



For a long time, humanity had no concept of drawing cards.

“Why don't humans draw cards?”

This very question puzzled Galileo Galilei. As he observed an apple being mysteriously drawn toward a card, he is said to have exclaimed:

“**Why not just draw the card?!**”

Thus, the famous *Universal Law of Tsumo* was born.

Based on this groundbreaking discovery, we have successfully developed a trick-taking game inspired by the Law of Universal Tsumo.

## Overview

In this game, players declare how many tricks they aim to win in a round—and then battle to achieve exactly that number.

You'll play using both the cards in your hand and the cards you draw from the deck (known as “Tsumo Deck” ).

The real strategy lies in the choices made before the game begins: What kind of cards will you secretly place in the Tsumo deck? Whose deck will you draw from? Enjoy the mind games and tactical bluffing as you fight to fulfill your declaration!

## Components

52 Cards [Fireworks Pattern on Back]

1. Number Cards:

4 seasons — Spring / Summer / Autumn / Winter

1-12, one of each per season = 48 cards

2. Honor Cards: White / Green / Red / Sparrow = 1 each, 4 cards total

3. Dealer Marker: 1 card featuring Galileo

4. Chips: 20 pieces



▲ Spring / Summer / Autumn / Winter

Dealer Marker ▶



## Game Flow

### ◆ Setup

- ① Prepare the cards
- ② Decide the dealer
- ③ Build the Tsumo draw deck

### ◆ Round

- ① Declare your predicted number of wins
- ② Play 10 tricks (repeat until all cards are played)

#### ▼ Each Trick

- ① Each player plays 1 card from their hand in turn
- ② Determine the winner of the trick
- ③ (For tricks 1 to 5 only) Starting from the winner, draw a card clockwise from the Tsumo deck

- ③ Compare predicted vs. actual number of wins and calculate score

Return to ◆ Setup for the next round or Determine ◆ Final Results

### ◆ Setup

① Prepare the cards according to the number of players:

**3 players:** Use Number Cards 6-12 and any 2 Honor Cards

**4 players:** Use Number Cards 4-12 and all Honor Cards

**5 players:** Use Number Cards 1-12 and any 2 Honor Cards

Shuffle the selected cards face down and deal **10 cards to each player**. These become each player's hand.

② Decide the dealer:

1. **First round:** The player who most recently did a “Tsumo” becomes the dealer. If unclear, choose randomly.

2. **From the second round onward:** The player to the left of the previous dealer becomes the new dealer.

The dealer takes the **Dealer Marker** and places it in front of them.

③ Check your hand and prepare your personal Tsumo deck:

Choose any **5 cards** from your hand and stack them **face down** in front of you in any order you like.

### ◆ Round

Each round consists of **10 tricks**.

① At the start of the round, declare how many tricks you think you will win—any number from **0 to 10**. At the dealer's signal, all players simultaneously announce their predicted number of wins. Then, each player takes that number of **chips** and places them in front of themselves.

*(Chips should be placed with the “1” side face up. If you run out of “1” chips, you may use a “3” chip face up to represent 3 wins.)*

② Play out the round over 10 tricks.

Each trick follows the sequence below and is repeated until all cards in hand have been played.

### Trick

① **In the first trick**, the dealer goes first. From the **second trick onward**, the winner of the previous trick leads. Players take turns **clockwise**, one at a time. On your turn, choose **1 card from your hand** and play it face up in front of you, following the rules below:

### Rules

#### ▼ First Player

Plays any card face up.

#### ▼ Subsequent Players

1. If you have a **Number Card of the same season** as the first player's card:

You must play either

a) a Number Card of the same season, or

b) an Honor Card.

