

QUINO - PHEX

System Design: Quoth Games
Component Design: Quoth Games

Number of Players: 3-5
Playing Time: 45-60 minutes
Recommended Age: 12 and up

About NPCs

- In this game, a virtual player sits between each pair of adjacent human players.
(In other words, there are as many virtual players as human players.)
From here on, human players are referred to simply as "players," and virtual players as "NPCs."

Components

- Cards
- Player deck (the larger cards): 4 suits (blue-green, purple, orange, green), ranks 1-10
- NPC deck (the smaller cards): 4 suits (red, blue, yellow, green), ranks 1-15
- Bonus tokens: 5 tokens (3, 6, 9, 12, 15)
- Row/column markers: 10 pieces (2 each in 5 colors)
- In addition to the above, you will need a memo pad and pen, or gaming chips, to keep score.

Setup

- Use the following components according to the number of players.

	3-Player Game	4-Player Game	5-Player Game
Player deck	1-6 of each suit	1-8 of each suit	1-10 of each suit
NPC deck	4-12 of each suit	1-12 of each suit	1-15 of each suit
Bonus tokens	6 · 9 · 12	3 · 6 · 9 · 12	3 · 6 · 9 · 12 · 15

1. Each player chooses a color and places the 2 row/column markers of that color in front of themselves.
2. Shuffle the player deck and deal 8 cards to each player. These cards form each player's hand.
3. Shuffle the NPC deck and deal 12 cards to each NPC. Then turn each NPC's 12 cards ****face up**** and lay them out in 3 rows × 4 columns (12 spaces in total), as follows.
 - Filling order: Start at the leftmost space of the top row and fill to the right. When you reach the right end of a row, continue from the left end of the next row down, and so on, ending at the right end of the bottom row.
 - Card order: Sort the cards by suit in the order ****red → blue → yellow → green****, and within each suit by rank in ****ascending order****.From here on, this arrangement of 12 cards is referred to as the "grid."
4. Each player places one of their row/column markers on the left edge of the top row of the grid of the NPC to their right, and their other marker on the top edge of the leftmost column of the grid of the NPC to their left.
From here on, a marker placed on a top edge is referred to as a "column marker," and a marker placed on a left edge as a "row marker."
5. Place the bonus tokens face up in a row in the center of the play area.
6. Choose the starting player for round 1 by any method you like.

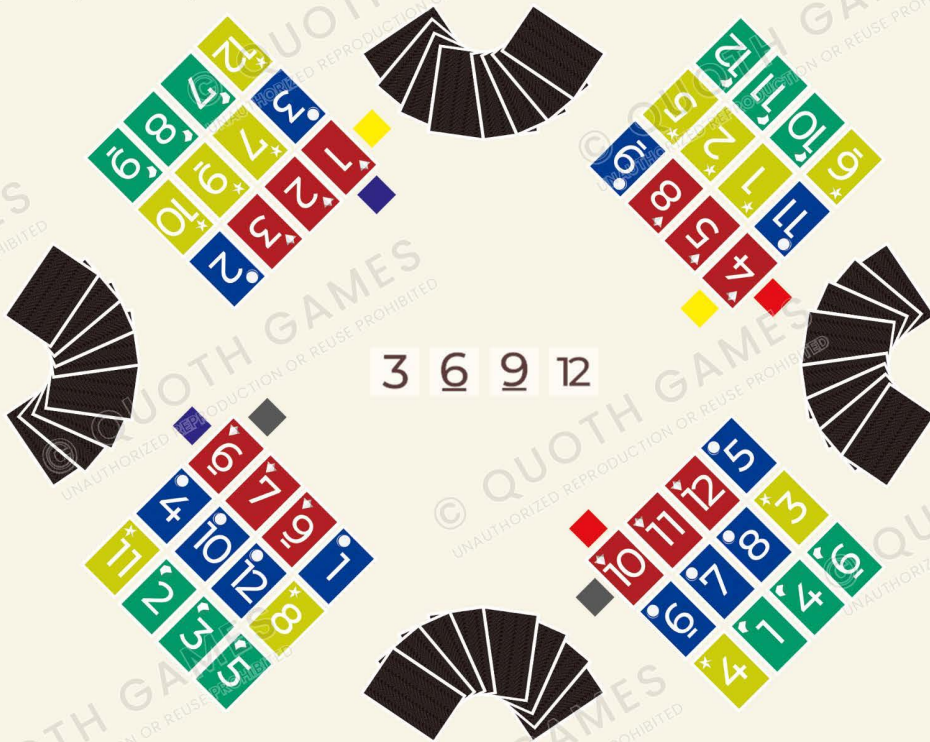
Cards dealt to an NPC (before being arranged into a grid)



