

# てづま師 (Tezuma Masters)

Players: 3-4    Playing Time: 40 min    Age: 10+  
 Game Design: Hinata Origuchi    Illustration: Hunaoka

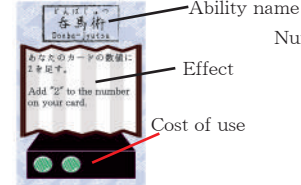
## <Story>

Once, there was a troupe where its leader has retired, leaving the remaining members to choose their new leader. The members who're running as candidates are Tezuma-magicians who are evenly matched both in popularity and skills. Thus, the members agree to choose the one who manages to win over the most spectators as their leader. Who will fascinate the spectators the most by his magic tricks? The elegant contest of Tezuma masters is about to begin.

## <Components>

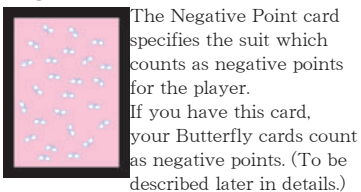
- 36 Number cards (4 sets of 9 cards numbered 1 to 9)
- 12 Trump cards (4 sets of 3 cards)
- 4 Negative Point cards (black-framed)
- 8 Scoring Table cards
- 6 Ability cards (different abilities on both sides, thus forming 12 types of abilities)
- 4 Scoring Track cards (2 sets of 2 cards)
- 20 marbles (4 sets [colors] of 5 marbles)
- This 2-sheet rulebook (You're reading it now!)

### Ability cards



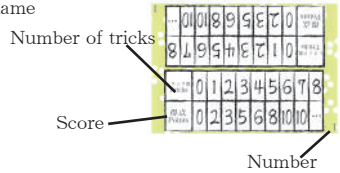
You can use Ability cards to influence the trick results to your advantage, although their number of use is limited. (To be described later in details.)

### Negative Point cards



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### Scoring Table cards



Each Scoring Table card (all different) specifies the points the player can receive according to the number of tricks won by the player. (To be described later in details.)

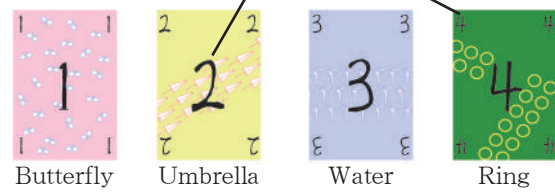
### Scoring Track cards



Put them together to form the scoring track.

## Descriptions of Components

### Number cards



### Trump cards



The number cards and Trump cards are categorized into 4 types, namely Butterfly, Umbrella, Water, and Ring. These 4 types are referred to as "suits".

## <1. Idea of the Game>

This is a trick-taking game. Using the cards handed out to you, play a mini-game called a "trick" 12 times and calculate your score according to the results. This procedure is called a "deal". After the deal is carried out for the number of times corresponding with the number of players, the player who has achieved the highest score wins the game.

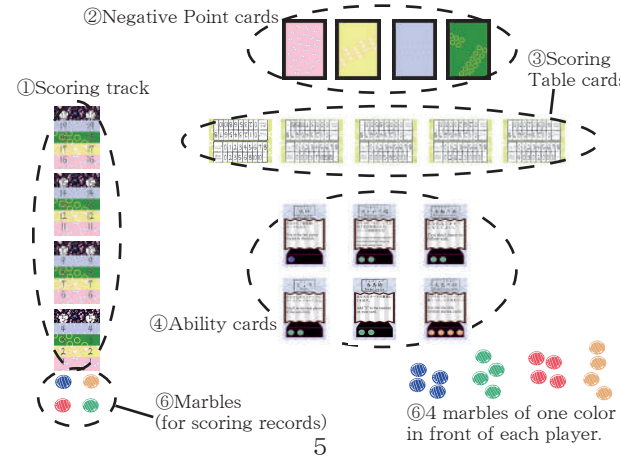
## <2. Set up>

- ①Place the 4 Scoring Track cards in a column in ascending order.
- ②Place the 4 Negative Point cards on the table visible to all players.
- ③Choose the Scoring Table cards, 5 cards including No.7 for a 4-player game or 4 cards including No.8 for a 3-player game. (You may choose them randomly or freely as you like. Make sure to read <12. Supplemental Information> in advance.) Then, place the chosen cards on the table, visible to all players. Put the rest of the Scoring Table cards back into the box. These cards won't be used in the game. (Recommended initial sets of Scoring Table cards are listed in <11. Recommended Scoring Tables for the First Game>.)
- ④Place the 6 Ability cards on the table with the side to be used face up. (Just like you did for the Scoring Table cards, choose the side to be used in whatever way you like.) The cards must be placed visible to all players. (Recommended initial sets of Ability cards are listed in <11. Recommended Ability Cards for the First Game>.)
- ⑤For a 3-player game, remove "1", "9", and one Trump card of each suit and put them back into the box. They won't be used in the game. For a 4-player game, all cards are used.

