

BANNISH!!

3-5

10+

30min

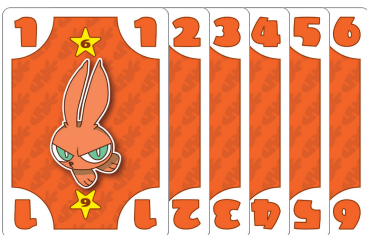


COMPONENTS

60 cards (63×88mm) 12 of each type / 1 Lead player chip / 1 Instructions (this paper)

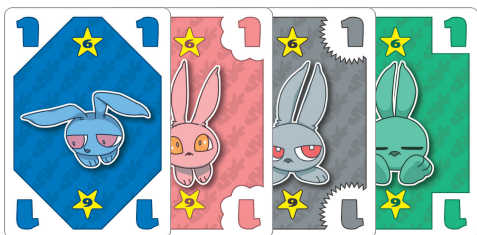
Card breakdown

1-6 / 2 cards of each color

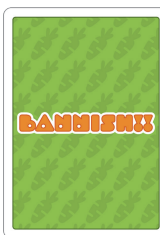


How to read the card

Corner numbers : Card strength ☆numbers: Star points



Back side



GAME OVERVIEW

This is a trick-taking game in which the winner is determined by the strength of the cards you play. Collect star points by repeating mini-games called tricks, and **the player with the second place in total star points at the end of the round** will earn 1 victory point.

The game ends when someone gets 2 victory points, and that player is the winner.

【For those who know trick-taking】

Must follow, no trump cards. There is a special rule called BANNISH.

The player with the second highest total number of star points earned during the round wins 1 victory point.

First to gain 2 victory points wins.

SETUP

Cards to use (colors not used in 3 player and 4 player games can be any color)

3 player ... 3 colors × 12 cards / 4 player ... 4 colors × 12 cards / 5 player ... 5 colors × 12 cards

Shuffle the cards face down and deal 12 to each player.

Hold the dealt cards so that other players cannot see their faces.

The person who recently lost something, or the person chosen by any method, receives the lead player chip (hereafter referred to as chip) and starts the game as the first lead player.

i) TRICK SEQUENCE

Starting from the lead player and going clockwise, play one card from your hand face up.

- ① The lead player plays any card from their hand, and that color becomes the lead color.
- ② If the second or subsequent players have a card of the same color as the lead color, they must play a card of that color. If you don't have it, you can play any card you like.
- ③ Once all players have played a card or a BANNISH occurs, the trick ends and it's time to check who won.

【What is BANNISH?】

Occurs when exactly the same cards are played, matching both color and number during a trick.

When a BANNISH occurs, the trick in progress ends immediately.

The card that caused BANNISH will be referred to as "BANNISH card" from now on.

ii) WIN OR LOSE OF TRICK

Only the lead color cards are compared, and the player with the highest number wins.

A : If everyone has played a card

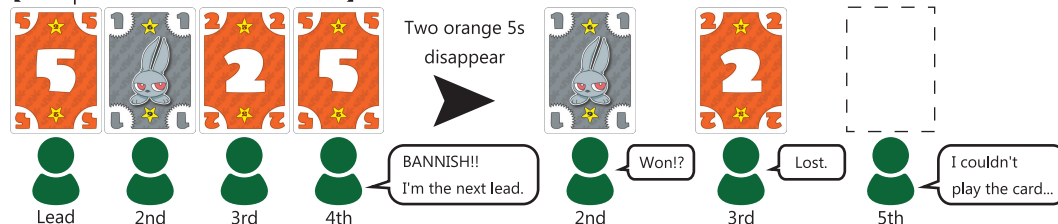
After the winner is determined, the winner receives the chips.

B : If a BANNISH occurs

The player who played the second BANNISH card receives the chips.

If there are any cards left on the table after the two BANNISH cards are removed face down from the table, the color of the card closest to the lead player in clockwise order will be considered the lead color and the winner will be determined.

【Example of when BANNISH occurs】



The winner chooses one of the cards in play, earns it as a star point (hereinafter referred to as point), and places it face up in front of them.

Any cards not chosen are removed from the table face down, and the player with the chip becomes the lead player and starts the next trick.

*If there is only one card left on the table when a BANNISH card is removed,

the player who played the remaining card becomes the winner and is forced to take that card.

*If the second player causes a BANNISH and no cards are left on the table, only chips will be moved.

iii) WIN OR LOSE OF ROUND

The round ends when one player has no cards in their hand after repeated tricks.

Add up the cards earned by tricks and the points written on the remaining cards in your hand.

All players compare their totals, and **the player in second place overall** receives 1 victory point.

*A player who finishes a round with 0 points (has not won any tricks and has no cards left in their hand) is considered not to have participated in the match and will not be involved in determining the winner.

*If there are multiple second place players, only the player who used the fewest cards in calculating points will receive victory points. If the number of cards is also the same, all eligible players each receive 1 victory point.

*In very rare cases, if there are only 1st place players and 0 points players at the end of the round, no one will receive victory points.

The last player to receive a chip becomes the first lead player for the next round and starts a new round.

iv) END OF GAME

After repeated rounds, the first player to earn 2 victory points wins the game.

If multiple players earn 2 victory points at the same time, all of those players are declared winners.

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Game design and artwork : Argent

<Special Thanks>

Everyone who helped with the test play, Little Cave, and you.

Please send your comments and feedback below.

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