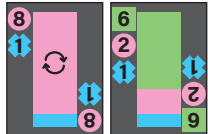
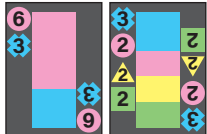
This card can be played as "Blue 7" or "Red 2."
→ When playing the card, choose the color you want to play and announce "Blue" or "Red."

e.g.,)  This card can be played as "Red 3," "Blue 2," "Yellow 2," or "Green 2." When playing the card, choose the color you want to play and announce "Red," "Blue," "Yellow," or "Green."

e.g.,)  These cards can be played at once as two "Green 2" cards.

▷ Subsequent turns

You must play cards matching the lead's color and quantity, with a higher value than the card played immediately before. At the start, cards rank $1 < 2 < 3 < \dots < 8 < 9 < \text{Joker}$. A Revolution reverses this to $9 < 8 < 7 < \dots < 2 < 1 < \text{Joker}$.

e.g.,)  two "Blue 1" →  two "Blue 3"

※ Do not play a different quantity than the previous turn.

※ Do not play sequentially numbered cards together.

② Pass

You may pass if you cannot or do not wish to play a card.

Even after passing, on later turns, you may play a card or pass again.

※ You cannot pass on the first turn of the lead.

- (2) If all players except the last card player pass in succession, the cards played up to that point are discarded (set aside at the edge of the table), and the player who played the last card becomes the next lead.

< Cards with special effects >

▷ Joker



On its own, the Joker is always the strongest card.

(It can only be played if it matches the lead card's color.)

It can also substitute for any card of the same color and be used in a 2- to 4-card play.

△ You may not go out with a Joker.

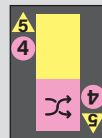
If you do, you automatically finish in last place.

▷ 8



Playing an 8 temporarily reverses card strength until the table is cleared. Once the table are cleared, the original card strengths are restored. If an 8 is played during a revolution, normal card strength applies until the table is cleared instead. The same applies when multiple 8s are played.

▷ 4



Playing a 4 requires the next player to play a different color from the previous card (the same-quantity, higher-value rule still applies). Play then continues in that color. The same applies when multiple 4s are played.

< Revolution >

Playing four cards of the same number at once triggers a Revolution, including with Jokers. During a Revolution, all card rankings except Jokers are reversed. If another Revolution occurs during a Revolution, it becomes a Reverse Revolution and rankings return to normal.

(3) Players take turns.

⑤ Ending the Game

A player who plays all their cards clears the hand, and the game continues until only one player remains. The first player to clear their hand wins.

The remaining players are ranked in order of who cleared their hand first.

※ For a longer game, you may instead use a first-to-two-wins rule.

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△ Warnings △ (Please Read)

- Do not give this product to children under 3 years of age. There is a risk of choking.
- Keep away from fire. This may cause deformation or a fire.