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⑥Each player takes all 5 marbles of one color, places 1 of the marbles under "1" on the scoring track, and places the remaining 4 marbles in front of him. For a 3-player game, put the remaining 1 set (color) of marbles back into the box.

The following figure shows a 4-player game after the set up.



## <4.Trick Procedure>

In each trick, perform 3 steps in the following order:

1. Play the card.
2. Determine the winner of the trick.
3. Take the cards.

### 1. Play the card.

In the first trick of the deal, starting from the start player, play a card from your hand. (The player who plays the card first in the trick is called the "lead player".)

Following the lead player, in clockwise order, place a card from your hand face up in front of you. **If you have card(s) of the same suit (specified by picture of Butterfly, Umbrella etc., on the card) as the one played by the lead player, you must play one of those card(s).** (This action is called "follow suit".) Thus, the lead player is always following suit.

If you don't have any card of the same suit as the one played by the lead player (so that you cannot follow suit), choose and play any card of a different suit from your hand face up. (When you play such a card, you must NOT reveal your hand to other players to show that you don't have any card of the suit played by the lead player.)

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## <3. How to Set Up and Play a Deal>

Determine the start player. The start player shall be the person who has most recently performed or seen a magic trick. Otherwise, determine the start player by rock-paper-scissors or in whatever way you like. Shuffle the cards (both the number cards and trump cards), and deal 12 cards face down to each player as their hands. Don't show your hand to other players.

Take 1 Negative Point card, 1 Scoring Table card, and 1 Ability card (each type of card to be described later in details) according to your hand as follows.

Starting from the start player in clockwise order, take 1 card at a time for 3 rounds. Place the cards you've taken in front of you face up. **You may choose the order in which you take each of the 3 types of cards.** Make sure to take 1 of all 3 types of cards. After all players have taken their turns for 3 rounds and have 1 Negative Point card, 1 Scoring Table card, and 1 Ability card in front of them, put the remaining cards aside. They won't be used in the current deal. Thus, the set up for the deal is complete.

In each deal, the players play a mini-game called "trick" 12 times. In each trick, each player plays a card from his hand. After playing 12 tricks and all players run out of the cards in their hands, 1 deal is over to calculate the score.

2. Determine the winner of the trick.  
 There are 2 factors to determine the winner.

- The player who played the highest-value card of the suit that was led (following suit) wins the trick.
- If an effective trump card is played: The first player to have played an effective trump card wins the trick. (For details about the trump card, see <5. Trump Cards>.)

3. Take the cards.  
 In both of the cases described above, the winner of the trick takes all the cards played in the current trick and places them face down on a pile in front of him. Place the group of cards you've won in each trick face down on a different pile to show how many tricks you've won when you calculate the score. You cannot check the cards in the tricks you've won, even if they're your cards.

The winner of the current trick becomes the lead player of the next trick to play the first card. In this way, play the trick 12 times until all the players use up the cards in their hands. Examples of tricks are described on the next page.

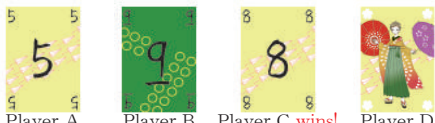
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Example 1) Player A is the lead player. Player A plays Butterfly "7", Player B plays Butterfly "2", Player C plays Butterfly "6", and Player D plays Butterfly "3". All players have played Butterfly cards (and followed suit). Player A, who played the highest-value card wins the trick, so he takes all the cards played in the trick and places them face down on a pile in front of him.



Player A wins! Player B Player C Player D

Example 2) Player A plays Umbrella "5", Player B plays Ring "9" (because he doesn't have any Umbrella card), Player C plays Umbrella "8", and Player D plays Umbrella trump card. Player B played the highest-value card, but he didn't follow suit, so he cannot win the trick. Among the players who followed suit, Player C wins the trick, so he takes all the cards played in the trick and places them face down on a pile in front of him.



Player A Player B Player C wins! Player D

※Of course, the rule to follow suit naturally applies to trump cards too. If your only card of the same suit as the one played by the lead player is a trump card, you must play that ineffective trump card.

Also, you cannot play a trump card of a different suit if you have a card of the same suit as the one played by the lead player.

