

災禍万来 (Saika Banrai)

Designer: Yoriyasu Harano

Players: 3-6

Duration: 30-60 minutes

STORY

In the days before the rise of human civilization, people were threatened by disasters. Eruptions, storms, earthquakes, and floods... There was no way to resist the various calamities that continually came upon them, and they had no choice but to flee, sometimes at the expense of others. However, the truly terrible thing is a natural disaster. When a chain of many disasters is linked together, an unprecedented catastrophe strikes mankind...

CONTENTS

36 Disaster cards, numbered 1-4 and 6-10 (no 5s)

9 Eruption (red)

9 Storm (green)

9 Earthquake (yellow)

9 Flood (blue)

12 Special cards

6 Human Pillar (5s)

6 Fertility

4 Natural Disaster cards

6 Summary cards

Rules sheet

All card sizes are 63 x 89mm

GAME OVERVIEW

This game is a trick-taking game in which the object is not to win. Each player plays a card from the cards dealt to them on their turn, and when all players have finished their turns, the winner is determined by the cards played on the field (this sequence of events is called a trick). The winner of a trick loses a point and moves on to the next trick. The round ends when the number of tricks has been completed. A total of three rounds are played, and the player with the fewest number of points lost wins the game.

GAME PREPARATION

Place the Natural Disaster cards face down (monochrome side up) in the center of the table in a grid as shown in the diagram.

Shuffle the disaster cards and deal out a set number of cards depending on the number of players (see table below). Any excess cards are removed from the game face down without anyone looking at them. The removed cards

are not used in that round and are collected when preparing for the next round.

Deal one "Human Pillar" and one "Fertility" card to each player.

Determine the starting player in any way you wish.

Players	Disaster cards (Excess)	Special Cards	Tricks
3	10 per player (6)	2 per player	12
4	8 per player (4)	2 per player	10
5	7 per player (1)	2 per player	9
6	6 per player (0)	2 per player	8

Disaster cards + "Human Pillar" + "Fertility" = Total number of tricks

GAME PROGRESSION

How to Play Cards

This game uses the must-follow rules. The rules that also serve as an explanation of must-follow are explained below.

The starting player chooses one card from their hand and puts it on the table. If the starting player plays a card of any color, that color becomes the lead color (the "lead color" is the first color played in the trick).

Starting with the starting player, the turn goes clockwise, and a card is played from the hand in the same way. If the next player has a card of the same color as the lead color in their hand, they must play a card from that color. This is what is meant by "must-follow."

When the starting player plays a special card, the lead color is not yet determined; if the second player plays any color, that color becomes the lead color; if the second player also plays a special card, the color played by the third player becomes the lead color.

Example:

The starting player leads a "Fertility" card. The second player is free to play any card they'd like, and plays a 3 red, setting the lead color. The third player follows with an 8 red. The fourth player must either play a red card or the other special card that has not yet been played ("Human Pillar").

Dealing with Natural Disaster Cards

Whenever a new Disaster card (Eruption, Storm, Earthquake, Flood) is played, flip over the matching card

from the Natural Disaster grid in the center of the table (if it is already face-up, no special action is taken).

If all four Natural Disaster cards are face-up during the trick, it becomes a “Natural Disaster trick.” When that trick is completed, all four Natural Disaster cards are returned face down.

Trick Handling

Tricks are handled differently depending on whether they are normal or Natural Disaster tricks.

In the case of normal tricks:

The player with the highest numbered card in the lead color takes their own card. Cards played by other players are discarded and placed face down away from the central play area.

In the case of a Natural Disaster trick:

The player with the lowest card in the lead color takes all the cards on the field from that trick.

Cards taken are placed face down in front of the player who won the trick. No one may look at any of the cards taken or discarded until the end of the round.

Effects of Special Cards

Special cards are not subject to must-follow. Even if there is a card of the lead color in your hand, a Special card may be played. Also, only one each of “Human Pillar” and “Fertility” may be played into the same trick. If another player has already played a Special card, the same Special card cannot be played in that trick.

If the player has only one Special card in their hand and it is played first, they must pass. Players will lose 20 points for each card remaining in their hand at the end of the round.

About the “Human Pillar”:

When processing a trick, it is treated as [5] in the lead color. If all four Natural Disaster cards are face up, it is ignored in the trick.

About “Fertility”:

When processing a trick, the card is excluded from the card decision. The player who plays this card does not take back the card (regardless of whether it is a normal or Natural Disaster trick).

Start of Next Trick

After a trick is played, the player who won the trick names the next starting player. They may choose themselves. The chosen player starts the next trick.

END OF ROUND

After performing the specified number of tricks, the score is calculated.

Score Calculation

The total number of cards taken during the round is the total number of points lost. A “Human Pillar” is worth 5 points, and a “Fertility” is worth 0 points.

Passing may leave a special card in the hand at the end of the round. In that case, each card is treated as a loss of 20 points and added to the total.

Preparation for the next round

After everyone’s scores have been calculated, the results are recorded with a note or chip.

Then, all the Disaster cards are collected, shuffled, and dealt anew.

Each player is then dealt one “Human Pillar” and one “Fertility” card.

The player with the most points currently lost chooses the next starting player (or themselves).

The next round begins with the chosen player. If there is more than one player with the most points, the starting player is determined arbitrarily.

The status of the Natural Disaster cards at the end of the round is carried over to the next round.

END OF GAME

After the third round of scoring has been calculated, a final calculation is made.

Each player’s points lost in rounds 1 through 3 will be totaled. The player with the fewest points lost wins. In case of a tie, more than one player wins.

CREDITS

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