2. If you do **not** have a **Number Card of the same season**:

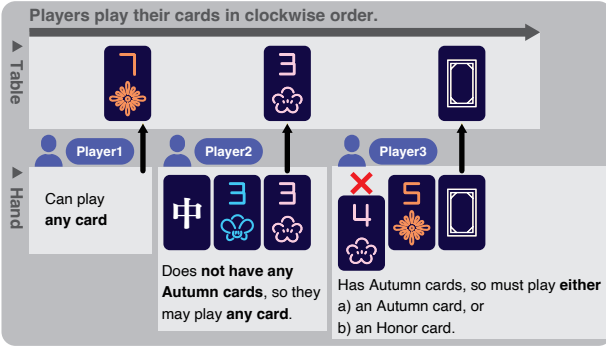
You may play **any card** from your hand.

3. If only Honor Cards have been played so far:

You may play **any card** from your hand.

Additionally, if the **first player played an Honor Card**, and a **Number Card** has **already been played** by someone later in the turn, then the **earliest Number Card** played is treated as the **lead card**, and the above rules should be applied based on its season.

★ Example: How to Play Cards



② After all players have taken one turn, determine the **winner of the trick**. The player who played the **strongest card** wins the trick.

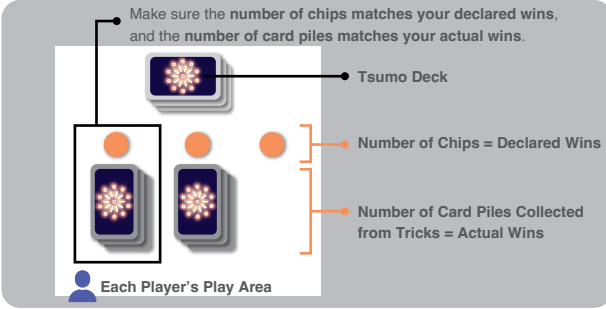


If **all players play Honor Cards**, the trick is **void** and no one wins. Proceed to the next trick **without changing the turn order**. The cards played in the void trick should be **set aside as discards**.

When a player **wins a trick**, they **collect all played cards**, stack them together, and place them **in front of themselves**. Be careful not to mix them with your **Tsumo deck** or cards won in other tricks.

★ Example: How to Arrange Your Cards

When your declared win count is 3, and actual win count is 2



③ **Only during tricks 1-5**, perform the following **Tsumo** procedure before starting the next trick.

**Tsumo**

Starting with the **winner of the trick**, and proceeding **clockwise**, each player draws **one card** from the **top of a Tsumo deck** and adds it to their hand. You must draw from the **top of a deck created by another player**—not your own.

Only if **no other decks remain** may you draw from your **own Tsumo deck**.

③ After the 10th trick, compare each player's **declared wins** (number of chips) with their **actual wins** (number of card piles collected), and calculate the score.

1. If the number of chips is 1 or more, and matches the number of card piles:

You gain points equal to the number of chips.

(e.g., 5 chips and 5 piles = declared 5 wins, achieved 5 wins → +5 points)

2. If the number of chips and card piles do not match:

The **difference** is subtracted as penalty points.

(e.g., 3 chips and 1 pile = declared 3 wins, achieved 1 win → -2 points)

(e.g., 0 chips and 2 piles = declared 0 wins, achieved 2 wins → -2 points)

3. If you have 0 chips and 0 piles:

You gain **+3 points**.

④ If there are players who have not yet been the dealer, record each player's score, return all chips, and go back to **Setup** to start a new round.

If **everyone has taken a turn as dealer**, proceed to **Final Scoring**.

◆ **Final Scoring**

Add up the scores from all rounds. The player with the **highest total score** is the winner.

If two or more players are tied, return to **Setup**, with the **dealer from the first round** becoming the dealer again. Continue playing additional rounds until the tie is broken.

FAQ

Q1. Can my score go below zero?

A1. **Yes, it can.** For example, if you score -3 points in the first round and +2 points in the second, your total score will be -1.

Q2. What if we want to play a shorter game?

A2. You can use a simplified rule and play just **one round**. If there is a tie, the players share the victory.