

10 TRICKS LATER

3-4 players

10 and up

30 minutes

~ A mysterious virus has struck a local city in a certain country. You need your friends to survive in a holed-up shopping mall. Now, survivors are coming from behind the barricades to ask for your help. Naturally, the infected follow them... Guide the survivors and hide them inside the barricades before the infected attack. Now it is time for you to become a hero! ~

Game Overview

10 Trick Later is a card game in which each player plays one card at a time in a series of mini games (tricks) to determine who wins and who loses.

Survivor cards acquired through tricks are scored by moving them to the lower side of the board (inside the barricades), but if they stay on the upper side of the board (outside of the barricades), they risk being attacked by an infected card and make you lose victory points.

The winner is the player who reaches the specified score at the end of the round.

Components

41 cards

Survivor Cards: Red, Green, Yellow, Blue [1]-[8] (referred to as "Survivor" in the following explanations)

Infected Cards, Purple [0]-[8] (referred to as "Infected" in the following explanations)

4 Boards

4 Markers

1 Rulebook



Infected Card

Survivor Card



Setting up the game

- Prepare the following cards according to the number of players.
 - 3 players: 24 Survivor excluding any one color and 6 Infected excluding the numbers [0], [7] and [8] (30 cards in total)
 - 4 players: all 32 Survivor and 8 Infected excluding the number [8] (40 cards in total)
- Shuffle the cards and deal 10 to each player as a hand.
 - A player with no Infected in his or her hand may exchange any one card in his or her hand for the Infected of value [8] (*Not mandatory).
 - The exchanged card must be put aside, and no one can check it.
 - (* If there is more than one player who wishes to exchange cards, choose one player by an appropriate method.)
- Each player takes one board and puts it in front of him or her.
- Each player receives one Marker and places it on the [0] of the track written on the board.
- The last player among you who saw a horror movie is the "Lead Player"

Progress of the Game

Each trick consists of [①Card Play], [②Who wins?], [③Attack of the Infected], and [④Rescue Survivors]. A series of tricks is played until there are no more cards in the hand. This sequence is called a "round". At the end of the round, players check if a player has reached the victory condition. If it has not been met, the game moves on to the next round.

① Card Play

First, the lead player plays a card of his or her choice from his or her hand (*some restrictions apply).

The first card in a trick is called the "lead", and the color of that card is called the "lead color".

Each player plays a card according to the following rules, in clockwise order from the lead player.

When a Survivor (Red, Green, Yellow, Blue) is the lead card:

- If a card of the lead color is in your hand, a Survivor of the same color must be played.
- If you have only one card of the lead color in your hand, you may play an Infected as an exception to the above rule.
- If you do not have a card of the lead color in your hand, you can play any card you wish.

If the lead card is the Infected (Purple) :

- You can play any card you wish



***Restrictions on Leading:** leading with an Infected is prohibited at first. It becomes possible when (1) either player played an Infected in reaction to a lead card during a past trick or (2) the lead player's hand contains only Infected during a current trick, in which case the player may lead with an Infected.

② Who wins?

After all players have played a card, the winner of the trick is determined according to the following rules:

When only Survivor (Red, Green, Yellow, Blue) are played:

- The player who played the highest value in the lead color wins.

If at least one Infected (Purple) card is played:

- The player with the highest value card among all colors wins.
- If there is more than one card with the highest value, the player who played the card with the highest value among the Survivor wins.

In any case, if Survivor of the same color with the value [1] and the value [8] are played during the same trick, the Survivor with the value [1] is always temporarily treated as a value [9] card.

