

CASTER

Players 3 to 5 / Ages 8 / Duration 30 min.

STORY(BACKGROUNDS)

"Let's decide the strongest wizard among us!"

"I can use the strongest magic, so I strongly believe I'm the best!"

"How about the loser has to follow whatever the winner says?"

I can't really chant strong magic.

Rather, my magical abilities are weak.

However, I will win the magic battle to PROVE that the ability does not only depend on power.

GOAL OF THE GAME

CASTER is a trick-taking game. The game consists of 3 rounds and each round consists of 15 tricks. The value of the card indicates the speed of casting spell, so that the player who played the card with the lowest value takes the trick(There is an exception. Refer to TRUMPS.).

Finally, the player who got the highest Magic Points (MPs) is the winner!!

COMPONENTS

Magic cards: 75 (5 different colors, with the cards of each color consisting of the values 0-14)

Attribute compatible tile: 1

Player markers: 5

Score sheet: 1

Rulebook: 2(ja,en)

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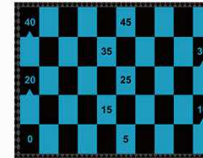
Magic card types



Attribute compatible tile

Player marker

Score sheet



DEFINITION (GLOSSARY)

· TRICK

In clockwise order, each player plays one card from their hand, face-up. After that, determine the winner who takes the trick.

· LEADING COLOR

The color of the card played by the first player is called "Leading color"

· TRUMPS

"Trump" is color of the card determined by the Leading color, and is stronger than other colors. See "Attribute superiority display tile". The color located to the left of the Leading color is Trump.

e.g. 1: If Red(Fire) is the Leading color, Blue(Water) cards are Trumps.

e.g. 2: If Green(Grass) is the Leading color, Red(Fire) cards are Trumps.



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SETTING UP THE GAME

1. According to the number of players, use the following cards.
5 players: 75 cards (each color with values 0-14)
4 players: 60 cards (each color with values 0-11)
3 players: 45 cards (each color with values 0-8)
2. Put the rest back to the box.
3. Shuffle the cards and distribute them equally to all players.
4. The player who has most recently played a Role-Playing Game is the first player.

PLAYING THE GAME

1. The first player plays one card from their hand, face-up. The color of that card becomes the Leading color.
2. In clockwise order, the other players each play one card from their hand, face-up.
*Except for the first player, everyone must play the same color of card as the Leading color.
However, if you don't have a card of that color, you may play any card.
3. Once all players have played a card, determine who takes the trick.

WHO TAKES THE TRICK

The player who played the card with the lowest value in the same color as the Leading Color takes the trick.
However, when some Trumps are played, the player who played the Trump with the lowest value takes the trick, instead.

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SCORING

Case 1. When you take the trick by playing a card with the Leading color.

Score: the second lowest value among the cards of the Leading color.

Case 2. When you take the trick by playing a card with the Leading color and no other .

Score: value of your card

Case 3. When you take a trick by playing a Trump.

Score: Critical! the highest value among the played cards of the Leading color.

The player who took the trick gather the cards played in the trick and then place their score card to the top of them so that everyone can see how many tricks you took and points you have.

The player who took the trick will be the first player for the next trick.

Repeat tricks until all cards have been played.

Examples

1: When you take trick by playing a card with the Leading color



5 MPs

your card

The card which took the trick is Red 1.

The second lowest value in Leading color is 5, so you get 5 MPs.

<4>

2: When you take the trick by playing a card with the Leading color and no other players followed the Leading color.



6MPs & your card

The card which took the trick is Red 6. You get 6 MPs so that the other cards are not Red.

3. If you take the trick by playing a Trump.



10 MPs

your card

The card which took the trick is Blue 6. The highest value in Leading color (ed) is 10, so you get 10 MPs.

END OF THE ROUND

5 players: each player can only take 3 tricks or less.

4 players: each player can only take 4 tricks or less.

3 players: each player can only take 5 tricks or less.

The player who took more trick than above will BURST!!

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A player who burst gets only 1 MP PER TRICK they took in this round. Otherwise, they get MPs according to the values of the score card on top of each tricks you got.

Move your player marker according to the MPs you got in this round.

The player who has the fewest MPs is the first player of next round.

WHO IS THE WINNER?

At the end of 3rd round, the player with the most MPs is the winner! Any ties are decided by who got the most MPs in the 3rd round. If equal, the victory is shared!

VARIANT RULE1

After dealing the cards at the start of each round, each player selects 3 cards from their hand and passes them clockwise to the left.

VARIANT RULE2

It is a short rule. One round will determine the outcome.

WARNING!

Not suitable for children under 3 years. Choking hazard. Please keep this information for any possible correspondence

<Game production>

GOTTA 2

<Game design>

Okabenius (Takuya Okabe)

<Art>

Okabenius (Takuya Okabe)

<Assistant>

Baronu(Kazutaka Yanagawa)

ROD (Yugo Katumata)

Yucci (Yukari Haibara)

<Translator>

Tora (Kaito Sugeno)

<Release date>

April 25, 2020

<Homepage>

http://gotta2.jp

<E-mail address>

gotta2@gotta2.jp

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GOTTA2

