

# MASTER OF RULES

## Game Summary

The goal of the game is to acquire the most victory points by successfully completing as many rule card objectives as possible.

## Preparation

The standard rules for the basic game are written for 5 players and are listed below. For the 3 and 4 player game, please refer to the end of these rules.

## To Begin:

- Shuffle both the numerical cards and rule cards separately. Deal four numerical cards and three rule cards to each player.
- The remaining cards of each kind will become separate draw piles and be placed at the centre of the game table.
- Randomly decide who the start player will be.
- The first player should receive and place the round counter card and start player card in front of him/herself.
- Place some taken (not included) in the blue circle marked “1”.
- From each pile (numerical and rule), draw cards equal to the number of players in the game and place them face up near the centre of the table. These cards are called the refill set.

## Beginning The Game

Turn Sequence – A game is over ten deals. There are two rounds each consisting of five deals. During each round, every player becomes the start player, in clockwise order, each player plays one card in front of themselves. This constitutes a trick. After each player has played one card, you go around the table once more and play a second card (another trick). When everyone has played their second card a determination is made to see if any player has completed his/her objective. After that, the deal is over and a new deal begins. Repeat until the game is over.

## 1. Playing the Cards

First Trick – You can play a numerical or rule card from your hand. You cannot play the same rule card as has already been played unless all rule cards in your hand are the same as the ones that have already been played. In that case, any rule card can be played.

Second Trick – You must play a card of the type not played during the first trick. If you played a numerical card on the first trick, you must play a rule card during the second trick, and vice versa. Restriction for rule card play is the same as on the first trick. Thus, after the second trick, each player has played both a numerical and a rule card.

## 2. Refilling the Hand

After playing a trick, you must refill your hand from the refill set matching the card you just played. Thus, your hand at the start and at the end of your turn will always consist of four numerical cards and three rule cards. Replenishing the refill set does not occur until after a judgement is made about the deal to see if any of the played rule card objectives have been completed.

## 3. Judging the Rules

After the second trick, a check is made to see whether the objective of the played rule cards have been completed or not. See the “Great 5 Rules” section regarding objectives of rule cards. If a rule card has been successfully completed then it is placed face up in front of that player. These cards will be counted as victory points (VP). All numerical cards and uncompleted rule cards on the table for that deal are then discarded in their appropriate discard piles. There is no penalty for not completing the objective of your rule card.

## 4. Preparation for the Next Deal

To replenish the refill set for the next deal, from each draw pile (numerical and rule), draw a number of cards equal to the number of players, and place them face up at the centre of the table. In case there is a lack of cards in the draw pile, reshuffle the discards well and make a new draw pile.

The start player from the last deal gives the start player card to the next player who will become the start player for the next deal. Don’t move the token on round counter card until the end of the round. If you have the round counter card and get the start player card from the player to your right, the round is over. Move the token to the next number on the round counter card.

## 5. The End of the Game

The game is over after a predetermined round. In the case of 5 players, the game is over after 2 rounds (10 deals).

Before the final deal, you need not prepare a new refill set. During the final deal, you may not take cards from the refill set after each card play. Lastly, discard the remaining cards in your hand after final judgement.

## 6. Scoring and Winner

After final judgement, you should calculate your VP. 1 rule card in front of you converts to 1 VP. Certain card combinations may produce additional VPs.

Bonus for all 5 rules – If you have all five of the rule cards, you get a 2 VP bonus. There is no extra bonus for having a second (or more) set of the five rule cards.

The Winner – The player with the most VPs (number of rule cards + bonuses) wins the game. If two or more players are tied for most VPs, then the first tie breaker is the player having the most “Support Right” cards. After that, the other rule cards are compared in order from Trio, Only One, Best of the Best and finally Limit 23. If a tie still remains then all players will remain tied to share in the victory.

### Great 5 Rules

#### Limit 23

To complete this objective, the sum of the five numerical cards played must be 23 or lower.

#### Best of the Best

To complete this objective, you must have played the highest ranked card in the most prevalently played colour among the five numerical cards that are in play. If there is a tie among several colours, each having the highest numerical card, then each corresponding colour is regarded as being Best of the Best.

#### Only One

To complete this objective, you must play a numerical card that is different in colour and in number from every other numerical card that has been played.

#### Trio

To complete this objective, three or more numerical cards in play must be the same colour or number. Even if your played card is not included in this Trio, you can complete this objective if others play cards that complete this objective.

## Support Right

To complete this objective, the player to your right must complete their played objective. Ignore the dummy player if you play a Support Right card. To decide if your objective has been completed, the first real player to your right must be checked. Sometimes in a 3 or 4 player game, all real players play Support Right cards, in this case, all players complete their objectives.

## 4 Player Game

In order to play the 4 player game, the last player (5<sup>th</sup> player) is a dummy.

- a. Preparation – Use Dummy 1 card in place of the 5<sup>th</sup> player. All other preparations to play are the same as in a regular 5 player game.
- b. Rules for Dummy Player – After the first trick, draw a numerical card from the top of the draw pile and place it face up on the dummy 1 card. Judgement on the success or failure of a rule card is made using all five numerical cards (four from real players and one from dummy player). All other rules are the same as in the 5 player game.
- c. The End of the Game – In a 4 player game, the game is over after 3 rounds (or 12 deals).
- d. Additional Explanation – Exclude the dummy player when considering the success of the Support Right objective. To decide whether or not this objective has been completed, the real player to your right must be checked.

## 3 Player Game

In a 3 player game, the last 2 players are replaced with dummy cards.

- a. Preparation – In a 3 player game, use both dummy cards. All other preparations are the same as in the regular 5 player game.
- b. Rules for Dummy Player – After the first trick, draw a numerical card and a rule card from the top of each draw pile and place them face up on the Dummy 1 card. After the second trick, draw a numerical card from the top of the draw pile and place it face up on the Dummy 2 card. Judgement of rule card success must be made using all 5 numerical cards (three from real players and two from dummy players). All other rules are the same as in a 5 player game.
- c. The End of the Game – In a 3 player game, the game ends after 4 rounds (or 12 deals).
- d. Additional Explanation – Dummy 1's random playing of a rule card may act as a restriction for real players. Dummy 1 may complete its rule card, but may not take the card (discard it) nor receive any VP.

Support Right – Once again, in a 3 player game exclude the dummy players when judging the Support Right objective. Decide if the rule card objective has been met by checking the real player to your right.