

SOUTHERN SURF STAKES

サザンサーフステークス



クロブチワークス
Kurobuchi Works

Story

Today is the "Southern Surf" competition! As the top surfer, you face formidable rivals and uncertain weather.

Anticipate wave heights, perform advanced tricks, defy adversity, and claim glory! Earn your place in the Hall of Fame!



Game Outline

"Southern Surf Stakes" is a surf-themed trick-taking game with a unique design utilizing both sides of the cards. Techniques are ranked on the front, while wave sizes are on the back. Earn points by choosing higher ranked techniques, but be cautious not to exceed the wave size to avoid losing points. Anticipate the next wave's size when selecting your technique!

Point Trick
May Follow (No trump)



Set Contents

Total 54 cards

▶ Play cards: 48 cards

White suit: 12 sheets

Yellow suit: 12 sheets

Blue suit: 12 sheets

Black suit: 12 sheets



The ranks on the front are 1 through 12, and on the back are 5, 9, and 12.

▶ Championship display card : 5 cards



The front lists the winners, while the back showcases the Hall of Fame. Later, it's used as a counter for victories and wins.

▶ Deck concealment card : 1 cards



The card placed at the top of the deck serves as a cover, concealing what lies beneath.

Way of playing

- ① Shuffle all cards well and deal 8 cards to everyone.
- ② Each player discards one card from his or her eight-card hand, face down, on the table.
- ③ Once all players have discarded their cards, they are revealed simultaneously. The player who discards the highest-ranked card becomes the first player. If multiple cards share the highest rank, the player with the next highest-ranked card becomes the first player. This process continues if there are further ties.
- ④ The first player flips the discarded cards face down, and everyone checks the wave height. If less than five cards are discarded, additional cards are drawn from the top of the deck to reach five.
- ⑤ After verifying the wave height, the first player flips over the discarded card, shuffles it without viewing it, and places it at the bottom of the deck.
- ⑥ The game starts here. Players take turns discarding cards face up clockwise from the first player. A player can discard a card of a different suit than the lead player's discard.
- ⑦ Once all cards are discarded, the bottom card of the deck is revealed, and the wave height is assessed. Cards higher than the wave height are disregarded. The player who discards the highest-ranking card
If a player discards the same number of cards of another suit as the winner, they also become the winner.
The winner retrieves their discarded card, placing it face down in their hand to avoid mixing it with the others.

- ⑧ The winner claims first place, and the game restarts from ④.

If there are multiple winners, the one closest to the previous winner takes first place.

- ⑨ After completing all seven rounds, scores are tallied. The player with the highest total rank of won cards wins and receives the winning indicator card. If multiple players tie for the highest total rank, the one with the fewest cards wins. If card counts are equal, the winner remains the same.

- ⑩ The game restarts, and the first player to win twice is entered into the Hall of Fame with their winning indicator card face down, ultimately becoming the game's winner.

Tube Landing

Rank 1 doesn't win, but when the wave is 12 and a rank 12 card is discarded, "Tube Landing" triggers to navigate through the big wave.

The player who discarded rank 1 becomes the winner. If a rank 12 of the same suit is also discarded, the winner gains 13 points.

Producer Information

▶ Production and authorship

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▶ Printing

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