

Special effects during a playing phase



You can play Turnablindie even if you have lead color in hand.



When you play Butterfingy and take the cards, you have to shuffle your hand and play a random card without looking at its face.



When you play Sluggos and take the cards, you cannot play a card next turn. Your left-hand player becomes the lead player instead.



With expansion



When you play Leizy and take the cards, the next card you play doesn't determine the lead color. The color your left-hand player plays becomes the lead color.



Special effects during a scoring phase



You get 3 points for the card piles where Intenton is included, but lose 3 points if Intenton exceeds the threshold.



If only one of them is taken, see it as 1 color. If more than 2 of them are taken, see them as 2 colors instead.



When Dillindallin exceeds the threshold, halve the score you get in Scoring Phase I.



With expansion



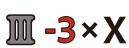
If the number of Leizy exceeds the threshold, you get/lose points, in 5-point increments. Round down the rest of the score.



If Turnablindie exceeds Threshold, you lose points equal to the number of them.



If Inadven/Faul exceeds the threshold, those who rank lower than you score 3 points and you lose 3 points for each of those who just scored.



Special effects during a playing phase for two players only



When a dependency takes cards by playing Butterfingy, the next leading card is still played from the dependency's hand, BUT the opposite player (who is NOT in charge of the dependency) chooses the card to play.



When a dependency takes cards by playing Sluggos, the dependency cannot play a card in the next round, and the other dependency becomes the next lead player.

Scoring Phase

Scoring consists of 3 steps: scoring phase I, II, and III. They are processed respectively. All players reveal their card piles and score victory points. Special effects are activated in this phase as well; some of them are based on the rule of Threshold.

The threshold is fixed based on the number of players.

- 3 players Same color x3 (activated when 4 or more cards are taken)
- 2,4 players Same color x4 (5 or more)
- 5 players Same color x5 (6 or more)

◆ Scoring Phase I

Each player processes phase I one by one, from the player with the most points to the fewest.

If more than two players have the same points, the one whose score marker is at the bottom goes first.

Scoring is based on:

- Number of piles taken (fig. I-a)
- Number of colors taken (fig. I-b)

◆ I-a Number of piles taken

Score 2 points for each card pile taken.

For the piles in which pink card(s) are included, get 3 points, or lose 3 points if the number exceeds the threshold.

◆ I-b Number of colors taken

Score victory points equal to the number of colors taken. If all 7 colors are acquired, score 10 points instead.

For red/blue card(s), if only one of them is taken, see it as 1 color. If more than 2 of them are taken, see them as 2 colors instead.

With expansion

By adding this expansion, collecting 7 colors is 7 points, and collecting all 8 colors, scores 11 points instead.

1 color = 1 point, 2 colors = 2 points, 3 colors = 3 points
...7 colors = 7 points and 8 colors = 11 points.

Game End Condition

The game ends when either of the following conditions is satisfied.

1. A player has more than 30 points
2. 4 rounds are completed

With expansion

1. A player has 35 or more points
2. 4 rounds are completed

The player with the most points wins the game and acquires the position as the representative of the Chikyu!

