

## **6 Forces**

Designer: Taiki Shinzawa

Players: 3-4

Duration: 40 minutes

### **STORY**

Exactly six years have passed since the day the apprentice wizard closed the book, and the magic from the book has spread throughout the world, and two new powers of magic have been discovered, revealing that there are six kinds of magic in the world.

The power of heat and flame, the power of water and ice, the power of thunder and lightning, the power of green life, the power of big and small.

We also know that each magic has its own world, and everyone is training today in the world after the change.

### **CONTENTS**

Trick cards: 48 cards (4 colors each of cards 1-12)

Trump cards: 24 total cards (4 sets of 6 cards of each type)

15 prediction chips (the colored side is the front, the white side is the back)

### **SETUP**

Place the prediction chips in the center of the table.

Each player receives one set of the six different trump cards; in the case of three players, the extra set should be put away in a box.

Deal out 12 cards to each player face down.

For three players, only use the trick cards from 1 to 9; place unused cards 10 to 12 back in the box.

### **START OF GAME**

A game is divided into three parts: conception, trick play, and score calculation, in this order.

In the conception, the starting player will either predict 1) how many tricks they will win or 2) which will be the trump suit when they lead, as described below.

Once either one is done, the next player in clockwise order will either choose either of these options.

After all players have completed one round clockwise, the player who started the round now chooses whichever they have not done yet, and then the next player in clockwise order also performs whichever they have not done yet. All players do both (i.e., everyone does two rounds and performs two actions).

### **PREDICTION OF TRICKS TO BE WON**

The player makes a prediction of how many tricks they will win in the game, and takes that number of prediction chips.

For example, if you think you can win three tricks, take three prediction chips and put them in front of you; if you think you can win two tricks, take two prediction chips and put them in front of you. If you think you will not win any tricks, say "0" and do not take any prediction chips.

At this time, you can also flip one chip to the white side and use it as a spare chip to make a marginally better prediction.

For example, if you have three face-up prediction chips and a single chip face-down in front of you as a spare chip, you are expected to win three or four tricks. If you keep one chip face down in front of you, you can expect to win zero or one trick.

In this game, if you win the same number of tricks as the prediction, your prediction is correct and you get points. If you win, you get 4 points if you only use the color side; if you use the white side of a chip, you get 2 points.

\*If you predict 0 tricks and take no chips, be sure to speak up, otherwise you will not know if you made a prediction or not. Also, if there are not enough chips to predict your bid, you can only predict up to the number of chips that are available. (If you have no chips at all, you will have to make a 0-trick prediction.) Since there is a finite number of chips, you must decide whether to play the trump card first or to make a prediction first.

### **DETERMINATION OF TRUMP CARDS**

The player selects one of the six trump decision cards and places it in front of them.

When you are the starting player, you decide which trump card is the strongest.

In a 3-player game, all trump cards must be different.

In a 4-player game, one trump card may be repeated.

#### **Trump decision card - color**

If a player chooses a card whose color is "red is trump card," "yellow is trump card," "blue is trump card," or "green is trump card," the card of that color becomes the strongest when the player who chooses it is the starting player.

#### **Trump decision card - numbers**

The card with the highest number is the strongest when the player who chooses "the highest number is the trump card" is the starting player.

The card with the smallest number is the strongest when the player who chose "the smallest number is the trump card" is the starting player.

Once everyone has both predicted and determined the trump, the trick is ready to play.

### PLAYING TRICKS

The trick starts with the starting player (parent). Starting with the parent, cards are dealt out one by one in clockwise order.

The starting player can play any card from his or her hand.

The next player and after must play a card of the same color as the card played by the start player. If the next and subsequent players do not have a card of the same color, they may play any card they wish. Once everyone has played one card, the winner is determined. The winner is determined by looking at the start player's trump decision card.

### DECISION OF VICTORY OR DEFEAT

*If the parent's trump decision card is a color-related card*

**If the color of the parent's trump decision card is not shown**

The winner of the trick is the player who plays the card with the highest number among the cards of the same color as the card played by the parent.

**When the color of the parent's trump decision card is shown**

The winner of the trick is the player who plays the card with the highest number among the colors of the trump cards.

*If the parent's trump decision card is a card related to a number*

**When "big numbers are the trump card"**

The winner of the trick is the person who plays the card with the highest number among the cards shown, regardless of color. If there is more than one card with the highest number, the player who played the highest card later wins.

**When "small numbers are the trump card"**

The winner of the trick is the card with the lowest number, regardless of color. If there is more than one card with the lowest number, the player who played the lowest card later wins.

When the winner of a trick is determined, they collect all the cards in the field and places them face down in a stack in front of them so that they can see how many they have won (Place a chip on top of the stack to show how many tricks have been won.) The winner of the trick becomes the next starting player (parent) and begins the next trick.

This is repeated until there are no more cards in hand. In other words, 12 tricks are played.

### SCORE CALCULATION

After all tricks are completed, the score is calculated.

Those who hit the target without using a spare chip (white side) receive 4 points, and those who hit the target using a spare chip receive 2 points.

If the number of tricks deviates from the prediction, the number of tricks will be calculated as the number of tricks deviated x -1 point. If you are using a spare chip, please calculate the number of points you lose to the one with the lowest number of points.

### **Examples of Score Calculation**

Predicted 2, took 2 tricks → 4 points

Predicted 3, took 1 trick → -2 points

Predicted 2 +1 spare, took 3 tricks → 2 points

Predicted 1 +1 spare, took 0 tricks → -1 point

When the score calculation is completed, one round is over and the next round begins.

Return the chips to the center of the table, collect all the trick cards, shuffle them well face down, and deal 12 cards to each player.

The person to the left of the first starting player of the previous round is the first starting player of the next round (conception, trick play, and score calculation).

Play rounds equal to the number of players.. The person with the highest score is the winner of the game. If there is more than one person with the highest score, share the victory.

### POSTSCRIPT

In trick-taking terminology, the first card to be played is called the lead, and the player who plays the first card is called the lead player, and the trump is called the trump. In this game, each player has a different trump card (trump) when leading. This trump card system was called lead trump in development. The lead player's shifting lead cards in the game, in terms of decisions and tricks during the game, makes the game fun and important to know how to get around when the trumps are changed. We hope you enjoy this lead trump to the fullest.

If you have any questions about the rules, please ask us via contact email.

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