13 LEAVES
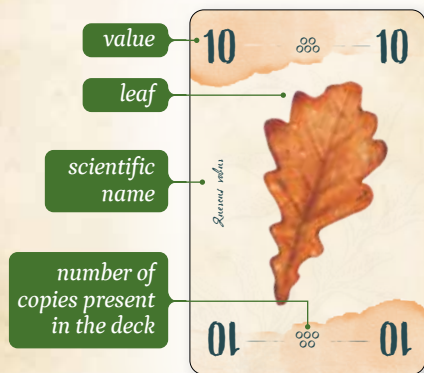
A game of rustling cards for 3-6 players

by Masato Uesugi, illustrated by Elina Zhelyazkova

COMPONENTS

· 62 cards

value

leaf

scientific name

number of copies present in the deck

OVERVIEW

In a game of *13 Leaves*, the first player to finish all the cards in their hand wins. At the end of the rules, you'll find the Expert Variant, which consists of playing multiple games in a row with a scoring at the end of each game.

GAME SETUP

1. Shuffle the deck and deal cards based on the number of players:

3 players	12 cards each
4 players	11 cards each
5 players	10 cards each
6 players	9 cards each

Players keep their cards hidden in their hands.

2. A randomly chosen player starts the game.

GAMEPLAY

The game consists of several rounds. Each round is divided into turns that proceed clockwise. On their turn, the active player, if they can and if they want, plays one or more cards of the same value from their hand.

Multiple cards of the same value are stacked on top of each other to show how many cards of that value are present on the table. Cards of different values are placed in numerical order, forming a sequence on the table.

CARDS YOU CAN PLAY

The first player can play as many cards as they want of the same value.

Subsequent players must play cards of the same value, following these rules:

Cards with a lower or higher value
Players can add cards of any value lower than the lowest card on the table or any value higher than the highest card. Played cards are placed to the left or right of the sequence on the table.

Cards equal to the extremes
Players can play cards that match the value of one of the last played cards on each end of the current sequence on the table. Played cards are stacked on those already present of the same value.

The minimum number of cards
Players must play a number of cards equal to or greater than the number of cards at the end of the sequence they are playing on (whether playing a lower/higher value or the same value as one of the ends).

Intermediate values
Players cannot play cards of any value between the two ends of the sequence on the table.

EXAMPLE OF A TURN

• You can play a value equal to or lower than 6, or a value equal to or higher than 12.

• If you play 6 or lower, you must play three or more cards. If you play 12 or higher, you must play two or more cards.

Example 1: You play three 6s - they stack on the other three 6s. Since there is only one 6 left in the deck, the next player who wants to play on the left must play at least six cards of value 5 or lower.

Example 2: You play four 4s - the sequence extends to the left. Since there is only one 4 left in the deck, the next player who wants to play on the left must play at least 4 cards of value 3 or lower.

PASSING THE TURN

If you cannot or do not want to play, you must pass. When you pass:

1. Take one card of your choice from those visible on the table and add it to your hand.

Note: This is an important choice: the card you take could be useful in the next round, but if you take a card from the ends of the sequence, you might help your opponents still playing in the current round.

2. Turn your hand of cards face down. You are out of the current round and cannot play until the next round.

END OF THE ROUND

The round ends when all players but one have passed.

The last player who has not passed removes all cards face up on the table and becomes the first player of the new round. Like at the beginning of the game, they can play any cards they want and start a new sequence on the table.

END OF THE GAME

The game ends immediately when one player finishes the cards in their hand.

That player is the winner.

EXPERT VARIANT

This variant is designed for those who want to play a bit longer and adds a scoring system at the end of each game.

Play a first game as explained above.

At the end of the game, the player who finished their cards in hand scores 0 points, while all other players score 1 point for each card they still have in hand (regardless of the card's value). Record your score and play another game, starting from the setup.

END OF THE GAME

The game ends when one or more players reach 20 points or more. The player with the lowest score wins the game.