

GOSSIP AND THE CITY

Gossip and the City
Players: 3 to 5, Time: 20 Minutes, Ages: 10+

Players are freelance reporters collecting celebrity gossip. While trading gossip with the other players, let's aim to make better news.

However, it is necessary to be careful that you have enough evidence for your stories; in some cases, you may become the victim of an "accident" and be eliminated from the game.

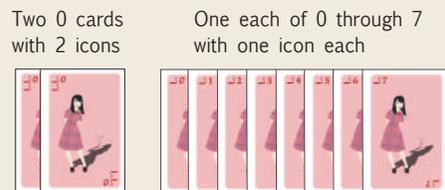
The player who earns the most points without being eliminated wins!

【COMPONENTS】

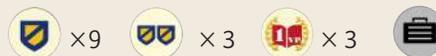
5 initial cards (1 in each color)



55 gossip cards Each color (set) comprised of:



15 trading chips



VP chips



This rule sheet

【CARD OVERVIEW】

Icon
Represents the amount of gossip; there may be one or two icons.

Number (rank)
Represents the credibility of the gossip; the numbers range from 0 to 7.



Shield
This increases the security of the player. Some cards do not have Shield icons.

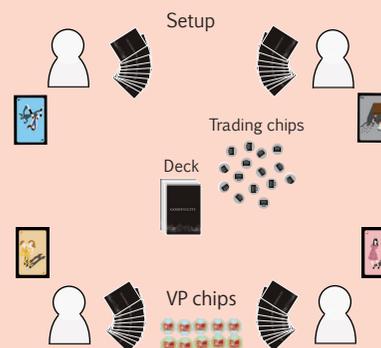
Illustration
Shows the celebrity and their hidden side in the shadow.

【GAME PREPARATION】

3 Player Exception: If you are only playing with 3 players, please do the following first.

- Remove the initial card and all of the gossip cards of 1 color; these will not be used in the game.
- Take one three-shield card and place it near the center of the table. We will call this card "Vunshun" (ヴァンシュン).

- ① Shuffle the gossip cards and place them face down as a deck.
- ② In a 3 player game, remove 5 of these cards from the deck, and in a 4 player game remove 3; those cards will not be used. (In a 5 player game, all cards are used.)
- ③ From the deck, deal 10 cards to each player in a 4 player game and 9 cards to each player in a 3 or 5 player game. Hold your cards so that the other players cannot see the front side.
- ④ One initial card is randomly dealt to each player. Any remaining initial cards are not used. Each player should place their initial card face up in front of them. Keep some space around the initial card for the cards that will be gained and placed there during the game.
- ⑤ Mix the trading chips face down and place them near the deck.
- ⑥ The score chips are divided by type and placed near a corner of the table.
- ⑦ The player who most recently appeared in a gossip magazine starts the first turn.



【GAME PROCEDURE】

The players will rotate being the lead player in clockwise order. The lead player will trade a card flipped from the top of the deck with other players. These steps, described as follows, will continue until the deck is exhausted.

- ① The lead player first flips a card from the deck and places it face up next to the deck. This card is called the turn's card.
- ② The player also places one trading chip on the turn's card face down.
- ③ All players other than the lead player place a card from their hand face down in front of them.
- ④ After all players (other than the lead player) have done so, the lead player one by one reveals the cards of other players to their left in clockwise order.
- ⑤ First, the lead player reveals the card of the player to their left and decides if they would like to trade the turn's card with that card.
- ⑥ If a player's card was chosen for the trade, the lead player and the player whose card has just been revealed each take a card according to the steps described in Notes on the Trade.
- ⑦ If the lead player does not want the revealed card, they reveal the card of the next player in clockwise order. Continue this until a player's card is chosen for the trade or the card of the player to the right of the lead player (the last card to be revealed) is revealed.

Notes on the Trade

If a player's card was chosen for the trade, the applicable players each take a card as follows.

◆ Lead player

The lead player takes the card the other player has just revealed and places it face up in front of themselves. It is best to arrange cards of the same color in columns.

◆ The player whose card was traded
The player whose card was taken by the lead player in turn would take the turn's card and place it face up in front of themselves; they also take the chip that was on the turn's card, but after inspecting the chip, keep it face down.

◆ Other players

If a player's card was not chosen for the trade, the player adds it to the cards on the table in front of them. If the card was flipped face up, then it remains so. Otherwise, keep the card face down.

