

ゴートバトル

Player - 2-5
Time - 30min.
Age - 10+

Game overview

Either defeat all other players and be the last one standing, or release all of your hand cards and escape from this world. Achieving either of these goals leads to victory in the world of Go Out Girls.

Game objective

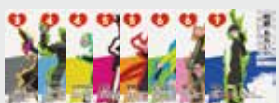
In this game, several battles will take place.

In each battle, the objective is to either be the first to get rid of all hand cards or to eliminate all players except yourself.

Achieving either of these goals counts as 1 win. The player who wins 2 battles (or 3 battles in a 2-player game) becomes the overall winner of the game.

Contents

40 Character Cards



8 characters x 5 sets



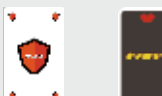
Back side

86 Battle Cards



Numbers 1~13 x 6 each

Instruction Sheet - 1 sheet



Guard
x 8 pieces

Back side

How to read a card

Character Card

Battle Card

Game preparation

1. The person who survived the most recent battle royale will be the starting player.
2. Give one set of character cards (by color on the back) to each player. Store character cards of colors you don't use in the box.
3. Shuffle all the battle cards, make a face-down deck, and place it in the center of the table.
4. Deal the number of battle cards from the deck face down to each player according to the number of players. Each player holds the dealt cards in their hand so that only they can see the contents.

Number of players	Number of cards
2 players	13 cards
3 players	13 cards
4 players	11 cards
5 players	9 cards

5. Each player checks their hand and chooses their character. Choose one character from the set of character cards to use in this battle and place it face down in front of you. Stack the characters you did not select face down and set them aside.

6. Start the first battle from the start player.

Setup for a 3 player game

Game flow

In battle, the following actions are repeated clockwise until someone loses all cards in their hand or all but one player is eliminated.

Turn

The starting player begins by placing any card from their hand onto the center field face up. **You can play multiple cards as long as they have the same number.**

With this as the first tableau pile, each player then takes a turn in clockwise order.

On your turn, you can either A. Play or B. Pass. You may also use character abilities at this time.

A. Play Attack

From your hand, **play the same number of cards as the current tableau pile but with a higher number**, face up onto the center field (covering the current tableau pile). This will be the new tableau pile.

Can Play

Cannot Play

B. Receive pass damage

If you are unable to play or don't want to play, you can choose to pass. If you pass, you will receive damage, as shown on the cards on the tableau pile.

For each damage icon shown, draw a card from the deck and add it to your hand. If there are multiple tableau cards, just consider the damage on one card.

Then select cards from your hand equal to the number of damage received and place them face down next to your character. You may select cards you just drew or cards you originally had in hand.

The number of face down cards represent the damage your character has taken.

***After drawing cards from the deck, be careful to discard an equal number of cards face down. Your hand size should remain the same as before.**

Example: When you pass with 12x2 in the tableau pile.

Even if you pass once, if your turn comes around again, you may play or pass again.

When all players except the person who played the tableau pile have passed consecutively, discard all cards in the center field.

The last player to play a tableau pile begins a new turn with no cards in the center field.

As with the start player's first turn, play any card from your hand (you can play multiple cards with the same number) to form a new tableau pile.

Repeat this process until the end of the battle.

◆ Guard ◆

The "Guard" card can be played regardless of the number of cards on the tableau. Even if there are multiple cards on the tableau, only one Guard card is played.

If you play Guard, you may pass without taking damage. Then immediately discard it.

***If you play Guard when there are no tableau cards, you will pass and immediately discard the card, and it will be the next player's turn with no tableau cards.**

◆ Character abilities ◆

Players can reveal their character face up at any time during their turn. After a character is revealed, you can use that character's abilities on your turn.

Note that even on the turn you reveal your character, you still need to play or pass.

◆ Withdrawing ◆

When passing, if the total damage, including the damage received so far, exceeds the life of the character you are using, that player will be eliminated.

In such a case, please declare your withdrawal without drawing a card from the deck.

Even if the character has not been revealed yet, if the damage is greater than that character's life, the character will be revealed immediately and the character will be eliminated.

Players who are eliminated will have their turn skipped until the end of the current battle.

Tableau cards

This character's life is:

The total damage already received is 3

If it is your turn and you pass, you are eliminated!

End of Battle

If a player meets any of the following victory conditions, that player immediately wins the battle.

1. No cards in hand
2. All players except you have been eliminated.

The game is won if the player who wins the battle wins for the second time (third time if playing with two players).

