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Ages 10 and up | 3-4 players | 30 minutes

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Unata Origuchi's
Seven Prophecies

It's the time of year again for witches to prove their worth at the annual Magic School promotional exam. The theme for this year's exam is Prophecy and Precognition. If you've spent your time studying hard, the exam should be a breeze. Of course you haven't, and lazy witches can only see halfway into the future. Will the attitude of "Hmm, well, I guess this should be good enough!" be enough for you to get your prophecies right and advance to the next grade?

This is a trick-taking card game where players need to predict the ranking of their cards in a trick. However, all players know the upcoming trump suits in the round. The goal of the game is to predict the future and be the first player to correctly guess their card ranks seven times.



Game Contents

44 playing cards

11 each of brooms (yellow), mushrooms (gray), potions (green), spellbooks (red)



Front



Back

4 Ranking cards



Front

12 Colour cards (3 each in 4 colours)



Front



Back

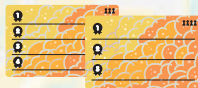
28 Prophecy tokens (7 each in 4 colours)



4 screens (1 each in 4 colours)



4 Prophecy cards (1 each in 4 colours)



4 scoring tokens (1 each in 4 colours)



1 scoreboard



1 round marker



1 starting player token

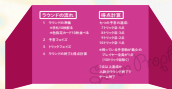


1 rulebook

*The following section states the rules for 4 players.
For rules for 3 players, see "Changes to the rules for 3 players" (page X).

Game Setup

1. Place the 4 Ranking cards vertically on the table (see diagram).
2. Each player chooses a colour and receives 1 screen, 1 Prophecy card, and 7 Prophecy tokens of the chosen colour. Place these items in front of themselves.
3. Place each player's scoring token in their colour on the 0 space of the scoreboard. Place the round marker on the 1 space of the round track.
4. The player who has recently had their future read is the starting player. If no one has done so, decide the starting player in any way you like. The starting player will receive the starting player token.



Flow of the game

The game is played in consecutive rounds, and ends when 4 rounds have been played or when one player has 7 or more points. In each round, players compare the strength of their cards called tricks. A maximum of 10 tricks can be played in one round.

For each trick, players each play one card in a clockwise order. Upon playing, they must play a card of the same colour as the colour designated by the Colour card (lead colour) if possible.

*This video is an explanation of how trick-taking games work. If you are not familiar with trick-taking games, watching this video will make it easier to understand the rules. This game is a "must follow" trick-taking game, and there is no "trump suit".



Flow of each round

1. Round setup
2. Prophecy phase
3. Trick phase
4. End of the round and scoring



1. Round setup

Each player is dealt 10 playing cards as their starting hand (from now on, playing cards are simply referred to as cards). Each player holds these cards such that the other players cannot see them. The remaining 4 cards are set aside face-down without looking at them.

Next, shuffle the 12 Colour cards well and deal them into a line of 10 cards, one by one face-up, from left to right into the Colour card area (see diagram). The remaining 2 Colour cards are set aside face-down without looking at them.



Colour cards

The 10 Colour cards indicate the lead colour of each trick. From left to right, the cards can be read as: "Lead colour of the 1st trick," "Lead colour of the 2nd trick," "Lead colour of the 3rd trick"... and so on.

When you play a card, if you have a card of the same colour as the Colour card for the current trick, you must play that colour.

If you do not have a card of the same colour as the Colour card for the current trick, you can play a card of any colour.

2. Prophecy phase

Looking at the cards you were dealt and the Colour cards that have been revealed, predict how many times you will take 1st to 4th place in each trick you play in the trick phase. The trick rankings will be explained later in the trick phase.

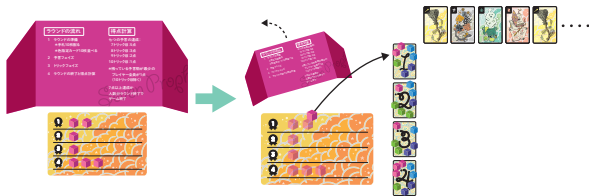
Place a Prophecy card inside the screen and place a number of Prophecy tokens on the corresponding ranking spaces equal to the number of times you would like to predict. When you finish your predictions, announce "I'm ready!" so that everyone can hear you. When everyone has finished placing their predictions, remove the screen at the same time and move the Prophecy tokens you placed on the Prophecy cards to the corresponding rank cards.

- Make sure that other players cannot see your Prophecy tokens until everyone has finished placing them.
- Empty spaces with no Prophecy tokens are allowed.



You predicted you were going to get second place in the first trick, but your prophecy was wrong? Don't panic if something different happens that didn't go the way you expected! Try to make the numbers add up in the end, that is the most important!

Example: Zentan looks at his hand and predicts that he will get first place twice, second place once, and fourth place three times, so he places his Prophecy token on the corresponding spaces on his Prophecy card. After everyone has made their predictions, he removes the screen and moves the Prophecy tokens to the corresponding Ranking cards.



3. Trick phase

Playing cards

In the first trick of each round, players take turns playing one card face-up in a clockwise order, starting with the starting player. If you have a card of the same colour as the Colour card for this trick, you must play that colour. If you don't have a card of the same colour as the Colour card for this trick, you can declare "I don't have this colour" and play a card of any colour.

Once everyone has played exactly one card, the rankings can be determined.

