

## 魔界札 (Makai Fuda)

Designer: 果汁 (konbou club)

Players: 3-4

Duration: 40 minutes

### STORY

This is Colossa, a city of immorality...where betting matches are held day and night, and the city's arena has become a hangout for dangerous people who seek lust and violence.

You are the worst of them all, a gang of thugs with a certain amount of power and a particularly murky eye. You will use your wits and your contacts to gain wealth, sometimes by favoring your favorite creatures with poison or magic.

Finally, the goal of the game is to not win the game for your camp, but to get the gold.

Please don't forget that...

### OVERVIEW

This game is a slightly different kind of match taking game. The players play one Monster card at a time in turn, and decide which Monster will win the game.

The player who can predict in advance which Monster will win the most (i.e. win the tournament) will win the prize money (points).

It doesn't matter which player wins, it matters which Monster wins.

### CONTENTS

1 Start Player card

44 Monster cards (including "magic" cards)

4 Monster Breakdown cards

4 Prize Distribution cards

4 Win count counters (dice)

8 Prize bonus chips (two-sided - 10/20)

Please provide your own material for scorekeeping

### HOW TO READ THE Monster CARD

1. Background → Different for each Monster
2. Name → Name of Monster (4 types in total)
3. Number → Strength of the Monster
4. Appearance → Illustration of Monster
5. Text → Listed only when there is an ability to use.  
There are three types: Poison, Boss, and Magic

### HOW TO READ THE PRIZE DISTRIBUTION CARD

1. Type of Monster
2. Chip Place
3. Dice Place

4. The amount of the prize money is as follows, from the top to the bottom:

- 50 gold if one player guesses correctly
- 40 gold when only 2 players guess correctly
- 30 gold when 3 or 4 players guess correctly

### FLOW OF THE GAME

This game consists of the following flow.

<Preparation at the start of the game>

- A. Preparation Phase: Deal the cards and reset the dice.
- B. Prediction Phase: Cards are revealed and predicted.
- C. Match Phase: Cards are played and the winner is determined.
- D. Prize Distribution Phase: Prize Distribution and various processes

<Start player card is passed clockwise to the next player, and then start over with A)

The game ends when one player has earned 80 gold or more.

The person with the most prize money won at the end of the game wins. If there is more than one person with the most prize money won, the victory is shared.

### SPECIAL CARDS

Boss - This card itself has no particular effect

Poison - If there is a Boss in the field, the strength of the card is +100 when determining victory. There is no effect if there is no Boss on the field.

- Magic - (1) Choose a Monster on the field and increase its strength by 3. (forced effect)  
(2) When there is no Monster on the field (start player's turn or only Magic is on the table), it has no effect.  
(3) You may play Magic at any time and it is never forced from your hand

### PREPARATION AT THE START OF THE GAME

In 3-player games, remove all cards that have the icon showing 3P crossed out in the lower right corner and return them to the box. In 4-player games, all cards are used.

1. Put the Prize Distribution cards in order: Blue → Green → Yellow → Red (there is no Green in a 3-player game). Place them in a row where everyone can see them.

2. Put the dice and chips together near the center of the table (hereafter referred to as “stock”).
3. Give a Monster Breakdown card to each player, using the correct side for the player count.
4. The starting player is determined in an appropriate manner and is given the Start Player card.

The Monster cards are collected in one place.

You will need poker chips or pen and paper, etc. for score calculation.

#### A. PREPARATION PHASE

1. Return all dice to the stock.
2. Shuffle the Monster cards well and deal 11 cards to each player (all cards are dealt)
3. Cards are held in hand, so that other players cannot see them

#### B. PREDICTION PHASE

Simultaneously, all players choose a Monster card (not Magic) from their hand and place it face down in front of them. You may check the card you played face down at any time during the game, but do not reveal it to the other players.

This card is the Monster you are rooting for.

#### C. MATCH PHASE

1. In clockwise order, starting with the Start Player, players place one card in front of them face up. The player with the Start Player card only leads for the first match. In subsequent matches, the player who played the Monster who won the previous match leads. If a player played a Magic card and the Monster they targeted won, that player becomes the leader for the next match. Likewise, if a second Monster of a color is played into a match and that type wins, the second player to have played that Monster type leads the next match.
2. Once everyone has played a card on the field, the strongest (winning) Monster is decided.
3. Increase the value of the die on the winning Monster’s Prize Distribution card by 1. If there is no die on the Monster’s card, add a die with value 1 to the card.
4. Keep the Monster cards used for the game in one place.

Repeat C1 through C4 until all cards have been played.

#### RULES FOR PLAYING CARDS

- I. The leader may play any card they wish.
- II. The following players must play a Monster card that is not on the field
- III. When all Monster cards in a player’s hand are already on the field, the player may play any card they wish.
- IV. Magic can be played at any time, ignoring the above rules (even if the card is not on the field, it does not have to be played)

#### VICTORY JUDGEMENT OF THE MATCH

- A. The Monster with the highest strength (number) wins.
- B. When two or more Monsters of the same type appear on the field, add the numbers together.
- C. If there is more than one Monster with the highest strength, the Monster that appears first wins.