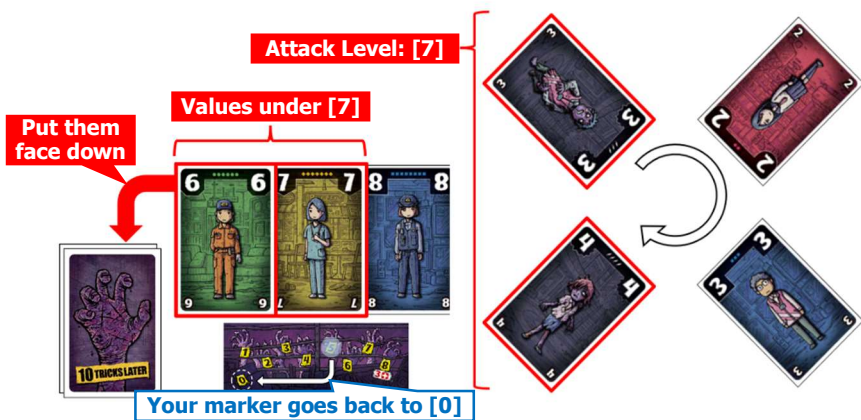


③ Attack of the Infected

If at least one Infected has been played, the player who wins the trick performs the following procedure

[Attack Process].

- ① Acquire all the Infected that were played.
- ② Calculate the Attack Level by adding up the values of the acquired Infected cards.
- ③ All the Survivors on the upper side of the board whose numbers are lower than the Attack Level or of the same value are placed face down in a pile next to the board.
(※The Survivor cards on the lower side of the board are left untouched.)
- ④ Turn over all the acquired Infected and move them aside.
- ⑤ Reduce the value of the track to [0] (move the marker to [0]).



④ Rescue the Survivors

The player who wins the trick takes all the Survivor and places them on the top side of the board. At this time, each card should be placed face up so that the other players can see the values.

The players who lose the trick increase the value of the track by the same amount as the value of the card he or she played. However, if the sum of the number of cards played and the value of the track exceeds the maximum value of the track [8], the track value cannot be increased.

All players then check the Survivor values on the top side of their board, and if any Survivor is below the value on their track, the following procedure [Rescue Process] is mandatory. This process is done starting with the Survivor that has the lowest value.

- ① Decrease the track value by the same amount as the Survivor's value.
- ② Move the Survivor to the lower side of your board. If there is already a Survivor, it is placed face up on top of the Survivor cards pile.
- ③ Repeat steps ① through ② until the process cannot be performed anymore.



The player who wins the trick becomes the lead player for the next trick and returns to [①Card Play].

End of Round (End of the Game)

The round ends when all players have used up their cards.

Each player calculates his or her score for this round according to the following procedure:

- ① Score 1 point for each Survivor on the lower side of the board.
- ② If the marker is placed on the maximum value of the track, an additional 3 points are scored.
- ③ For each Survivor card placed face down, the players lose 1 victory point.

The minimum score for a round is 0 points. No matter how many points are lost, your score cannot be negative.



After calculating the score for this round, each player calculates the cumulative total of victory points they have, including those gained in the previous rounds.

If no player has reached a cumulative total of 10 points, the game continues and moves on to the next round.

To prepare for the next round, the steps ① through ④ of [Setting up the game] are performed again.

The first lead player of the next round is the player with the lowest score gained during this round. If there are multiple players with the same score, decide the lead player in any appropriate way.

The game ends when any player reaches a cumulative total of 10 points.

The player with the highest cumulative total is the winner. If there are multiple players with the same total, the winner is the player with the highest number of survivors on the top side of the board. If they are also equal, the game is a tie.

Detailed Rules of the Game

[①Card Play]

- If you have only one card of the lead color in your hand, you may play a Survivor of the same color.

[②Who wins?]

- The Survivor with the value [1] treated as the value [9] returns to the value [1] after this phase.

[③Attack of the Infected]

- Survivors who are played within the present trick are not subject to the [Attack Process] since they are acquired after the Infected attack.

[④Rescue Survivors]

- Even if the card played by the defeated players is an Infected, the value of the track is increased.
- Survivors moved to the lower side of the board as the target of [Rescue Process] are placed on top of the survivors moved during previous tricks.

If you have any questions or comments about the game, please contact us at info@fudacoma.jp

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