

MergeTake

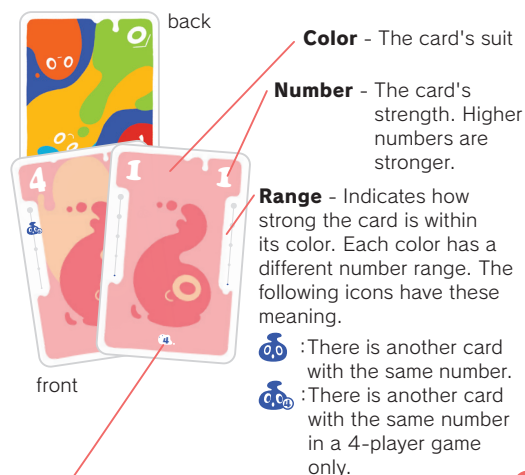
Ages 9 or older / 3-4 players / 30 minutes

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W-What?! The Slimes keep merging together!
These mysterious, adorable Slimes are irresistible to collect. But whenever similar Slimes gather, they can't help but merge into one...
Even so, we can't resist merging more Slimes!

I. Components

Slime (Number) Cards - 46 cards
(Pink, Yellow, Green, Blue, Purple, Red, and Black)
Note: As a general rule, there is only one card of each color and number combination. If two copies exist, they can be distinguished by their different artwork on the card face.



II. Game Overview

Merge Take is a trick-taking game. Your goal is to collect as many Slime Cards as possible. However, Slime Cards with consecutive or matching numbers merge into larger groups. Since the winner is determined by the number of groups, collecting too many matching or consecutive cards can be a disadvantage. Groups of 5 or more cards count as penalty points.

III. Game Setup

1 In a 4-player game, use all Slime Cards.

In a 3-player game, return the following to the box:
- All Pink and Black Slime Cards and One Blue 19 Slime Card
- One Trace Slime Card that is not the Starting Lead Player card

2 Shuffle all the Slime Cards being used face down to form the deck.

3 Deal 11 Slime Cards from the deck to each player. These cards form each player's hand. Keep your hand hidden from the other players.

Also deal 1 Trace Slime Card to each player. Place it in front of you. (It shows the number of cards in each color and provides a rules reference.)

During the game, all Slime Cards you collect are kept face up in front of you. Make sure each player has enough table space for their collected cards.

4 Of the 2 remaining Slime Cards, place 1 face up and 1 face down in the center of the table. The face up card is the Trump Suit Indicator. All Slime Cards of that color are trump cards.

5 The player with the most cells becomes the Lead Player for the first trick. That player uses the Starting Lead Player Trace Slime Card. Exchange Tray Slime Cards with other players as needed.

6 After setup is complete, **each player chooses 3 cards from their hand and passes them face down to the player on their left.** All players do this simultaneously. Each player then adds the 3 received cards to their hand.

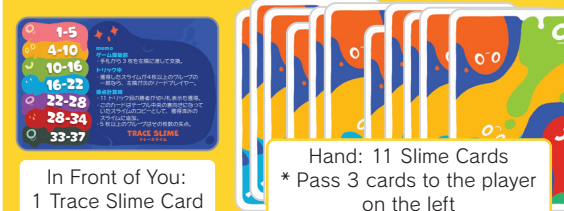
At the Start of a Round (4-Player Game)

Center of the Table



The 2 remaining cards:
- Place 1 face up (Trump Suit Indicator)
- Place 1 face down

Cards Dealt to Each Player



IV. Game Goal

In Merge Take, players take turns playing 1 Slime Card clockwise. The strength of the played cards determines the winner, who collects all cards played in that turn. This sequence, called a trick, is repeated 11 times. After all tricks have been played, players score points based on the Slime Cards they collected. The player with the highest score wins the game.

V. Playing a Trick

Each trick always begins with the Lead Player, and play proceeds clockwise.

- 1 The Lead Player plays any 1 Slime Card from their hand face up in front of themselves. Play then passes to the player on their left.
- 2 The next player also plays 1 Slime Card from their hand face up in front of themselves. If they have a Slime Card of the same color as the one played by the Lead Player, they must play a card of that color. If they do not have a Slime Card of that color, they may play any Slime Card from their hand. Play then passes to the player on their left.
- 3 Repeat Step 2 until each player has played 1 card. Then determine the winner of the trick using the following steps.

