

魔女の一撃宅配便 (Witch's Shot Delivery Service)

3-4 Players—30 minutes.

Overview:

This is a trick taking game. You predict the number of packages you can carry and declare it as your “quota”. After that, each player plays a card from their hand one-by-one and the player who puts out the strongest card secures the card as packages they have “transported”.

After using up all your hand, points are scored based on the tricks taken and whether the quota was achieved. However, this game has the concept of “physical strength” and there is a penalty if you hurt yourself carrying your packages.

Materials:

- 13 Fatigue tokens (9 plain/4 black)
- 4 cargo type tokens
- 12 cardboard tokens
 - Injury/Rest
- 4 Paid Vacations tokens
- 40 Package Cards (1-10 in 4 suits)
- 2 black “0” Cards
- 1 priority card
- 7 quota cards

How to read the package card:

- Each package card has a type and are numbered 1-10
- There are 2 “0” black cards
 - Each card has several boxes on it ranging from 1-3
 - Some cards have special icons on them which will be explained later.

How to read strength cards:

1. Total number of packages you aim to acquire during the round.
2. The score you receive when you hit your quota (plus 1 point per)
3. Your starting health is the red number on the bottom.

Player Set Up:

# of Players	# of Rounds	Initial Strength	Types of Cards	Number of cards dealt/revealed
3	3	9	3 types	8 cards (5 face up, 2 discard piles)
4	4	11	4 types	9 cards (6 face up)

Game Preparation:

1. Place the priority card and cargo type token in the center. Place all other tokens nearby. Paid Vacation tokens are OPTIONAL.
2. Arrange the quote/stamina cards in the order of 0,2,3,4,5,6,7 with the quota side facing up. **In a three-player game**, return the “2” card to the box.
3. Shuffle the package cards. In a three-player game remove 1 type of package.
4. Keep a score sheet nearby (not provided)

Flow of a Round:

1. Determining Distribution Priority of Package Cards.
2. Quota Determination
3. Delivery (Trick Taking)
4. Scoring/Clean up

Determining Distribution Priority of Package Cards.

- 1.) Deal 9 cards to each player (8 in a 3-player game). Place the remaining cards in a line under the quota cards, face up. Do not change the order.
- 2.) Next, determine the priority of cargo type from the revealed cards. The revealed card with the highest number will be the top priority. If two cards are tied, the one closest to the left will take precedence. Place the tokens on the priority ranking card.
- 3.) If multiple cargo types have NO cards in the revealed cards, arrange them side-by-side as the bottom.

Quota Determination.

- 1.) Each player chooses one quota card to determine the number of boxes to be carried this round.
 - a. In the first round, the person who most recently lifted a heavy object chooses first. Then players choose in a clockwise order. The player who picks last gets 1 point.
 - b. In future rounds, the player with the fewest number of points will select first. Last player only gets the point in the first round.
- 2.) Turn your quota card face down so you can see your physical strength. Place a token to mark your maximum strength (11 in a 4p game, 9 in a 3p game).
 - a. Place paid vacation token on spot, if in use.

Delivery.

- 1.) The player who takes the lowest quota becomes start player.
- 2.) They lead with one card from their hand. Subsequent players must follow suit, if possible. If you do not have the lead suit, you can play any card you like.
- 3.) After everyone has played one card, the following checks are made and tricks are “delivered”
 - a. The card with the highest priority wins.
 - b. If all the same priority, the highest number wins.
 - c. If there are multiple cards with the same rank AND same number, the first card takes precedence.

- 4.) The winner of the trick can carry his own package card, but he must also carry the cards of the other players as well.
- 5.) The winner totals the number of boxes on the package card of everyone (including themselves) and compares it with their current health.
 - a. If the total number is less than your physical strength:
 - i. You were able to delivery with no incident.
 - ii. Receive 1 fatigue token and add it to your health gauge.
 - b. If the total number exceeds your physical strength:
 - i. You receive an injury token.
- 6.) The winner “delivers” their card to help them hit their quota. Other cards are discarded. The winner becomes the new start player.

Scoring/Clean up

- 1.) After all cards have been played. Each player gets 1 point for each card they delivered (2 points if the card was 1-3) plus the bonus points for hitting their quota.
- 2.) If end game condition is not met, the quota cards, package cards and fatigue tokens are returned. Any injury tokens are kept.

Injury Tokens

- 1.) Injury tokens permanently lower your strength. If you receive three injuries, you will lose all remaining tricks in the round.
- 2.) However, starting in the second round, you can use an injury token to “rest” by turning it face down. You play a card, as normal, but you cannot win. Use this when you do not want to take boxes or to avoid situations where you will take new injuries.
- 3.) Return the used token to its original position as it will become an injury next round.

Black Cards

- 1.) The Zero Cards have no suit and can be played at any time. However, if you have a card in the lead suit, you must reveal it. The zero always loses unless every other player chooses to “Rest”.
- 2.) If the player leads a black card, the next player’s card is considered “lead”.
- 3.) If both zero cards are played in the same hand, the first takes precedence.
 - a. One zero has four boxes.
 - b. One zero doubles the total value of boxes in play.

Witch Cards (“6”)

- 1.) Winning a trick with a “6” in it will add a black fatigue cube to your strength. You can only get one black fatigue cube over the course of a round.
- 2.) If you win by playing a “6”, you do not take the fatigue.

Paid Time Off

- 1.) Work the same as “rest” tokens, but can only be obtained 2 ways:
 - a. In the first round, instead of taking a point, the last player can take a token.
 - b. In each round, the player who chose the highest quote will receive a token.

2.) You can only have one token at a time. Unused tokens will return to the stock each round.

Game End

- The game is over when the required rounds have been played, or someone has three injury tokens. Deduct points for acquired injuries (-1 pt for 1, -4 pts for 2, -9 for 3). In case of a tie, the player with the remaining paid time off token wins. If not in play, whoever take the highest quota card in the final round is the winner. `