#### **Example 1: A match in which various Monsters fight**

A red 7, a blue 3, and a yellow 4 are on the table.

The player thinks “I want to play something other than green,” but they have a green Monster in their hand, so they play a green 7.

The numbers of red and green are the highest, but since the red Monster was on the table first, red wins the match.

#### **Example 2: The same Monster joins forces**

A red 7, a blue 3, and a yellow 8 are on the field.

Since there is no green Monster in their hand, they choose a blue 6 and place it on the field.

Since there are 2 blue Monsters on the field, the blue Monster is considered to have a value of 9, and blue wins.

The player who played blue later starts the next match.

#### **Example 3: Let’s use Magic**

There is a red 5 and a blue 3 on the field.

I have a green Monster in my hand, but I think “I don’t want to play it now,” so I decide to play the Magic in my hand on the field and add +3 to the blue Monster in play. Therefore, the blue Monster becomes 6.

After that, a yellow 4 was played, so blue (with the greatest strength) wins.

The player that played the Magic card starts the next match.

When you play a Magic card, you must choose to add strength to one of the Monsters already in play.

In this case, I played Magic, but you are never forced to even if the only Monster cards in your hand are already on the field.

Magic cards are not normal Monsters, but special cards for interference or support. When you want to save other cards or when a card played by another player is the Monster you planned to play, you can use it to take advantage of the situation.

#### **Example 4: Poison should be handled with care**

There is a red 9 (Boss), a blue 3 (Poison), and a yellow 4 (Poison) on the field.

Since I had a green Monster in my hand, I put a green 4 on the field.

Since the Boss is on the field, the Poison blue and yellow get +100 added to their strength. Blue is 103 strength but yellow is 104 strength, so yellow wins.

This time, since the Boss is on the field, the strength of the Poison carrying Monster is +100, but the other rules remain the same. Be sure to calmly check the strength numbers in the order in which they Monsters appear on the field.

If there is no Boss (red 9) on the field, a Poison card does not change its strength.

#### D. PRIZE DISTRIBUTION PHASE

1. All players reveal the cards they laid face down in the B. PREDICTION PHASE.
2. The Monster with the highest die value will be the winner of this competition. The player who guessed the winner wins the following prize money:
  - The number of people who guessed the die value will be counted as winners.
  - If there is a chip on the card, the amount of money indicated on the chip.

If there is more than one Monster with the highest die value, blue > green > yellow > red is considered the winner in that order.

#### **Example**

A blue Monster won this tournament, so anyone whose revealed card is a blue Monster gets a prize!

- 2 people guessed blue Monster           40 gold
  - 20 gold chip on the blue card           20 gold
- Both players win a total of 60 gold

3. If there are chips on the Prize Distribution card (chip place) of the winning Monster, return all chips to the stock.
4. Put a 10 gold chip on the prize distribution cards of the other Monsters

5. Pass the Start Player card to the next player in clockwise order.

#### END OF GAME

The game ends if anyone has 80 gold or more at the end of the D. PRIZE DISTRIBUTION PHASE

Whoever has the most prize money wins! In case of a tie, the win is shared.

#### VARIANT RULES

##### **I. Let's Watch Here** (recommended rule)

Play three games without the B. PREDICTION PHASE. Before the fourth game, the prediction phase is performed. No other changes.

##### **II. Let's Go That Way After All** (recommended rule)

By following the steps below, you can exchange the card you put face-down in the PREDICTION PHASE and a Monster card from your hand once during the tournament.

1. Instead of placing a card on the field normally, play the card you had earlier placed face down instead (in this case ignore RULES FOR PLAYING CARDS above).
2. Select a Monster card other than Magic from your hand and put it face down in front of you so that others cannot see it (you cannot choose a card of the same Monster type as the one you just revealed).
3. Reduce your winnings earned by 10 gold (you cannot go below 0 gold).

##### **III. Then Let's Play For 30 Minutes**

Decide on a time in advance and adjust the number of tournaments to get just the right amount of time to play the game.

(The last tournament gets double the prize money! ...or other bonuses. All players must agree before the game starts.)

VARIANT RULES I and II were originally part of the basic rules but were removed to streamline the game. It is more interesting to include both of them, so please try to include them once you get used to the game!

#### TERMINOLOGY

Match: The cards are played in turn, starting with the leader, and the Monster who wins the match is called the "winner". Trick.

Tournament: A series of matches played until there are no cards left in the hand. Round.

Winner: The Monster that wins the most in a tournament.

Monster: The race of Monster competing in the tournament.

Strength: Strength of each Monster. Rank.

Thank you to everyone involved in this game. Please enjoy.

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First Edition

Production/

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