

剣匠の道

Building Sword as soon as possible

Time 15 min Age 6+ 2~4 players

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Thank you for playing!
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25th May 2019

Story

Here is different world. Due to huge outbreak of monsters, increased demand for "Sword" to slay them all. You build "Sword" and deliver by guild's request, as blacksmith. Aim for No.1 blacksmith ever in the different world! But you finish delivering ASAP. Guild give the pay the fastest delivering blacksmith. Here is different world, so it happens.

Run of play

1 Request

Turn the top of <Request card> over from the deck and put there so that all player can see it.

2 Build

All player build same "Sword" the top of <Request card> of the deck with players <Part card>s.

3 Deliver

Player who completed same "Sword" as the top of <Request card> say "deliver" and cover the <Request card> with hand quickly.

4 Inspection

All players check that match the "Sword" that the player delivered with <Request card>.

If it matched

The player who <deliver>ed gain a <Request card>.

※ Put a <Request card> that gained at hand so that all player can see it.

Did not match

Return the top of <Request card> to bottom of the deck.

※ Miss <Deliver>ed player can not next <Build>.

The player who delivered can turn next <Request card> over.

Content

◆Part card x 24
 (6 cards x 4 players)



◆Request card x 27



◆Manual x1

Game description

This is speed type puzzle card game.
 Check quest card and build sword with part cards.

Game Setup

- Sort the <Part card>s by background of pattern and deal each player them.
 ※If remain <Part card>s, put them in the box of [Building Sword as soon as possible].



- Shuffle all <Request card> (you can use both sides) and make a deck.
 Put <Request card> deck on a place that comes into all players reach, on landscape.

- Decide first player who turn <Request card> with Rock-Paper-Scissors or some ways.



Decide first player

Important points about "Build"

- Put all <Part card> but can see more than half of each card. **○ See more than half**
- Use all <Part card>.
- Do not tear or fold <Part card>.
- Match positions of all <Part card> of completed "Sword" with the <Request card>.



○ Put it side by side



Game conclusion and victory

If satisfy either the following condition, the player win.

- Gain 5 <Request card>s
- Gain 3 same guild mark <Request card>s



Guild mark

Advanced rule

Try advanced rule.
 Change standard rule to following conditions.

Run of play

1 Request

Turn the top of 2 <Request card>s over from 2 decks and put each there so that all player can see it.

2 Build

All player build same "Sword" each top of <Request card>s of 2 decks with player's <Part card>s.

※When <Build>, can use both <Request card>'s decks.

3 Deliver

Player who completed same "Sword"s as each 2 top of <Request card>s say "deliver" and cover those <Request card>s with hand quickly.

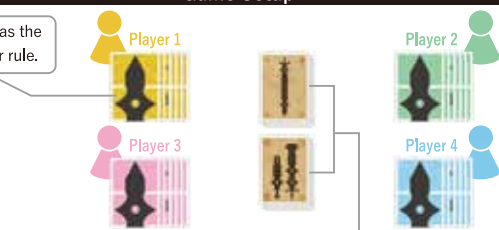
※When deliver same 2 "Sword"s as each 2 top of <Request card>s, do <Inspection>. Can not <Deliver> to <Request card> that was delivered before.

4 Inspection

Same as the regular rule.

Game Setup

- Same as the regular rule.



- Shuffle all <Request card> (you can use both sides) and make 2 decks.
 Put <Request card> deck on a place that comes into all players reach, on landscape.

- Decide first player who turn <Request card> with Rock-Paper-Scissors or some ways.



Decide first player

Game conclusion and victory

If satisfy either the following condition, the player win.

- Gain 3 same guild mark <Request card>s
 ※If over 2 players satisfy the condition at same time,
 The player who <delivered> first win.