Cards dealt to an NPC (after being arranged into a grid)



Example Setup for a 4-Player Game



Structure of the Game

- A game consists of ****3 rounds****.
 - Each round consists of 8 mini-games called "tricks."
 - In each trick, players take one turn each, proceeding clockwise from the starting player (in the 1st trick) or from the winner of the previous trick (from the 2nd trick onward).
- Note: In these rules, "clockwise" means that the turn passes to the player on your left.

What a Player Does on Their Turn

- On your turn, perform the following actions in order.
 1. Bid (lock in your prediction)
 - ****Once (and only once)**** per round, on a turn of your choosing, you must perform the following actions in order.
 - 1-1. Take any 1 ****face-up**** card from the grid of either of the two NPCs ****adjacent to you**** (on your left or right) and place it in front of you, still face up. Note: The space the card was taken from is simply left empty.
 - 1-2. Take the highest-value bonus token remaining in the center of the play area and place it in front of you, still face up.
 2. Play 1 card from your hand to the play area.
 - If it is the first card played in the trick (the lead), you may play any card.
 - Otherwise, if you hold a card of the same suit as the lead, you must play a card of that suit (you must follow suit).
 - If you cannot follow suit, you may play any card.
 3. Move the row marker of the NPC on your right by exactly 1 row, either up or down.
 - Note: ****You must move it.**** The top and bottom rows wrap around to each other.
 4. Move the column marker of the NPC on your left by exactly 1 column, either left or right.
 - Note: ****You must move it.**** The leftmost and rightmost columns wrap around to each other.

★ **【Automatic Processing】** Determining the card an NPC plays:

During a trick, at the ****instant that both**** the column marker and the row marker of a grid have been moved, immediately rotate the ****face-up**** card at the intersection of the two markers by 90 degrees (this is called "tapping" the card).

If the intersection is an empty space or a face-down card, check the spaces one at a time, starting from that intersection, in the following order:

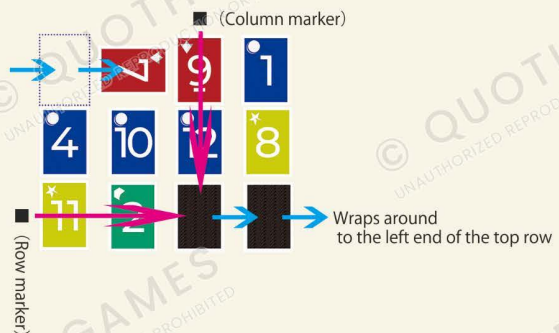
[the space to its right → the next space to the right → ... → the right end of that row → the left end of the next row down → ... (and so on) → the right end of the bottom row → wrap around to the left end of the top row → the space to its right → ...]
and tap the first ****face-up**** card you come to.

Note: During this automatic processing, the column marker and the row marker do not move.

Automatic Processing Example 1
(when the intersection holds a face-up card)



Automatic Processing Example 2
(when the intersection does not hold a face-up card)



Determining the Trick Winner Among the Players

- After every player has played 1 card, determine which player has won the trick.
 - If one or more ****green**** cards were played, the player who played the highest-ranked green card wins.
 - If no ****green**** cards were played, the player who played the highest-ranked card of the ****lead suit**** wins.
- The winner of the trick takes any 1 of the played cards, turns it face down, and places it in front of themselves as a record of having won 1 trick. All remaining cards are turned face down and set aside at the edge of the table.

