

ギヤー GEAR

🕒 1R 10min 🎲 2-5



When gears mesh, they interlock and move each other. This is a trick-taking game with a feature to determine your hand of cards through bidding at first. If some hand of cards looks strong, you can bid it down to make it your hand. However, it is not so easy to decide how much you should spend to bid on it. This is because interlocking gears can cause unexpected moves, and a hand that appears strong may not always produce good results.

Components

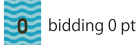
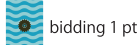
- 40 number cards
- 10 bidding cards
- 5 summary cards
- 1 start player marker

* Prepare a pen and paper or chips to keep track of scores.

bidding cards



How to Play

- At first, each player has **5 pt**. Each player receives 1 set of bidding cards and a summary card. Determine the start player in whatever way you like, and give them the start player marker.
 - Shuffle the number cards to form a deck and deal **2 cards face down** to each player. These are each player's "**closed hand**", which only they can see.
 - In the middle of the table, place sets of **face-up 6 cards equal to the number of players**. Each set will belong to a player, but not yet at this point.
 - The players bid on hands of cards in a **fixed-placement auction** style. Starting with the player to the left of the start player, players take turns clockwise to choose a set of cards and place their bidding card(s) next to it. Combine 2 bidding cards to present a value between "0" and "5" to show how much you would bid (*).
-  bidding 0 pt  bidding 1 pt  bidding 3 pt
- * If you have a screw loose and want to bid "6" or more, announce it verbally.
- When placing a card(s) next to a set where another player has already placed a card(s), offer a higher bid. The outbid player is ousted and their bidding card(s) is returned to their hand. After everyone has placed a bid, continue bidding with only the ousted players. When there are no more ousted players and everyone's hand is determined, each player pays the points they offered and receives their hand. Place your hand of cards **face up** in front of you as your "**open hand**".
- Start the game with the player with the start player marker being the lead player. The lead player plays 1 or 2 cards from their hand to lead the trick. You may choose each card to play from your open or closed hand. **Same-number cards** can be played in pairs. Again, you may choose each card to form

a pair from your open or closed hand. You cannot play 3 or more same-number cards (e.g. three of a kind).

- Subsequent players take turns clockwise to play the same number of cards as the lead player. (Play 1 card if 1 card is played, or 2 cards if 2 cards are played.) Try to "follow color" by playing a card (or pair of cards) of the same color (or combination of colors) as the lead player.
- When you play a card(s), the following rules apply.
 - If you have a card(s) in your open hand that can follow color, you must follow color. Be sure to play a card that can follow color even if you do not want to play it. You may choose to play a card(s) from your closed hand to follow color.
 - If you do not have any card to follow color in your open hand, you do not have to do so. Even if you have a card(s) that can follow color in your closed hand, you do not have to play it (though you may choose to play it). You cannot pass. Play the same number of cards as the lead player, even if you cannot follow color.
- After everyone has played a card(s), among the lead player and the players who followed color, the player who played the highest-rank (number) card(s) wins and takes the played cards ("**takes the trick**"). If you do not follow color, you are excluded from this no matter how high your card's rank is.
- "**A**" is a special card. It normally counts as "1", but if a "10"(s) that follows color is played, "A" counts as "11" regardless of the order the cards are played.
- In case of a tie in the rank (number) of cards played, the **later player in turn order wins**.
- The player who takes the trick places each trick taken in a face-down pile in front of themselves to indicate how many tricks they have won. **Each trick of pairs count as 2 tricks.**

- Play the next trick starting with the last trick's winner. Repeat Steps (5) to (12) until the players use up their hands.
- Scoring:** The round ends when everyone has played all 8 cards. Earn points as follows.
 - 1 pt per trick taken
 - 1 pt per every 3 tricks taken
 - 1 pt per card "A" in your tricks taken
 - 3 pt for taking the last trick
 - 3 pt for taking all the tricks
- Play the next round starting with the player who took the last trick. Repeat Steps 2 to 14.
- The game ends after playing a specified number of rounds (such as 4 rounds) or when someone reaches the specified score (such as 30 pt).

From the author: The game can be played with 2 to 5 players, but playing with 2 players feels quite different, somewhat like the Tsume Shogi (checkmate) puzzle. The best player count is probably 4.

Easy Game Variant

Play without bidding.
Enjoy playing with lucky hands.

2 vs 2 Variant (for 4 players)

The players facing each other form teams and play 2 vs 2 to compete between the 2 teams.

Contact for Inquiries

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

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Brain Brain Games
Nagasaki