Determining the Ranking

The ranking is determined by the strength of the cards in this trick, according to the following criteria:

Strong  **Weak**

Cards of the same colour as the Colour card
(higher numbers are stronger)

Cards of a different colour from the Colour card
(higher numbers are stronger)

*If there are multiple cards of the same number that are of a different colour from the Colour card, the card that was played the latest is the strongest.

Confirming the prophecies

Once the ranking has been determined, place the card you played in the corresponding Ranking position below the Colour card.

If you have a Prophecy token on the corresponding Ranking card, move one of them to the card you just placed. If you do not have a Prophecy token on the corresponding Ranking card, do not move any token.

At the end of the trick, check whether the conditions for ending the round (described below) are met. If the conditions for ending the round are not met, proceed to the next trick.

In the next trick, the player who played the card with the highest ranking in this trick will play the first card. The other players will follow in a clockwise order.



Example: The Colour card for the 1st trick (leftmost) is a Broom (yellow). Zentan did not have a Broom card, so he played a Mushroom 11. Next, Sietan played a Broom 5. Next, Seitan played a Broom 1. Next, Ryokutan played a Broom 10.

Now that everyone's cards have been played, the ranking of the cards is decided. The card with the highest number that is the same colour as the Colour card, Broom 10, is in 1st place, Broom 5 is in 2nd place, and Broom 1 is in 3rd place. Mushroom 11 is a different colour from the Colour card, so it is in 4th place.

Zentan's card was in 4th place. He places his played card under the leftmost Colour card (column) for the 1st trick and in the same row as the 4th place Ranking card. After that, he takes one of the Prophecy tokens from the 4th place Ranking card and moves it to the card that he just placed. The other players each do the same for their own cards.

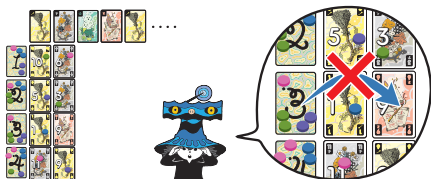


Colour card



The Colour card for the 2nd trick is Mushroom (gray). Ryokutan, whose card was ranked 1st in the 1st trick, is the first to play a card this round. Ryokutan plays the Mushroom 3. Zentan then plays the Mushroom 6. Shietan does not have a Mushroom card so he plays the Broom 9. Seitan also does not have a Mushroom card so he plays the Spellbook 9.

Now that everyone's cards have been played, the ranking of the cards is determined. The card with the highest number of the same colour as the Colour card, the Mushroom 6, is ranked 1st, followed by the Mushroom 3 in 2nd place. The Broom 9 and the Spellbook 9 are of a different colour from the Colour card but have the same number. When this happens, the card played later is stronger, so the Spellbook 9 is ranked 3rd and the Broom 9 is ranked 4th.



Seitan's card was ranked 3rd this round. He placed the card he played under the Colour card of the 2nd trick, and in the same row as the 3rd place Ranking card. However, Seitan does not have a Prophecy token on the 3rd place Ranking card. The prophecy was wrong, so the Prophecy token will not be removed for this trick.

4. End of the round and scoring

Conditions for ending the round

The current round ends when any of the following conditions are met.

- Seven Prophecies achieved: A player has no Prophecy tokens on any of their Ranking cards.
- End of the exam: All players have run out of cards and no players have achieved the Seven Prophecies.

When the round ends, the scores are calculated.

Calculating the score

Seven Prophecies achieved:

All players who have achieved the Seven Prophecies receive points depending on when they were able to achieve them. The points are tracked by the scoring tokens on the scoreboard.

The points for achieving the Seven Prophecies are greater depending on the round in which this was achieved:

7th trick: 5 points

8th trick: 3 points

9th trick: 2 points

10th trick: 1 point



Next, all players who have not achieved the Seven Prophecies but have or are tied for the fewest prophecy tokens on their Ranking cards receive 1 point. However, if it is the 10th trick, they do not receive this point.

End of the exam:

No player receives any points.

After the scoring is complete, check if game end conditions are met.

If the game end conditions are not met, pass the starting player marker to the player on the left of the current starting player and move the round marker one space forward. Collect all cards and Colour cards, including those you have placed aside, and then start again from 1. Round Setup.

Game End Conditions

The game ends when any of the following conditions are met.

- Any player's score reaches 7 points or more.
- The fourth round has ended.

The player with the highest score at the end of the game wins the game. If there are multiple players with the highest score, the one who placed the fewest Prophecy tokens in the first and fourth place rows in the final round wins the game. If this is also a tie, the players share the victory!

Changes to the rules for 3-player games

The rules are the same as for 4-player games, except for the following changes:

Game Setup

Use only the 3 Ranking cards 1 to 3. Do not use the Ranking card 4.

Use only the cards of 1 to 9 of each colour. The 10 and 11 of each colour will not be used.

Return the unused Ranking card, playing cards, scoring token, screen, prophecy token, and prophecy card to the game box.

Round Setup

Each player is dealt 10 cards as their hand. There are 6 remaining playing cards.

Prophecy phase

For each trick played during the trick phase, predict how many times you will take 1st, 2nd, and 3rd place.

Game end conditions

The game ends when any of the following conditions are met.

- One or more players have a score of 7 points or more.
- The 3rd round has ended.

If there are multiple players with the highest scores, the player who has the fewest total Prophecy tokens placed in 1st and 3rd place in the final round wins the game.

Credits

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