- (1) If 1 or more trump suit cards were played, the player who played the highest trump card wins the trick.
- (2) If no trump suit cards were played, the player who played the highest card of the lead color wins the trick.

4 The winner collects all Slime Cards played in the trick and places them face up in front of themselves. (Keep these cards separate from the cards you play from your hand during tricks.)

Make sure to:

■ Keep all collected Slime Cards face up and visible to all players.

■ If you have Slime Cards with the same number or consecutive numbers, arrange them into a group by overlapping them slightly. Keep every card's number clearly visible.

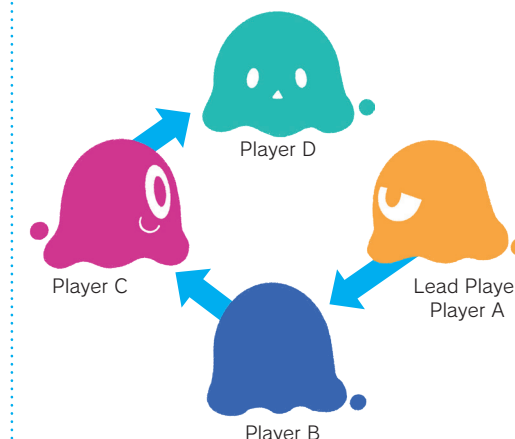
■ A group may contain more than 2 cards. If a newly collected Slime Card has the same number as or a consecutive number to any card in an existing group, add it to that group.
If a newly collected card causes two or more groups to become connected by matching or consecutive numbers, combine those groups into a single group.

5 The winner of the trick becomes the Lead Player for the next trick.

Exception: If any Slime Card collected in this trick becomes part of a group of 4 or more cards, the Lead Player for the next trick is instead the player to the winner's left.

Example play (trick)

Players A, B, C, and D are seated around the table. Turn order proceeds clockwise: A→B→C→D.

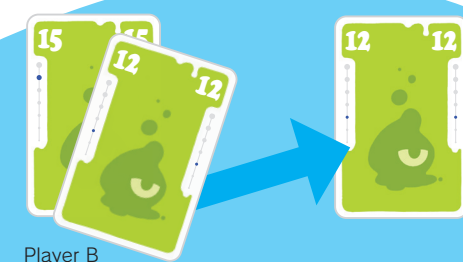


The Lead Player, Player A, takes the first turn. As the Lead Player, they may play any Slime Card from their hand. In this example, Player A plays Green 13.



Next, it is Player B's turn.

Since the Lead Player played a Green Slime Card, Player B must play a Green Slime Card if they have one. Player B has Green 12 and Green 15 in their hand. Playing Green 15 would likely win the trick. However, if Player C or Player D plays Green 14, the 13-15 cards would form a single group. Since larger groups can be a disadvantage during scoring (see Scoring), Player B chooses to play Green 12 instead.



Next, it is Player C's turn.

Player C must also play a Green Slime Card. They have Green 11, Green 14, and Green 16 in their hand.

Green 16 is likely to win the trick, and it will not form a consecutive group with Green 13, so Player C chooses to play Green 16.



Player C

Finally, it is Player D's turn.

Player D must also play a Green Slime Card. However, since they have no Green Slime Cards in their hand, they may play any Slime Card.

The Trump Suit Indicator (the face-up card in the center of the table) is Blue 22, so Blue is the trump suit.

Since Blue is the trump suit, Player D decides to play Blue 16, expecting it to win the trick.



Player D
No Green Slime Cards in Hand

All players have now played a Slime Card. Determine the winner of the trick.

Since a trump suit card was played, the player who played the highest trump suit card wins the trick. In this case, Player D is the winner.

Player D collects Green 12, Green 13, Green 16, and Blue 16, then places them face up in front of themselves.

Earlier in the game, Player D had already collected Pink 2, Pink 3, Pink 5, and Blue 17.

After collecting these cards, Green 12 and Green 13 form one group, while the two 16s join the existing Blue 17 to form another group.

Keep all collected cards arranged in groups and visible to all players at all times.

Player D's Collected Cards



Since Player D won the trick, they become the Lead Player for the next trick.

Now consider what would have happened if Player D had played a different card. Instead of Blue 16, Player D plays Red 34.



Player D
No Green Slime Cards in Hand

In this case, no trump suit cards were played. Therefore, the winner is Player C, who played the highest Green card (the lead color).