Example 3) Player A plays Water "9", Player B plays Umbrella trump card because he doesn't have any Water card, Player C plays Water trump card, and Player D plays Ring trump card. (Player C is following suit, so his trump card is ineffective.) Player B, who played the effective trump card, wins the trick, so he takes all the 4 cards played in the trick and places them face down on a pile in front of him.



Player A Player B wins! Player C Player D

### <5. Trump Cards>

In addition to number cards, the 4 suits of cards all include cards with illustrations on them instead of any number. These cards are called "trump cards".

The trump cards don't have any number on them, so **you cannot win the trick by playing a trump card when you follow suit**, as in the case of Player D in Example 2 on the previous page.

However, **if you don't have any card of the suit played by the lead player (so that you cannot follow suit) and you play a trump card of a different suit, that trump card becomes "effective" as the strongest card (=trump).**

If multiple players play effective trump cards (not following suit), the first player who played an effective trump card wins the trick.

In a rare case, where multiple ineffective trump cards (following suit) are played along with only number cards not following suit, the first player who played a trump card wins the trick.

### <6. Ability Cards>

In each trick you can use one of the Ability cards you've chosen and placed in front of you when you play your card.

To use an Ability card, place your marble(s) on the card according to the number specified on the card and announce to all players "I'll use the (so and so) ability to receive the effect to do (so and so)".

In each trick, each player can use only 1 Ability card. Multiple players may use their Ability cards in the same trick.

**The ability is applied only to the player who uses the Ability card and it's effective only in the current trick. (Depending on the ability, there are exceptions.)**

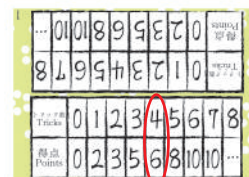
You can use up to 4 marbles in each deal. Thus, you can use an ability requiring 1 marble up to 4 times, an ability requiring 2 marbles up to 2 times, and an ability requiring 4 marbles 1 time. In the case whereby an Ability card's effect conflicts with the rule, the Ability card's effect takes preference over the rule. The abilities will be described later in details.

Example 4) Player A plays Butterfly "9". Player B plays Butterfly "8" and uses the 吞馬術 /Horse-Swallowing card (with an ability to add "2" to the number on the card played), thus increasing his card's number to "10". Player C plays Butterfly trump card and uses the 浮かれの蝶 /Butterfly-Dance card (with an ability to make a trump card following suit effective), thus making his Butterfly trump card (following suit) effective. When Player C is about to win, Player D uses the 五色の砂 /Five-Color Sand card (with an ability to win without playing any card) and wins the trick. Player D takes all the 3 cards played in the trick and places them face down on a pile in front of him.



Player A Player B Player C Player D wins!

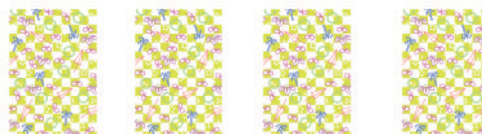
Example 5) Player A's Scoring Table card is No.1. At the end of the deal, he's won 4 tricks. Among the cards he's taken, there are 2 Ring cards, his "Negative" suit. Thus, in this deal, Player A receives 6 points for taking 4 tricks and has 2 points subtracted for taking 2 cards of the "Negative" suit, resulting in the final score of 4 points. He advances his marble by 4 points on the scoring track.



Scoring Table card



"Negative" cards (Ring)

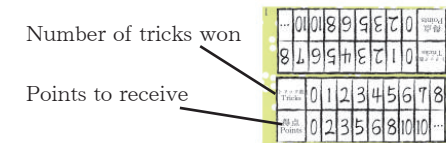


Won 4 tricks (including 2 Ring cards [of the "Negative" suit])

### <7. Scoring>

When all players have used up the cards in their hands after 12 tricks, 1 deal is over and the players calculate their scores.

First, each player receives points according to the number of tricks he's won as specified on his Scoring Table card.



Number of tricks won

Points to receive

Next, among the cards you've won in the current deal, check the number of cards of the suit matching that of your Negative Point card, and subtract the points corresponding with the number of those "Negative" cards from the points scored by the tricks you've won.

The result of the scoring is your final score for the current deal. If your score is below 0 point, count it as 0 point. Advance your marble on the scoring track according to the points you've received.

### <8. Setting Up the Next Deal / End of the Game>

Play the deal the number of time corresponding with the number of players.

As in the case of starting the game, place the Negative Point cards, Scoring Table cards, and Ability cards on the table. The Scoring Table cards that were put back into the box at the start of the game won't be used in the subsequent deals too. Also, make sure not to flip the Ability cards to the other side.

Collect the cards, shuffle them, and hand out 12 cards face down to each player. Keep the 4 marbles of your color in your hand.

