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Look at the "8. Q&A" or related topics below if you have any rules related questions!

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1. Components

- (1) Number Cards : 45 cards
 - 16 numbers (each number has different cards count)



(2) Special Cards: 9 cards

- 4 types



3 cards



2 cards each

(3) Hint Cards: 10 cards

- 4 types



3 cards each

1 card

Some cards are <u>not used in the basic rules</u>. When you first open the game these cards are separated, so keep them separated. Refer to "3. Setup" on which cards are used.

(4) Prime Number Judgement Table

A table to judge whether a formed number is a prime number.

(5) Simplified Rules Sheet

This sheet has just enough information to get started with the game. For detailed rules please refer to the rulebook (the booklet you are reading).

(6) Rulebook

This booklet you are reading.

2. Game Overview

(This section purposely omits some details to give a more concise overview.) Each player is **dealt 10 cards** as their hand. One player is determined as the start player, and each player plays their turn in a **clockwise order**.

On your turn, you will play 1 ~ 3 cards from your hand following the rules to form a number. The number you form should be a "prime number *1". (You may pass your turn if you cannot play or does not want to play)

*1 Prime number: The reason this game is called Prime Daifugo. For details please see P04.

If all players except the last player who played cards pass, then the round is over. The last player who played cards becomes the next start player and starts the next round.

You will continue to play in this way until one player plays all their cards in their hand (they have 0 cards left in their hand). That player is the winner.

3. Setup

3-1. Preparing the deck

Remove the 4 types of hint cards (total of 10 cards). The 3 types each with 3 cards contain useful tips for the game, so hand these cards to players who are not familiar with the game.

The remaining 1 card contains mathematical trivia. Take a look at it if you are interested :)



If all players are familiar with the game, return these cards back in the box.

[Basic Rules] Return the following 4 types of cards back in the box. Shuffle the remaining cards to form a deck.







There are 2 cards each, so return a total of 8 cards back in the box.

1 type of Number card (Card with value "0") 3 types of Special cards ("5 9" "4 6 8" "SKIP" cards)

[Advanced Rules]

Add any cards removed in the Basic Rules to the deck. You may choose one, or some, or all (!) (However, SKIP card is only used when playing with 3 players). Then shuffle the cards to form a deck.

3-2 Determine the start player / Deal cards

Randomly determine the start player. The start player shuffles the deck well and deal 10 cards to each player.

3-3 Figure out how to judge prime numbers (3 ways)

Choose one of the three methods below depending on your situation.

- 1. Another player not playing the game becomes the "Prime Number Judge*1" Recommended
- 2. Use a smartphone app
- 3. Player checks for themselves by looking at the "Prime Number Judgment Sheet"
- Hand "Prime Number Judgment Sheet" to the judge and have them sit next to the players. (It's fun to watch players play while looking at the judgment sheet and grinning at their choices)
- Install a prime number judgment app. There is an app called "Prime Daifugo Dealer" for Android. (use the QR code to the right)

*The app is unrelated to this game, so please don't contact the developer of the app regarding this game.

3. Place the judgement sheet on the side, but keep it hidden so players cannot cheat.

The game is now ready to start!



4. Game flow / Detailed rules

The game is played in phases 1 ~ 6 as outlined below. The winner is the first player to have no cards left in their hand after "5. End of a turn".



4-1. Draw a card (optional*1)

Draw the top card of the deck and add it to your hand.

You may only draw 1 card each turn.

(*1 You may choose whether or not to draw a card)

4-2. Play cards

Choose 1 to 3 cards from your hand and form a single "number". The "number" you form must be a "prime number".

(*2: a prime number is a number that cannot be made by multiplying smaller numbers. See the box below for detailed explanation.)

The cards you may play will differ based on whether this is the "first cards being played" or "other cards have already been played".

[What is a "Prime Number"?]

A prime number is a whole number greater than 1 that cannot be made by multiplying smaller whole numbers, other than 1 and itself.

For example, 5 can only be made by multiplying 1 and 5.

So it is a prime number. On the other hand, 4 can be made by multiplying 2 by 2, so it is not a prime number.

Don't worry if you can't tell if a number is a prime number or not. That is normal. There are only a few people who can :)

[First cards being played]

If no other cards have been played, then you may choose to play 1 to 3 cards following the rules below.

[When playing 1 card]

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

[When playing 2 cards]

You arrange the 2 cards to form a single "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 play it as 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.

[Other cards have already been played]

If other cards have already been played, then you must play your cards following the rules below.

