【Simplified Rule Sheet】

※ This sheet is written for people who just want to get started with the game immediately.
If you are looking for more detailed rules, please read the rulebook.

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1. Game goals and winning conditions   (Pages 2 and 12 in the rulebook)

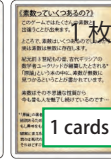In this game, you are dealt 10 cards and you play a certain number of cards on your turn following the rules.
(A turn proceeds CLOCKWISE) The first player to play all their cards in their hand wins the game.
The first player to win 2 games is the overall winner.

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2. Game setup   (Page 2 in the rulebook)

1. When playing with Standard Rules, remove the following 4 cards and return them to the box.
   Place the cards with the game hints (4 types of cards) on the side, and shuffle the rest to form a face-down deck
   (46 cards in the deck).

| 2 cards | 2 cards | 2 cards | 2 cards | 3 cards | 3 cards | 3 cards | 1 cards |

[4 types of Advanced Rules cards] ⇒ **Return them to the box**   [4 types of game hint cards] ⇒ **These cards have game tips, so only look at these if you are looking for tips.**
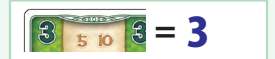
2. Deal 10 cards to each player.

3. Determine the starting player* randomly.
   (* Starting player is the player who will play the card first.)

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3. Game flow   (Page 4 in the rulebook)

1. The starting player plays card(s) from their hand to form "a number".
   You may play 1 to 3 cards but they must form a "Prime Number" following the rules below.

[When playing 1 card]

The number written on the card becomes the "Number" you play.

 = **3**

[When playing 2 cards]

You arrange the cards to form a "Number".
For example, if you play [3] and [10], then you can arrange them in two ways.

Pattern 1: [310]   ([3] first, then [10])

Pattern 2: [103]   ([10] first, then [3])

In this case, 310 is not a prime number, so you should play it as [103].

パターン1
 = **310**

パターン2
 = **103**

[When playing 3 cards]

To play 3 cards, there are 2 restrictions. The way you form a "Number" is the same as when playing 2 cards.

Restriction 1: All cards must be a single digit card (1 ~ 9)

Restriction 2: One or more of the cards must have a "3 cards allowed icon"* (〜).

Example: [3], [7], [9] (9 has the icon) to form 379.   *Detailed descriptions of the icons are on the back of this sheet.

[Note] Optional action before playing card(s)

At the start of your turn, you may draw 1 card from the deck (this is optional, so you do not have to draw).
Drawing a card means you are further away from winning the game, but this could be an **important action depending on your situation**. For example, you should draw a card **if it is impossible to create a prime number from the cards in your hand**.

2. Check if the formed "Number" is a prime number. There are a few ways you can do this.

- **There is another player who can check for you** ⇒ Use the "Prime Number Chart" included with the game. Recommended

- **You have a smartphone** ⇒ Use an app recommended in the rulebook. (I'm sorry, this app is Japanese only)

- **Neither is possible!** ⇒ Check it using the "Prime Number Chart" yourself. (you shouldn't look at other numbers if possible)

* If the "Number" was not a prime number
⇒ Put the played cards back in your hand. Your turn is over and the next player takes their turn. **(there is no other penalty)**

3. The turn proceeds in **clockwise** order.
The next player must form a BIGGER prime number using **the SAME number of cards** as the start player.

If you cannot or choose not to form a larger prime number, then you "pass" your turn.
(there is no penalty for passing)

4. If all players pass, then the current round is over. Discard all played cards, and the player
who played the largest prime number becomes the next starting player.

> Note that even if you pass on your turn, you may have another turn if not all players pass.
> The round is over only when all players pass. (Refer to the rulebook for more details)

4. Special cards (Page 8 in the rulebook)

- **Cards with "3 cards allowed" icon ( )** : [2]・[4]・[5]・[6]・[8]・[9]

You may play 3 cards if you include at least 1 card with this icon.

- **Cards with "draw 2" icon ( )**: [10]

Draw 2 cards from the deck if this is the last played card and you pass. (If you play card(s) but if the formed number was not a prime number, you are considered as passing, so you will need to draw 2 cards)

- **Cards with "stop" icon (STOP)**: [12]

If this card is played then the round is over immediately.
The player who played this card becomes the next starting player.

5. Hints on prime numbers (Page 15 in the rulebook)

[When playing 1 card]
You can check by looking at the card color.
If the side of the card is GREEN, then it is a prime number.
If it is ORANGE, then it is NOT a prime number.

Prime Number

NOT Prime Number

[When playing 2 cards]

The numbers written on the center of the card (marked by □) are numbers that can form a prime number with this card.

This card can form a prime number by playing with a [1] or a [6].
In this case, there are 3 possibilities, 17, 71, and 67.

These marks indicate the number of different cards that can form a prime number with this card.
Even if you are not sure if the formed "number" is a prime number,
if there are more marks then you have a higher chance!