Determining the Trick Winner Among the NPCs

- After determining the trick winner among the players, determine the trick winner among the NPCs.
- In each NPC's grid, the card tapped in this trick is considered to be the card that NPC played.
- The card played by the NPC to the ****left of the player who led the trick**** is considered the ****first card (the lead)**** among the NPCs. Determine the winning NPC using the same rules as for the players.
 - If one or more ****green**** cards were played, the NPC that played the highest-ranked green card wins.
 - If no ****green**** cards were played, the NPC that played the highest-ranked card of the ****lead suit**** wins.
- Take any 1 of the discarded player cards (those set aside at the edge of the table) and place it face down next to the grid of the NPC that won the trick, as a record of having won 1 trick.
- Then untap ****all of the cards**** tapped in this trick (return them to their original orientation) and turn them ****face down****.

Note: The cards played by the players have no effect on the outcome of the trick among the NPCs, and vice versa.

Note: The row and column markers stay where they are; they are not reset between tricks.

End of a Round

- Once every player has played their entire hand and all the tricks for both the players and the NPCs have been resolved, the round ends and scoring takes place.

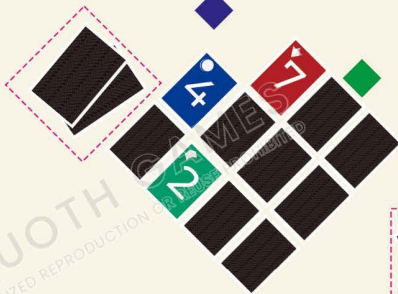
Scoring

- Each player compares
[the rank of the card they acquired by bidding during the round] with
[the number of tricks they won + the number of tricks won by the NPC to their right
+ the number of tricks won by the NPC to their left]
and scores points according to the difference, as follows.

Difference of 0	Predicted value (= the rank of the card acquired by bidding) + the value of the bonus token
Difference of 1	5 points
Difference of 2	1 point
Difference of 3 or more	0 points

- Record the points scored on a memo pad, with chips, or in some similar way.

NPC to the left: 2 tricks won



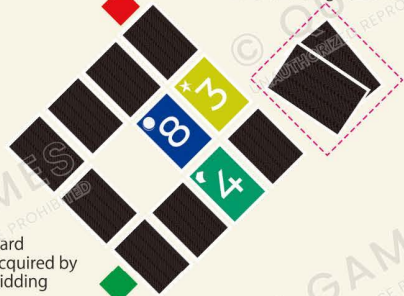
Bonus token acquired

9



Player: 3 tricks won

NPC to the right: 2 tricks won



Scoring example:

- Rank of the card acquired by bidding: 7
- Tricks won by the player (3) + tricks won by the NPC to the right (2) + tricks won by the NPC to the left (2) = 7

↓
The difference is 0, so the score is the rank of the card acquired by bidding + the value of the bonus token: 7 + 9 = 16 points

Preparing for the Next Round

- Return all bonus tokens to the center of the table.
- Collect all the player cards, shuffle them, and deal 8 to each player.
- Collect all the NPC cards, shuffle them, deal 12 to each NPC, and lay them out to form the grids as in setup.
- Return each grid's row marker to the ****left edge of the top row**** and its column marker to the ****top edge of the leftmost column****.
- The player to the left of the starting player in the current round becomes the starting player for the next round.

End of the Game

- The game ends after the 3rd round.
- The player with the highest total score wins. If there is a tie, play one additional round with all players. If there is still a tie, the tied players share the victory.

Supplementary Notes

- (As is clear from the rules,) NPCs are not required to follow suit.
However, the trick winner among the NPCs is determined using the same rules as for the players.
- The value of a bonus token counts toward your score only when the difference is 0.
If the difference is 1 or more, the token's value is irrelevant.
- The current number of tricks won (by both players and NPCs) must be visible to all players at all times.