

The Green Fivura

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Players: 3-4; Length: 30-40 minutes; Ages: 11+

COMPONENTS: 52 cards (1 to 13 in each of orange, purple, and pink; 0 to 4 and 6 to 13 in green; each card has a green 5 on the back)

OBJECTIVE: This is a trick-taking game which consists of a series of tricks in which you aim to win cards summing as close as possible to 25, without going over.

PREPARATION: In a 3 player game, remove the 10 to 13 of each suit. In a 4 player game, all cards are used.

Deal the cards out evenly to the players, with the back side (green 5) facing up. In a 3 player game, each player will have 12 cards; in a 4 player game, each player will have 13 cards.

You will need to provide a way to keep score, such as a notepad or chips, but chips are recommended. Each player begins the game with 4 points.

ABOUT THE GREEN 5: In this game, all cards can be played as a green 5 by playing them face down. However, only one green 5 may be played per trick. If someone plays a green 5, make sure all subsequent cards are played face up.

HOW TO PLAY: The person holding the green 0 is the start player. The start player plays a card from their hand, and then the other players each play a card in clockwise order. If you have a card of the same color as the lead player's card, you must choose one of those cards to play. If you do not have a card of the lead player's color, you may play any card.

After everyone has played 1 card, the trick is complete.

In addition to playing cards face up, cards may be played face down as a green 5. As long as the rules above are not violated, a card can be played as a green 5. However, only one green 5 may be played per trick; you cannot play one if somebody else already has this trick.

There are four situations where you can play a green 5:

- If you are the start player, you can play any card, so this includes playing a card face down as the green 5. Other players will then need to play a green card if they have one, but otherwise may play any card. (Since only one green 5 can be played per trick, no other player may play a green 5.)
- If the start player plays a green card other than a green 5, Other players will then need to play a green card if they have one, but otherwise may play any card. Any card may be played face down as a green 5. You may play a green 5, even if you have other green cards. However, if you do not have any green cards, you are not obligated to play a green 5 card. (Again, only one green 5 may be played to each trick.)
- If you do not have a card of the same color as the start player's card, you may play any card you want, including turning a card face down to play as a green 5. (Again, only one green 5 may be played to each trick.)
- If you have exactly one card of the same color as the lead suit, this rule is a bit of an exception. Of course, in this case you must play that card; however, you can choose if you play it face up or face down. (Again, only one green 5 may be played to each trick.)

DETERMINING THE WINNER OF A TRICK: After everyone has played one card, the winner of the trick is determined. If no purple card was played, the highest

numbered card of the lead suit wins the trick. If a purple card is played, the highest purple card played to the trick wins.

If there is no purple card, the winner is the person who played the highest card of the lead suit. Anyone who played another card cannot win the trick. The winner takes the cards from the trick, leaving them in their face up/face down orientation, with their card on the top.

If there is a purple card, the person who played the highest numbered purple card wins and takes the trick, just as above - leaving the cards in their face up/face down orientation, with their card on the top.

For example, if you win with a 9, place the 9 on top of the cards when you collect them. (The object of the game is to bring the total value of the cards you won tricks with close to 25 without exceeding 25.)

The winner of a trick leads to the next trick.

This process is completed until all cards are gone; 12 tricks in a 3 player game and 13 tricks in a 4 player game.

SCORING: Each player sums the rank of the cards they won tricks with and compares that sum to the conditions below.

In a **3 player** game, a player loses 1 point if their sum exceeds 25. The player closest to 25 without exceeding it receives 2 points, and the next closest (without exceeding) collects 1 point; any players with a lower sum do not receive any points. (If players are tied, they are treated as having the lower rank and will both receive the points of that rank.)

If your sum is exactly 25, you receive 1 additional point.

The player who scored closest to 25 (without exceeding), receives a bonus of any points paid by player(s) who exceeded 25. If there is more than one player tied for this bonus, neither receives it, and the points are carried over to the next bonus.

In a **4 player** game, a player loses 1 point if their sum exceeds 25. The player closest to 25 without exceeding it receives 3 points, the next closest (without exceeding) collects 2 points, and the next closest 1 point; any players with a lower sum do not receive any points. (If players are tied, they are treated as having the lower rank and will both receive the points of that rank.)

If your sum is exactly 25, you receive 1 additional point.

The player who scored closest to 25 (without exceeding), receives a bonus of any points paid by player(s) who exceeded 25. If there is more than one player tied for this bonus, neither receives it, and the points are carried over to the next bonus.

Once the scoring is complete, prepare for the next round. Collect the cards and shuffle them well, with the green 5 side facing up. Deal each player a new hand of cards. Again, the person holding the green 0 will be the start player.

The player with the highest score after 4 rounds wins the game. In the case of a tie, the player whose cards summed the closest to 25 (without exceeding) in the last round wins. If this is also a tie, share the victory.

ADVICE: This game is all about how to lose big numbers, probably as a green 5. It is recommended to have players move a score chip into the center once their sum exceeds 25, so that the eligible player will remember to take the bonus.