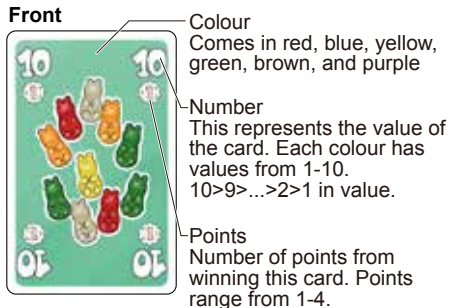


ガミトリック Gummi Trick

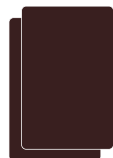
Ages 8 and up / 2-5 Players / ~ 15 minutes

Game Components

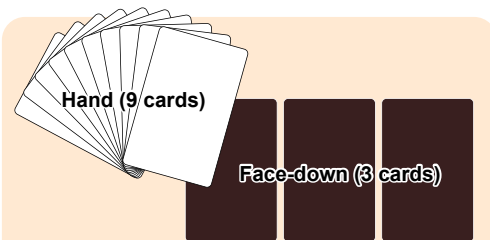
60 Gummi cards
10 cards in 6 colours (purple, brown, green, yellow, blue, red)



4 Player Example



Leftover Gummi cards
(Not used in the game)



Player's Hand x 4 Players

Game Overview

Gummi Trick is a trick-taking game. However, unlike traditional trick-taking games, each suit rather than each trick will have a winner. In addition to your normal hand, you also play with face-down cards which are secret.

Game Setup

1. The number and colours of Gummi cards used in the game is determined by the number of players.

| | | | |
|-----------|-----------|-----------|-----------|
| 2 players | 3 players | 4 players | 5 players |
| 3 colours | 4 colours | 5 colours | 6 colours |

The colours used do not matter. Return all unused Gummi cards to the box.

2. Shuffle all Gummi cards face-down to form a deck.

3. Deal each player 9 Gummi cards from the deck. This is each player's hand.

4. Deal each player another 3 cards from the deck face-down in front of them.

* These cards are secret to all players.

5. Depending on the number of players, there may be extra Gummi cards. These Gummi cards will not be used in this game. Remove them without looking at them.

| | | | |
|-----------|-----------|-----------|-----------|
| 2 players | 3 players | 4 players | 5 players |
| 6 cards | 4 cards | 2 cards | 0 cards |

6. The player who ate gummies most recently becomes the starting player for the first trick. Otherwise, decide a starting player by any preferred method.

The setup is now complete!

Game Objective

In *Gummi Trick*, Gummi cards are played one by one in a clockwise direction until all players have played a card. The winning card will then be determined. This sequence is known as a 'trick'. 1 game has a total of 12 tricks. The aim of the game is to score as many points as possible.

Flow of Each Trick

Each trick starts clockwise from the starting player in turns.

1. The starting player plays a card from their hand or one of their face down cards face-up. After that, it is the turn of the player to the left.

2. On a player's turn, they play a card from their hand or one of their face down cards face-up. If they choose to play a card from their hand, the colour of the card that they play **MUST** obey a priority order:

- The colour of the first played card in this trick
- The colour of the second played card in this trick...
- A colour that has not been played

If you have multiple cards of the same priority colour, you may choose to play any of them. You do not need to follow the priority colour when playing a face-down card since it is random. *You may play a face-down card even if you possess a card with the colour of the first played card.

After that, it is the turn of the player to the left.

3. Once all players have played one card, the trick is over and the winners will be determined. All players who have played the highest value card of each colour present in the trick win. They take their own card and place that card face-up in their scoring pile. If there are other cards in that colour, they turn all cards from other players face-down and place them in their scoring pile.

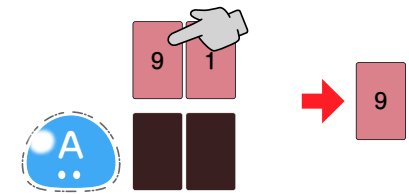
4. If 12 tricks are over, proceed to **End of the Game**. After tricks 1-11, the player who has won the trick will be the starting player for the next trick (start from 1. again). If there are multiple winners, the player whose turn was latest in turn order will be the starting player.