Condition 1: You must play the same number of cards as the previous play Condition 2: Your "Number" must be larger than the previously played "Number"

Follow the same rules as above ([First cards being played]) to create your "Number" using 1~3 cards.

[If you cannot or do not want to play cards]

If you cannot form a prime number that is larger than what has been played, or if you strategically don't want to play cards this turn, then you may choose to "pass". In this case, skip "3. Prime number judgment" and go to "4. Resolve special powers".

Notes about passes

- There is no limit to the number of times you may pass
- (When playing 3 players) You might get another turn even if you pass if the other players play cards.

4-3 Prime Number Judgment

Judge whether the "number" played in the previous phase is a "prime number". Use the method chosen in "3-3 Figure out how to judge prime numbers" to judge. Based on the result, follow the steps below.

A. If the "number" is a "prime number"

Continue to "4. Resolve Special Powers"

B. If the "number" is not a "prime number"

Take the cards you played back into your hand and pass your turn. Then continue to "4. Resolve Special Powers"

In other words, you cannot play other cards or combinations because the "number" was not a "prime number".

(Note: There is no other penalty except to return the played cards into your hand.)

Try playing your cards even if you are not sure whether your number isa prime number.

The penalty for not playing a prime number is not very harsh!

Perhaps you will learn a new prime number that you didn't know before!

06

[Example of playing your cards] (2-player game (A) and (B))

(A) is the start player. On his turn, there are no other cards that have previously been played, so he can choose to play 1 ~ 3 cards.

(A) decides to play [3] and [5] to form [53]. Since 53 is a prime number, he passes the prime number judgment and his turn is over.

It is now (a)'s turn. Since (A) played 2 cards, (b) must also play 2 cards and form a number that is greater than 53. He plays [1] and [7] to form [71].

Now it is back to (()'s turn. Since he doesn't think he can form a prime number greater than 71 using his hand, he decides to draw 1 card from the deck. However, the drawn card didn't help so he choose to pass his turn.

* The above example illustrates phases "1. Draw a card", "2. Play cards", and "3. Prime number judgment".



4.4 Resolve special powers

There is a special power to resolve when a [10] or [12] is played.

Draw 2 (Special power for number card [10])

The special power is triggered when a player passes when [10] is one of the last cards played in the play area. The passing player must draw 2 cards from the deck.



Notes :

- If you play a non-prime number, you take the cards back into your hand and pass your turn. Therefore, you will need to resolve the special power of Draw 2 in such a case.
- In a 3-player game, if the two players other than the player who played Draw 2 both pass, they will both draw 2 cards.
- Draw 2 effect will not stack even if you play a Draw 2 after one another (it does not become 2+2 = Draw 4)



Stop (Special power for number card [12])

The special power is triggered when a [12] is played and it forms a prime number.



At the end of the player's turn, the round is immediately over. That player becomes the start player of the new round.

See "6. Determine start player for the new round" for details on what happens when a new start player has been determined.

In other words, if you can form a prime number using [12], then you become the start player for the new round no matter what other players have played.

Example of Stop (3-player game (A), (B), and (C))
Plays [7] and [9] to form [97].
B plays [7] and [12] to form [127]. Since [12] was played and [127] is a prime number, the special power of Stop is triggered.
Normally it is now \bigcirc 's turn, but since Stop triggered, \textcircled{B} becomes the new start player and starts a new round.
(B) discards the [97] and [127] in the play area, and plays 1~3 cards to form a new number to start a new round.
 B plays [7] and [12] to form [127]. Since [12] was played and [127] is a prime number, the special power of Stop is triggered. Normally it is now C's turn, but since Stop triggered, becomes the new start player and starts a new round. B discards the [97] and [127] in the play area, and plays 1~3 cards to form a new number to start a new round.

4-5. End of a turn

After your turn, the turn continues to the next player in a clockwise order.

If you have no cards left in your hand at this time, you win the game!

4-6. Determine the start player for the new round

Before the turn continues to the next player (i.e., the player sitting to your left), check the last cards played.*1

If these cards were played by the next player, then the round is over, and the next player becomes the start player for the new round. The new start player discards all cards in the play area and starts a new round.

*1 These are the cards used to form the largest number in the play area.

The new start player starts the round by following the rules for "First cards being played" explained in P05 by playing 1~3 cards.

From player's perspective

- 1. For the cards I played...
- 2. If all other players have passed and come back to my turn,
- 3. Then discard all cards in the play area and start a new round with me as the start player

[Example of play (1)] (3-player game (A), (B), and (C))

(9) is the start player. He plays 3 cards [3], [9], and [7] to form [397]. (19) has (12) icon)

B must also play 3 cards. He plays [8], [6], and [3] to form [863].

