パラグリフ Paraglyph

3~5人 | 8歳以上 | 20分

Aliens want to form an alliance with Earthlings. They begin to learn Earth's languages, but they are unaware that these vary greatly depending on the region and era. As a result, every species ends up interpreting the writing in bizarre ways! Which species will master writing best and become the official representative for communication with Earth?

Game overview

Paraglyph is a game that uses real characters and symbols from throughout history and across the world.
All player simultaneously create clues to help the other players guess their specific secret word.
Your clue is a string created by combining three characters or symbols.
You earn points when other players guess your word correctly, or when you successfully guess someone else's word.
The player with the most points at the end of the game wins.

Components

96 cards

61 glyph cards | 25 player cards | 5 area cards | 5 mission cards

secret word | character | front | back | front | back | front | back

※One side of the glyph card is a secret word, and the other side is a character.
※There are 5 colors of player cards, with 5 cards in each color.
1 rulebook

First, the basic rules for playing with 3 to 5 players will be explained.
The cooperative rules for playing with 2 players will be described later.

Setting up the game

① Thoroughly shuffle the glyph cards and place them on the table to form the deck.
② Give one set of player cards of a single color to each player.
③ Place 5 area cards face up near the edge of the table to create the "secret word area".
④ Place the deck of mission cards face down on the table so the numbers are hidden.

How to play

The game is played over three rounds. Each round consists of four phases.

① Setting cards

Deal one mission card to each player face down, keeping the numbers hidden.
Place the remaining cards face down to the side of the table.
[Important] At this point, players must not look at the front of their mission cards.
Draw glyph cards equal to five times the player count from the deck and spread them face up in the center of the table.
Draw glyph cards one by one from the deck and place them in the secret word area with the secret word side facing up.

② Creating a string

Upon the signal, all players will simultaneously create strings of characters by following the steps below.
Flip over your mission card and check the number. The secret word with the same number in the secret word area is your secret word.
Take three glyph cards from the center of the table on a first-come, first-served basis.
[Important] Once a card has been picked up, it cannot be returned to the center of the table.
Place the glyph cards and mission cards in front of you while following the placement rules below.

＜Placement rules 1＞

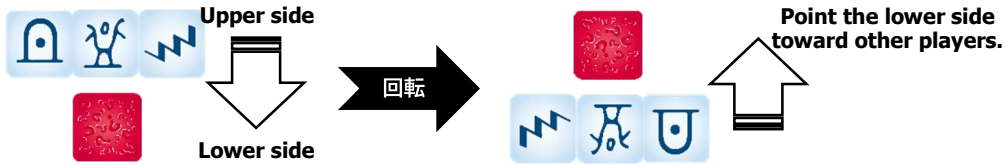
Place each glyph card so that they are connected to one another, touching either at the edges or at the corners. Each card can be rotated freely.

Glyph cards must not be placed separately, nor may they be placed overlapping each other.

＜Placement rules 2＞

Place the mission card below the created string.

After placing it, rotate the string and mission card so that other players can read it more easily.



Once you have created a string, keep your player card in your hand and indicate to the other players that you have finished.

Wait until all players have finished creating their strings.

While waiting, it is a good idea to look at the strings created or being created by other players to deduce the correct secret word.

③ Answering

Once all the strings are completed, all players will provide their answers simultaneously upon the signal.

You answer by using your hand of player cards, addressing all other players.

Look at the string written by other players to guess the secret word, and place one card face down on top of that player's mission card corresponding to the number.

If another player's card has already been placed there, stack your card on top of it.

[Important] You cannot return a card to your hand once you have played it onto the stack.

④ Announcing the correct answer

Once all players have answered, the correct answers will be revealed and scores will be calculated.

Starting with a player chosen at random, each person takes turns clockwise following the procedure below.

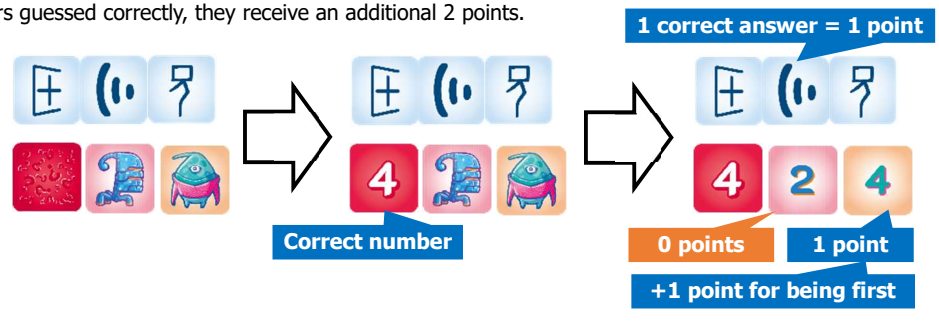
First, to indicate the order of responses, arrange the player cards in the order of who responds first, with the mission card at the front.

Next, flip over the mission card and reveal the number of the secret word.

Next, reveal their cards in the order of their answers.

Each player who gives the correct answer receives 1 point. The first to answer correctly gets 1 bonus point.

The player who provided the answer receives points equal to the number of players who guessed correctly. If all players guessed correctly, they receive an additional 2 points.



Explaining the intent behind the strings you created and getting feedback will liven up the game

Once all players have finished their turns, prepare for the next round (except for the final round).

Return all glyph cards, including those on the secret word area, to the deck and shuffle them.

Collect all mission cards, including those set aside on the side of the table, and shuffle them.

Each player takes their player card back.

Once these steps are complete, proceed to the next round.

End of the game

The game ends after three rounds.

The player with the highest score wins. In the event of a tie, the victory is shared.

Cooperative rules for two players

You will work together to advance in the game and aim to earn the highest possible title.

【Setting up the game】

- Do not use the player cards. Return them to the box.
- One of the two players will be the "questioner", and the other will be the "responder".

【How to play】

- The game consists of two rounds.

【① Setting cards】

- Mission cards are distributed only to the person playing the questioner.
- Do not place glyph cards on the table; instead, deal five cards to each player as their hand.

【② Creating a string】

- The responder chooses one card from their hand and gives it to the questioner. Then, the responder draws one glyph card from the deck and adds it to their hand.
- The questioner adds the received glyph card to the string of characters. The first card may be placed freely.

[Important] Once placed, glyph cards and mission cards cannot be moved later.

【③ Answering】

- The responder looks at the string to guess the secret word and chooses whether to answer or to draw an additional card without answering.
- If the responder chooses to answer, proceed to the fourth phase. If the responder chooses not to answer, return to the second phase.

（※Returning to the second phase and adding cards will increase the string information.）

【④ Announcing the correct answer】

- If the answer is correct, you will receive points based on the number of glyph cards used in the string.

the number of glyph cards	1	2	3	4	5	6 or more
points	5	4	3	2	1	0

- If the answer is incorrect, the score will be zero.
- For the next round, the questioner and the responder will switch roles (except for the final round).

【End of the game】

- After the game ends (after 2 rounds), players earn the following titles based on their total scores.

0-3 points	Earth Tourist	6-7 points	Space Diplomat
4-5 points	Space Interpreter	8-10 points	Space Ambassador

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

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The glyph cards feature real characters and symbols, but one card contains an original, invented one. Can you find it?