Player C collects Green 12, Green 13, Green 16, and Red 34, then places them face up in front of themselves. Earlier in the game, Player C had already collected Red 33, Black 35, Black 36, and Black 37. Slime Cards with the same or consecutive numbers are grouped together as shown below.

Player C's Collected Cards



Although Player C wins the trick, the newly collected Red 34 becomes part of a 5-card group (a group of 4 or more cards). Therefore, the Lead Player for the next trick is Player D, the player to the left of Player C.

VI. Scoring

After the 11th trick, calculate each player's score by following these steps in order.

- Resolve the Cards in the Center of the Table
 - The winner of the 11th trick also collects the Trump Suit Indicator card.
 - Reveal the face down Slime Card in the center of the table.

Then, each player adds their Trace Slime Card to their collected Slime Cards. Each Trace Slime Card is treated as a copy of the revealed Slime Card.

Example:

The face down Slime Card in the center of the table is revealed to be Purple 27. Each player adds their Trace Slime Card to their collected Slime Cards, treating it as a Purple 27 Slime Card.

Note: This may cause existing groups to become larger.

2 Score Collected Slime Cards

- Score +1** point for each group containing 4 or fewer Slime Cards. (A single Slime Card that is not grouped with any other cards also counts as 1 group.)
- For each group containing 5 or more Slime Cards, **score -1** point for each card in that group.

The player with the highest score wins the game.

If there is a tie, the tied player who collected the highest numbered Slime Card wins.

If the tie still remains, the tied players share the victory.

Scoring Example

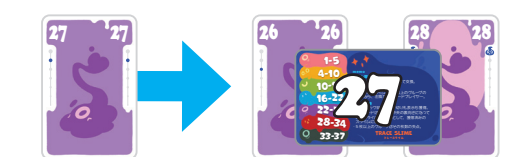
Player C's collected Slime Cards are arranged as shown below for scoring.

Player C's Collected Cards



The face down Slime Card in the center of the table is revealed to be Purple 27. All players then add their Trace Slime Card, treating it as Purple 27. Therefore, 26-28 are combined into a single group.

Revealed Slime Card and Added Trace Slime Card



As a result,

- Score +1** point for each group of 4 or fewer Slime Card
 - There are 4 groups, so Player C scores **+4 points**.
- For each group of 5 or more Slime Cards, **score -1** point for each card in the group.
 - The 33-37 group contains 5 cards, so Player C **scores -5 points**.

Player C's final score is -1 point.

A Trace Slime Card by itself also counts as a group. Therefore, if a player collects no Slime Cards during the game, their Trace Slime Card counts as 1 group, giving them a final score of +1 point.

FAQ

Q1: In a 4-player game, there are two Blue 19 cards. If Blue 19, Blue 19, Blue 18, and Blue 17 are played in the same trick, which player wins the trick?

A1: The player who played Blue 19 first wins the trick. In other words, the winner is the tied player closest to the Lead Player in clockwise order.

Q2: The rules say the Lead Player passes to the player on the winner's left when collected cards "becomes part of a group of 4 or more cards." Does this also apply if the collected cards from the trick alone form a group of 4 cards?

A2: Yes. Even if you had no previously collected cards, if the cards collected in a single trick form a group of 4 or more cards, the Lead Player passes to the player on the winner's left.

VII. Once You're Familiar with the Game

Once you're familiar with the game, we recommend playing a Long Game. Play a number of games (each consisting of 11 tricks followed by scoring) equal to the number of players, then total each player's scores across all games. The player with the highest total score wins. After each game, pass the Starting Lead Player Trace Slime Card to the player on your left. This ensures that each player is the starting Lead Player once during the Long Game.

[Variant Rule: Clairvoyance]

This optional rule is intended for the Long Game described above.

The Starting Lead Player may secretly look at the face down Slime Card in the center of the table before the first trick begins.

This creates an information advantage for one player, adding a different strategic dynamic to the game. Use this optional rule if your group enjoys that style of play.

VIII. Credits

Thank you for purchasing a game from Ayatsurare Ningyoukan.

If you have any questions about the rules, please feel free to contact us from the URL below.

Ayatsurare Ningyoukan Website: <https://ayatsurare.tokyo/>

Game Design: Muneyuki Yokouchi

Artwork: Osamu Inoue

English Translation: Dan Kobayashi (Ninja Star Games)

