

OPEN

2-4 players / 15 min.

This is a **shedding card game** played with only 26 cards, half the number of a general deck of playing cards. The goal is to get rid of all the cards in your hand ("go out"). Its uniqueness lies in each player's **hand of 6 cards including 4 revealed cards**. In this condition, the players also try to guess who comes first and earn points for guessing correctly. You might think that it would be easy to guess such a result with more than half of the cards visible, but is it really? Well, let us see how it goes!

Components

26 Number cards, 8 Guess cards, 4 summary cards, this rule sheet.

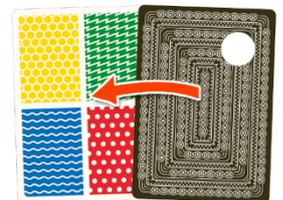
The players each receive their Guess cards (a set of 2 cards per player) and a summary card.

How to Play

1. Determine the dealer (who deals the cards and who is the first to play card(s) from their hand) in whatever way you like. As a way to determine the dealer, the players may each draw a card from the deck and have the player who has drawn the highest number card become the dealer.
2. The dealer shuffles the deck and deals **4 cards face up to each player**.
3. Then the dealer deals **2 cards face down to each player**. Thus, each player has a hand of 6 cards in total. The remaining cards will not be used in this round, so place them aside face down.
4. Look at the cards dealt and guess who will go out first in this round.



The players each place a set of 2 Guess cards, with the Guess cover card on top, to indicate their guess. By flipping and rotating the Guess cover card, adjust the position of the hole through which the color you have guessed is revealed. Then place these cards face down on the table to conceal your guess from other players.



5. After placing the Guess cards, the players take turns to play their card(s) in clockwise order beginning with the dealer. The player to play the first card(s) ("the leader") can play any number of cards of the same rank. You can play any one or combination of revealed/concealed cards in your hand.
6. The subsequent players may then take turns to play **an equal number of matching-color cards with a higher face value than the previous one**. If the leader plays a black card, only black cards can be played on subsequent turns. Likewise, if the leader plays a red card, only red cards can be played on subsequent turns. If the leader plays a pair, only pairs of matching color combination can be played on subsequent turns. Likewise, if the leader plays 3 of a kind, only 3 of a kind can be played on subsequent turns.
7. **The ace ("A") is a special card**. Normally, it counts as "1", but it counts as "11" only if played after "10".
8. You may choose to pass even if you have a card(s) to play. Even if you pass, you can still play cards in your subsequent turns.
9. If everyone passes, discard all the cards from the play area and the last person who played their card(s) becomes the next leader and plays any number of cards of the same rank.
10. The players each go out when they have emptied their hand. Continue this until everyone except for the last player goes out.

Scoring

A) Points gained according to the order of going out (from left to right: 1st, 2nd...)

4-player game	3-player game	2-player game
4 - 2 - 1 - 0	3 - 1 - 0	2 - 0

B) Points gained according to the correct guess (from left to right: Correct guess by 1 player, by 2 players ... by everyone)

4-player game	3-player game	2-player game
4 - 2 - 1 - 0	3 - 1 - 0	2 - 0

11. After calculating the score, proceed to the next round with **the last player being the next dealer**. Repeat steps (2) to (11).

12. The game ends when any of the players reaches the following score.

The player with the highest score wins.

4-player game	3-player game	2-player game
16 pt	13 pt	10 pt

In the case of a tie, play additional rounds until the winner is determined.

Advanced Rules (3-4 players)

* Chips (coins) are required separately.

- At the start of the game, **the players each receive 3 chips**.
- The players each guess the winner of the round and bet any number of their chips on their guess. (Stack chip(s) on your set of face-down Guess cards). When you do this, you must bet at least 1 chip. **If you do not have any chips**, receive 1 chip from the bank.
- Players who have guessed correctly each receive the following amount of chips according to the chips they bet and the number of players who have guessed correctly.

4-player game	3-player game
1 player correct: Your bet chips × 4	1 player correct: Your bet chips × 3
2 players correct: Your bet chips × 3	2 players correct: Your bet chips × 2
3 players correct: Your bet chips × 2	Everyone correct: Your bet chips × 1
Everyone correct: Your bet chips × 1	

* If you guess incorrectly, you lose the chips you bet.

- The game ends when any player's score reaches **18 chips** in a 4-player game or **15 chips** in a 3-player game.

With advanced rules, the game may not end if you fail to play it well.

Try to learn the importance of making steady money instead of always gambling.

Contact for Inquiries

<https://boardgame.web-saito.net/open/>



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