If not, the winning player should place the character used in this battle face up, turned sideways, under the pile of their own characters. The corresponding player may no longer use this character in subsequent battles.



After that, a new battle will be held, starting from Step 3 of Game Preparation, with the person to the left of the player who won the current battle as the starting player.

Character Guide

Difficulty ★☆☆ Matono Nerai

Since you can play all the cards with numbers 4 to 6 together as a 6, you can accumulate them in your hand and play them all at once.

This character has high life points and is not easily eliminated, so Nerai is a good choice when you don't have any Guard cards in your hand.

Nerai is a versatile character that can play more cards at one time to go-out quickly, or withstand a long-term battle.

Difficulty ★☆☆ Ichio Toyoko

The number 1 card can be used as the highest numbered card, 14. If you have multiple number 1 cards, you'll be quite strong, but you need to be careful of Shian, who can beat number 14, and Kyoko, who can block you by playing pairs. You'll want to reveal your character at a critical moment to win.

Difficulty ★☆☆ Niwa Saya

For example, when you receive 3 damage, you would normally draw 3 cards from the deck and add them to your hand, and record any 3 cards from there as damage, but with this ability, you would draw 6 cards and add 3 cards as damage, then discard 3 cards.

Since you can change the cards in your hand all at once, Niwa is a good choice when your starting cards are weak.

Reveal this character the moment you receive damage and wish to activate her power.

Niwa is an easy-to-use character that is recommended for beginners, but on the other hand, her life is average, so if she takes too much damage she can be eliminated quickly.

Difficulty ★★★ Nagashima Shian

If you can make a set of 3 cards with numbers 2 and 3, you can force any tableau pile to be discarded. After that, you can play any card you like and create a new tableau pile, so when you can play multiple cards, it is easier to take the initiative afterwards.

You also have a high lifespan, so if you can prepare your hand while taking damage and use your ability twice, victory is just around the corner.

Difficulty ★☆☆ Teppozuka Satsuki

When you play a card other than number 13, that card's damage increases by 1.

Satsuki is a nightmare for the next player. With her high lifespan, she can maintain a safe zone for herself while dragging everyone into a mire of survival.

Note: damage will not increase if you use Guard.

Difficulty ★★★ Hakase Kira

Hakase's ability is activated only once when the character is first revealed. You can ignore the damage you would have received and reduce the number of cards in your hand by that amount.

Therefore, you want to reveal it at a time when you can receive as much damage as possible at once to maximize the benefits.

It's ideal to save the ability until the second half, but it's difficult to know when to use it because it's tempting to use it in the early stages with high-damage tableau piles.

It can also be used as an emergency evasion measure at a dangerous time when you otherwise be eliminated, so it might be a good idea to choose Hakase when you don't have a Guard in your hand.

Note: if you empty your hand using this ability by discarding cards, you win the battle.

Difficulty ★★★ Akagami Ten

Each time you receive damage, you can force an opponent to take one of your cards, reducing the number of cards in your hand.

Regardless of the amount of damage, you will give one card to your opponent each time you receive damage, so unlike Hakase, you want to take damage as many times as possible.

The aim is to eliminate cards from your own hand while slowing down other players. You're a trickster who doesn't have a lot of lives, but can upset everyone's calculations.

Note: Like Hakase, if you use this ability to pass an opponent a card and empty your hand, you win.

Difficulty ★★★ Reigen Kyoko

When you play to the tableau pile, it is always assumed that you played two cards, and you can force other players to play two cards.

After Kyoko is revealed, you are restricted to only playing one card. From then on all your cards are treated as if they were played as a pair.

In other words, even if there are two cards in the tableau pile, you can play onto it with one card, and if you are the first to play a tableau pile, it is always assumed you played 2 cards and you can force other players to play 2 cards.

Being strong can be addictive, but your lifespan is only 3, so if you don't have a Guard, you might get hit one-sidedly and be eliminated. Kyoko a good choice when the cards in your hand are scattered, but since she is the most technical character, she is not recommended for beginners.

Note: the restriction that "you can only play with one card" is only activated after the character is revealed, so you can play with two or more cards before the character is revealed.

人生価値と潮理菜に捧ぐ

CREDIT

ハレルヤロックボーイ 2023/12/9
 ゲームデザイン: シママヲナ
 デベロップメント: ハレルヤロックボーイ
 イラスト: ヤマウチロックボーイ
 グラフィック: ドウゲンノブタケ
 ルールブックデザイン: ヒゲタタエコ

Special Thanks : yowske、テストプレイヤーの皆さん、友人たち、推したち、.....And YOU!!