

Trick Snipers

Game design: Kaya Miyano Artwork: Sai Beppu

【Contents】

48 Cards

- Yellow Clan(1~12) 12 cards
- Green Clan(1~12) 12 cards
- Red Clan(1~12) 12 cards
- Black Clan(1~12) 12 cards

Manual (Japanese/English) 2 copies

(※The other manual is in Japanese.
もう1枚が日本語になっています。)

【Story】

Somewhere in the universe, there is a planet called Tek-Tai. There, a game called "sniper game" is a hit among its denizens. Four clans clash and compete to decide whose shots are the most elegant. But when they think they've got it, another sniper can snatch it away. —
Each clan has a "chief". The chiefs praise the winner of the trick they participate, regardless of how great the shots are. However, the heart of the game is to achieve the most exclusive shot "snipe 13". Keep your sights about you and aim to be the best sniper of all.

【Setup】

1. Shuffle the cards face down, and deal out an equal number of cards to all players. Any excess cards will not be used in this game.

Number of Players	3	4	5
Unused cards	5, 8	-	-
Player Hand	12 cards	11 cards	9 cards
Excess(※)	4 cards	4 cards	3 cards

(※Leave the excess cards face down and set them aside. They will not be used in this game.)

2. After looking at the cards dealt, each player selects and passes "four" cards face down to the person to their left.
3. The player who has avoided something recently leads first. If none, decide who leads in any appropriate method.

【Game Outline】

Starting with the leader, each player plays a card from their hand. After all players have played a card, the "winner" is determined.

If a "Snipe 13" or "Legendary Battle" has occurred, the winner gets "1 point". Otherwise, no one scores a point and the game resumes with the winner becoming the next leader.

The game ends when "someone scores 2 points" or "everyone's hand is empty".

The person with the most points wins.

【How to play】

1. Starting with the leader, each player, in a clockwise direction, plays a card face up from their hand.

You must play a card that belongs to the same clan as the leader's card.

If you don't have any card from that clan, you can play any card you like.

2. Once all players have played their cards, the winner is determined.

The player with the highest number among the cards from the same clan as the leader's card is the winner.

If no player played a card from the same clan as the leader, the leader is declared the winner.

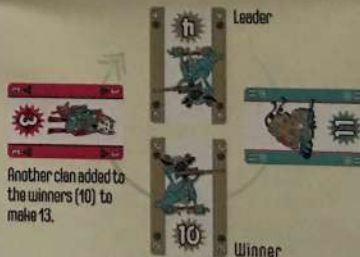
However, when "Snipe 13" or "Legendary Battle" occurs, the special victory is triggered.

Snipe 13

If a player had played a card of another clan whose number, when added to the winner's card, equals 13, that player is the new winner.

If more than one player had played a card with the above condition, the winner is the person who played the card later.

Then, this win is considered a special victory, and that player gets "1 point".



Legendary Battle

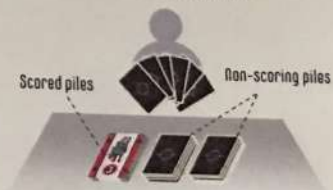
If a player had played a "7" card, the win is considered a special victory and the winner gets "1 point".

It is possible that the win has been snatched by [Snipe 13]. In that case, the new winner still receives only "1 point".

3. The winner collects all the cards played in this round.

If the winner wins a point, place the cards "face up"; if not, place the cards "face down" in front of them.

Please be sure to keep cards from different rounds separated so that the number of wins can be counted.



4. The winner becomes the new leader, and the game continues until "someone scores 2 points" or "everyone's hand is empty".

【End of game】

If any player scores 2 points, the game ends and that player wins.

If no one scores 2 points and everyone's hand is empty, the winner is the player with the highest number of wins among those who have scored 1 point.

【Credit】

Production & Sales : M o b +

Game Design : Kaya Miyano

Artwork : Sai Beppu

Printing & Cooperation: Daiko Printing Co.

Shrink Packaging: K.T.I. Corporation

Special Thanks to: Mr. Fu, Board Game Cafe Sai o, and everyone who purchased this game.

