



Sokubaikai

【Year】 10+

【Players】 2-4

【Time】 15min

1. Abstract

This is co-operating game.

We're going crazy with 'Sokubaikai'. Let's be monopoly 'Sokubaikai'. **Now we have enough money, but not enough time!** Make good trades to buy all items in 2 days.

2. Components

• 48 Cards (1-48)

- ◆ KITAKUBU : 1-9
- ◆ 蝶蝶婦人 : 10-19
- ◆ 眼鏡倶楽部 : 20-29
- ◆ うらめし屋 : 30-39
- ◆ にゃんこ堂 : 40-48

• Trade Count Marker

3. Rule

This game is **co-operating game**. In 2 days (rounds), if you can play all cards then **you win**, but if your cards rest in your hand then **you lose**.

3.1 Setup

• Deck

Make deck by shuffling all cards.

• Distribute Initial hands

Distribute initial hands from deck.

- 4 players : each 7 cards
- 3 players : each 9 cards
- 2 players : each 7 cards (one person have 2 hands)

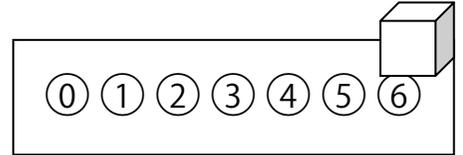
Rest cards became deck.

• Setup field card

Make field card position at the center of table. When game begins, please use 0 as a pseudo field card.

• Set up trade counter

Put Trade Counter Marker on '6' of trade rest counter. It exist at backside of box..



Set up is complete

3.2 Procedure

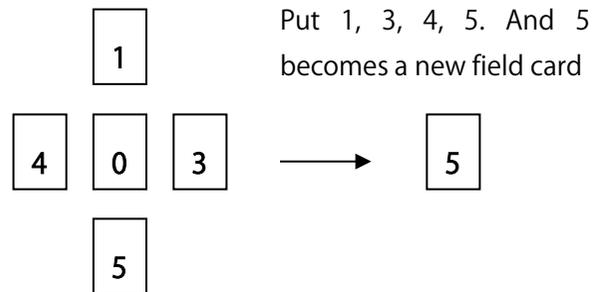
All players do same one action at same time. This game has no turn, like 6 nimmt.

A. Buy Item (card)

B. Item (card) trade

A. Buy Item (card)

All Player can play a bigger card than a field card. If all players put one card from hand, open them, and put to field card from lower one. So the biggest card becomes a new field card.



And, if deck is exist, all player draw 1 card from deck. If deck is empty, no one draw a card.

If someone can't play card, you must tell it. If one player gives up playing, 1st day is over.

And 2nd day is beginning. Please use 0 as a pseudo field card again.

At the end of 2nd day some player has hand, All players lose.

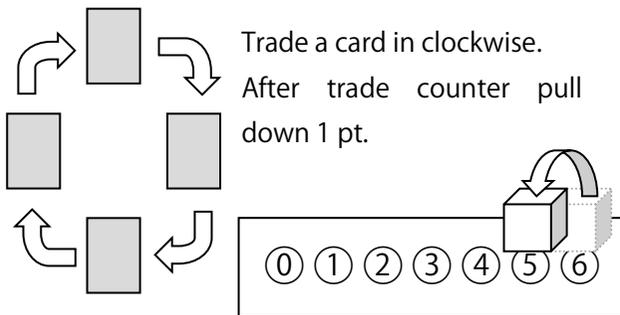
B. Item (card) trade

You can trade a card in clockwise 6 times in this game. **But All players must trade same timing.**

Ex1) You may trade when someone can't play a card.

Ex2) You may trade continuous, if trade counter is rest.

Then trade counter marker pull down 1 pt. **This pt. never recovery in this game. So if it becomes 0, you can't choose trade action.**



3.3 About communications

No one can speak the number of card. But other communication is O.K. for example, you may speak 'I have two 20s cards', and. 'I have lower 30s card'. Please discuss to clear this game. **Trade timing is most important point in this game.**

4. Advice

• Dispersion of your hand is important!

If your hand hangs together, it is hard condition. Use smart trade to resolve it.

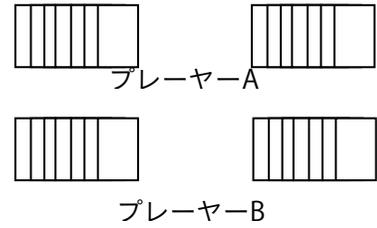
But all players thinks same things...

5. Variants

You feel this game is easy, you may down trade counter to 5 or 4.

6. About 2 player game

When play by 2 players, each player handle two hands.



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