In this manner, each player will add one card to the collection of cards in front of them. It is best to arrange cards of the same color in columns. (If you collect a face down card, you may want to create a dedicated column for face down cards.)

3 Player Exception

The lead player can collect the turn's card only in a 3 player game. After the other players have selected a card to offer for trade, but before revealing the card of the player on the left, the lead player may choose to take the turn's card. If they do so, they do not collect the chip on the card. (This chip is instead placed on the Vunshun.) The other players take their face down card into their collected columns.

Notes

- The lead player may not select a card which they have passed on; that is, once the card of a subsequent player has been revealed, they may not choose a previous player's card.
- If the card of the player to the right of the lead player (the last card to be revealed) is revealed, the lead player must choose this card.
- The lead player may only obtain the card that was turned from the deck in the 3 player exception noted above.
- The players may check the face-down cards and chips in front of them (and not others) at any time.

Turn Procedure Example

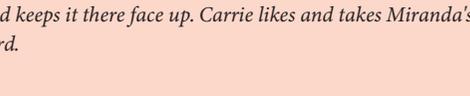
① It is Carrie's turn. Carrie, as the lead player, flips a card from the deck, places it face up next to the deck, and places one trading chip on the card face down. All other players place a card from their hand face down in front of them.



② Carrie, the lead player, reveals the card of Charlotte sitting to her left. Carrie does not want that card, so she then reveals Miranda's card.



③ Charlotte now takes the card she placed in front of her and keeps it there face up. Carrie likes and takes Miranda's card.



④ Carrie takes Miranda's card and places it face up in front of herself. In return, Miranda takes the turn's card and the trading chip on it. Miranda places the turn's card in front of her, checks the other side of the trading chip, and places it face down next to the card she's taken. Samantha's card was not revealed by Carrie, so Samantha takes and adds it face down to the cards on the table in front of her. Thus, all the players have taken a card, and the turn of play moves to the next player, Charlotte, in clockwise order.



【END OF THE GAME AND VP CHIP ACQUISITION】

The game is over when the last card in the deck is traded. Any cards remaining in players' hands will not be used; please discard them to avoid mixing with cards you have collected.

First, each player flips up any face-down cards they have acquired and adds them to the corresponding column of that color.

Next, the players decide which player receives the rank chips. For each color, the player with the most gossip icons (and a sum of card ranks in that color of at least 5) receives the 5-VP chips and the player with the second most (and a sum of card ranks in that color of at least 5) receives the 3-VP chip. If multiple players had the same icon count, then the player with the single highest ranked card takes precedence.

Notes

- If there is only one player with a sum of card ranks in that color of at least 5, that player receives the 5-VP chip and the 3-VP chip is not awarded.
- If no player has a sum of card ranks in that color of at least 5, then no VP chips are awarded.

VP Chip Acquisition Example

Regarding the acquisition of the Red card VP chip,
 Carrie has 5 ♠ & 0 ♠
 Charlotte has 3 ♠, 1 ♠, 0 ♠
 Miranda has 6 ♠ & 4 ♠
 and Samantha has 7 ♠ & 0 ♠

Charlotte has the most ♠ icons, but her sum of card ranks in that color is less than 5, so she is not qualified. All the other players each have a sum of card ranks amounting to 5 or more. Among them, Carrie, who has the most ♠ icons, is ranked 1st and receives 5 VP. Miranda and Samantha have the same number of ♠ icons, but Samantha, with the single highest ranked card, takes precedence; she is ranked 2nd and receives 3 VP.

【COUNTING SHIELDS AND DETERMINING THE WINNER】

After awarding the rank chips, each player flips over the trading chips they have collected. Each player then counts the shields visible on their cards and chips, and the player with the least shields is eliminated due to an "accident". If there are multiple players tied for the least, each is eliminated. Among the remaining players, the one with the highest combined VPs from chips and cards wins. In case of a tie, among the tied players, the player with the most shields wins. If there is still a tie, the players shall share the victory.

Note

- If at the end of the game all players have the same number of shields, all are eliminated; there are no winners, so play again!

3 Player Exception: Vunshun Shields

In addition to each player, the Vunshun shields count as a player for "accident" purposes. At the end of the game, add the shields on the trading chips placed on Vunshun to Vunshun's 3 shields. If the Vunshun has the least number of shields, no player is eliminated. If the Vunshun is tied for the least number of shields, the other tied player(s) are eliminated.

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Special Thanks
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 Hare Games, Hoy Games,
 the people who playtested
 this game... and you!

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