

Tricks and the Phantom

2 to 4 players
10 min
Age 10+



"Tricks and the Phantom" is a simple deduction game using only 10 (or 11) cards with a little bluff element. Deduce the culprit from among the four persons. However, there may be "Phantom" who confuses you.



Components

- 11 cards
- 4 summary cards
- 4 hint tokens
- 1 rule sheet

Card List :

10	Politician	
9	Yakuza	
8	Madam	
7	Businessman	
6	COP	If COP is highest, you get double VP.
5	Expert	Politician is removed from play.
4	Merchant	Yakuza is removed from play.
3	Carrier	If all others are 5 or more, Carrier is highest.
2	Bartender	If Politician is in play, Bartender is highest.
1	Phantom	You may declare any color.You get 1VP from each player who suspected him.

Scoring

A) Hit : You get VP as below.

VP = the number of all players – the number of hit players

Ex.) 2 players hit in 4 players game : 4 – 2 = 2VP

B) Play the highest card : you get 1VP

C) Suspect the phantom : you lost 1VP

Play the phantom : you get 1VP × the number of players who suspect the phantom

D) If COP is highest : you get VP × 2.

Ex.) The player who play COP get 2VP

4 Players Game (BASE GAME)

1. Remove one of two Phantom cards. It is not used in the base game.
2. Shuffle all cards well, then deal two cards to each player.
Put the two remaining cards face down in the center.
3. The player who went to the police station most recently is the first lead player. Play one of the two cards face down in front of you. Then put a hint token on the back of the card where the three colors were drawn.The hint token must be placed on the same color as the card you play.By knowing the color, you can guess other player's cards.Clockwise everyone do the same.
4. If everyone play one card, then counterclockwise from last player, point to the card you think it is the highest (= highst card is the culprit).
5. If everyone point to the card, open the cards and make the judgment of the culprit. The card with the highest number is the culprit. In some cases, small number card such as 2 or 3 may be highest (follow the card text). You get VP (=VictoryPoints) that is “the number of the players” – “the number of the players who answered correctly”. In addition, the player who played the culprit card get 1 VP. Please note down the score to the memo.
6. Next, play the second half of the game with 1 left hand. The next lead player is the player who played the culprit card last time. Do the same thing again,but you have only 1 card and no choice.You can deduce more accurate.

7. This is the end of one round. Repeat 2-6. The next round's lead player is the player who play the culprit last.
8. When the score of someone reaches 10 points in total, the game is over at the end of the round. If it was tie at the game end, play additional rounds until someone win.

Variant Game : Additional Phantom

I think that as soon as you play many times, You will think you need a more phantom. So I prepare an additional Phantom card. By adding a phantom card, the total number of cards are 11, and the number of face down cards are 3. It will be a more suspicious game.

Variant Game : Partnership Game

Players who face each other pair up. You win if you get 15 VP in the team. It is forbidden to tell or hint a teammate what card you play or what you have in your hand.

3 Players Game

This is for a little advanced players. Add additional Phantom and play with a total of 11 cards. After deal 2 cards to everyone, open 2 of the remaining 5 cards.And put the remaining 3 cards face down. Other is the same as 4 players game.

2 Players Game

This is for advanced players. Each player play two roles. Sit down as Fig:A. Deal cards the same as 4 player games, play the card by turns. But pointing to the card is one time.You get 2 VP when you hit the opponent card, and 1 VP when you hit your own card instead of normal score.

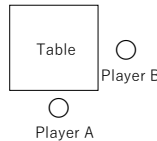


Fig:A How to sit for 2Players game

FAQ

- Q** In case “Politician” and “Expert” and “Bartender” is in play.
Is Bartender a highest card?
- A** No, it isn't. Because Politician has been removed.

- Q** If the player who play “Phantom” point to his Phantom himself, how many points does he get?
- A** He gets ±0 point.

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