Start the deal. The player on the left of the start player (lead player in the first deal) of the previous deal is the start player.

When the number of deals corresponding with the number of players is over, the player who has achieved the highest score in total wins the game. In case of a tie, top players share the victory.

## <9. Details about the Abilities>

### ● 刃渡り (Sword-Walking) Marbles used: 1

When you play one of multiple effective trump cards or multiple highest-value cards following suit in 1 trick (this may happen by use of some Ability cards), you can win the trick even if you're not the first player to play the winning card.

### ● 紙卵 (Paper Egg) Marbles used: 1

When you use this ability, announce that you'll use this ability without playing your card. Your turn is skipped and you play your card after all the other players have played their cards. (You can't use this ability when you're the lead player, although this is not stated on the Ability card.)

### ● 水芸 (Water Trick) Marbles used: 1

This effect is applied to all players. This makes all trump cards ineffective in the trick it's used.

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### ● ヒョコ (Chicks) Marbles used: 2

Whoever wins the current trick, you'll be the lead player of the next trick.

### ● 緒小桶の曲 (Pail Dance) Marbles used: 2

Whoever wins the current trick, the player on left will be the lead player of the next trick.

### ● 呑馬術 (Horse-Swallowing) Marbles used: 2

Add "2" to the number on the card you play. If the use of this ability results in multiple cards of the highest (winning) number following suit, the first player to play the highest (winning) number wins the trick. If you use this ability when you play an ineffective trump card (following suit), the card is regarded as "2".

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### ● 浮かれの蝶 (Butterfly Dance) Marbles used: 2

Your trump card becomes effective even if it follows suit. (You cannot use it when you're the lead player.)

### ● 金輪の曲 (Linking Ring) Marbles used: 2

You can play a card of any suit even if you have a card(s) of the same suit as the one played by the lead player. (If you play a trump card not following suit, it becomes effective. If you play a number card not following suit, you naturally lose the trick.)

### ● お椀と玉 (Cup & Ball) Marbles used: 2

Even if you play a card of a different suit from the one played by the lead player, it's regarded as following suit. (Even if you have a card(s) of the same suit as the one played by the lead player, you can trigger the お椀と玉 /Cup & Ball effect and play a card of a different suit. If you play a trump card and use this ability, your trump card is regarded as following suit and ineffective.)

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### ● 火吹き of 術 (Fire Breathing) Marbles used: 2

You can play 2 number cards of the same suit at once and add the number on those cards. If the use of this ability results in multiple cards of the highest (winning) number following suit, the first player to play the highest (winning) number wins the trick. After the winner of the trick is determined, return the card with the lower number to your hand. You cannot play the trump card when using this ability.

### ● 万倍傘 (Numerous Umbrellas) Marbles used: 2

You can double the number on the card when you play "4" or "5". If the use of this ability results in multiple cards of the highest (winning) number following suit, the first player to play the highest (winning) number wins the trick.

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### ● 五色の砂 (Five-Color Sand) Marbles used: 4

You win the trick without playing any card. If you use this ability, the deal ends with 1 card remaining in your hand. (That card won't be counted in the scoring.) If you use this ability when you're the lead player, the player on your left can play a card of any suit. (The other players naturally must follow suit.)

## <10. Recommended Scoring Tables for the First Game>

- ・ 4-player game: No.1 to No.4, and No.7
- ・ 3-player game: No.1 to No.3, and No.8

## <11. Recommended Abilities for the First Game>

- ・ 紙卵 (Paper Egg)
- ・ 浮かれの蝶 (Butterfly Dance)
- ・ 金輪の曲 (Linking Ring)
- ・ ヒョコ (Chicks)
- ・ 呑馬術 (Horse-Swallowing)
- ・ 五色の砂 (Five-Color Sand)

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Special Thanks: to all the people who have helped us playtest this game and people who are reading this rulebook

- ※ Warning:Choking Hazard – This game contains small parts and is not suitable for children under the age of 3 years old.
- ※ Please refrain from reusing the contents of this game and/or the art without permission.

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## <12. Supplemental Information>

・ Scoring Table card No.7 is for a 4-player game, and No.8 is for a 3-player game.

Use them only for the games of applicable number of players.

・ If both 水芸 /Water Trick and 浮かれの蝶 /Butterfly Dance are triggered in the same trick, 浮かれの蝶 /Butterfly Dance is taken precedence regardless of the order in which the abilities were triggered.

## <13. Rule for Beginners>

If this is your first time to play a trick-taking game and the rule of this game sounds difficult to you, try the game first without using Ability cards. The rule is the same as the standard rule except for not using Ability cards.

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