Example Turn

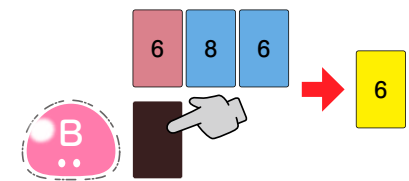
There are 4 players: A, B, C, and D. The starting player is player A, the next player is B, then C, then D in clockwise order.



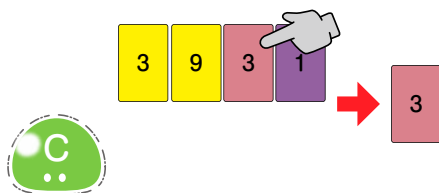
Player A's turn is first. They have a red 1 and a red 9 in their hand, and 2 face-down cards. They choose the red 9.



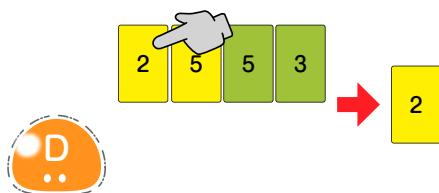
It is then Player B's turn. Player B's hand contains a blue 6, blue 8, and red 6, as well as 1 face-down card. Since Player B will not win the trick by playing the red 6, they choose to play their face-down card, which is a yellow 6.



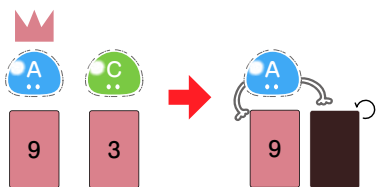
It is Player C's turn. Player C has a purple 1, red 3, yellow 9, and yellow 3, and no face-down cards. Player C would love to play the yellow 9 to win in yellow, but because they have a red card, they have to play the red 3 since red is earlier in turn order.



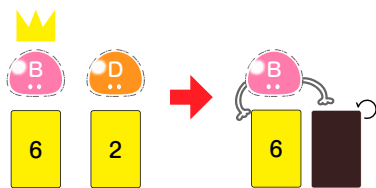
It is Player D's turn. Player D has a green 3, green 5, yellow 5, and yellow 2, and no face-down cards. Player D has no red cards in his hand, but they have yellow cards and thus has to play one of them. Since they cannot win in yellow, they play the yellow 2.



Now, a winner is determined for each colour. Player A played the red 9 which is the highest red card. They take the red 9 face-up and turn the red 3 face-down and place both in their scoring pile.



Player B played the yellow 6 which is the highest yellow card. They take the yellow 6 and turn the yellow 2 face-down and place both in their scoring pile.



Since there were multiple winners in this trick, Player B, who was later than Player A, will be the starting player of the next trick.

End of the Game

All players count their score from the cards in their scoring pile. For each face-up card, they score the points written on the card. For each face-down card, they score 1 point.

The player with the most points wins! In the case of a tie, the player with the most cards in their scoring pile wins. If that is still a tie, those players share the victory.

Scoring Example

The game is over and players now count their scores.

Player A has the red 3, red 9, purple 9 and purple 10 face-up, and 8 face-down cards.



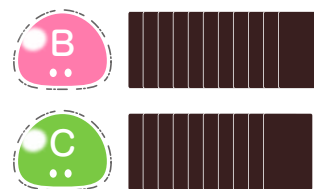
The red 3 is worth 4 points. The red 9 and purple 9 are each worth 2 points, totaling 4 points. The purple 10 is worth 1 point. Each face-down card is worth 1 point for a total of 8 points. Player A's total is 17 points.

The scores for each player are as follows:

- Player A....17
- Player B....25
- Player C....25
- Player D....23

Player B and Player C are tied for the highest score. They thus look at the number of scoring cards.

Player C has 10 cards and Player B has 11.



Player B has more total scoring cards and thus wins the game!

Advanced Rules

Once players are used to the game, play 3 rounds (1 round is 12 tricks) and total up the score from all 3 rounds to determine the overall winner of the game.

The player who starts the 2nd and 3rd round is the player who scored the most in the previous round. In the case of a tie, the player who went last in the last trick will be the starting player.

In the case of a tie after 3 rounds, the player with the most points in the third round wins. If that is also a tie, the player with the most scoring cards in the third round wins. If that is also a tie, all those players will share the victory.

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