Both C and A cannot play a prime number greater than [863], so they both pass on their turn. At the end of A's turn, the last cards on the play area are [863]. Since B played these cards on his previous turn this satisfies the condition set in "6. Determine the start player for the new round".

(B) discards all cards in the play area and starts a new round with (B) as the start player.

 [Example of play (2)] (3-player game (A), (B), and (C)) (A) is the start player. He plays [5] and [9] to form [59].
B thinks he cannot form a prime number greater than [59] so he draws a card at the start of his turn. The card he drew didn't help, so he passes.
© plays [3] and [13] to form [313].
(a) thinks he cannot form a prime number greater than [313], and he doesn't think drawing a card will help. So, he passes without drawing a card.
(B) draws a card at the start of his turn. The card he drew helps him and plays [9] and [11] to form [911]. He was lucky!
Both ⓒ and ⓐ cannot play a prime number greater than [911], so they both pass on their turn. ⑧ will start a new round with him as the new start player.

<u>"1. Draw a card" is very important!</u>

As written in the example several times, drawing a card at the start of your turn is a very important move.

At first, you may feel that it is counter-intuitive to draw a card since your objective is to play all your cards.

However, there are many times where drawing a card helps you. If drawing a card allows you to play 2 cards, then it is net positive compared to passing on your turn.

There are no strict rules on when you should or shouldn't draw a card. If you aren't sure, maybe follow a simple tip to draw cards when you have a lot of orange cards (non-prime numbers) in your hand.

5. Game End Condition

A game is over when one player has no cards left in their hand. The overall winner is the first player to win 2 games.

* This is just a suggestion. You may choose to play any number of games. Just decide among the players before starting your first game.

6. Descriptions of Special Cards

There are 4 types of special cards (blue cards) in this game.

All cards except the "D card" described first are advanced rules cards, so do not use them if this is the first time playing this game.

6-1. D card (D means "Draw")

[When to play]

This card is played in "1. Draw card" phase **instead of** drawing a card from the deck.

The D card is discarded immediately when you play it.

[Card's power]

Draw 2 cards from the deck and add them to your hand. Then, discard 1 card from your hand.



How to effectively use this card

- Play this card early since it cannot be played to form a number
- Discard a card from your hand that is difficult to form a prime number. Sometimes it is better to discard cards with special powers like [10] and [12].

Notes:

- You don't have to discard one of the two cards you drew. You can discard any card from your hand including the 2 cards you drew.
- This card is played instead of drawing a card from the deck at the beginning of your turn (the phase of "1. Draw a card").

Therefore, if you've already drawn a card at phase of "1. Draws a card", you cannot use this card to draw cards during your turn. (because you've already use your opportunity to do that.)

- With the same reason as above, you cannot play this card twice in a single turn.

6-2. Multi-Number Cards ([5/9 card] and [4/6/8 card])

[When to play]

This card is played in "2. Play cards" phase just like any other number cards.

[Card's power]

When you play this card, you announce which number you are playing this card as. For example, you can say "I will play this card as 5" when you play the [5/9] card.

[Optional rule] (use this rule until you are comfortable with the game)

This card may be difficult to play as it offers many possibilities. Until you are comfortable with the game, don't use this card when forming a number using 3 cards.

6-3. SKIP card 3-player game only Advanced rules

[When to play]

This card is played in "2. Play cards" phase instead of playing number cards. You may play this card regardless of the number of cards previously played.

The SKIP card is immediately discarded when you play it.

[Card's power]

Your turn ends immediately (in other words, you don't resolve phases 3 and later). Then, skip the next player's turn and continue to the player after.

[Restrictions]

You may not keep this card as the last card in your hand. If this is the only card left in your hand, you must draw a card at the start of your turn in "1. Draw card" phase.

In other words, you cannot win the game by playing the SKIP card as last.

[Exception to the rule]

Even if the last card that was played (the largest prime number in the play area) was your cards you played in your last turn, the round is not over. This is because SKIP card was played by the other player.







Notes:

- The player who played SKIP card is not affected by Draw 2 card power.
- Player whose turn was skipped by the SKIP card is not affected by Draw 2 card power.
- As a result, the Draw 2 you played in your previous turn may remain until your next turn.

Example:

(A) plays Draw 2 and ends his turn.
(B) plays SKIP and ends his turn.
(C)'s turn is skipped due to the card power of SKIP card. Now it is back to (A)'s turn, and Draw 2 is still the last card played in the play area.
If (A) passes at this situation, then he will draw 2 cards.

Then, if both ^(B) and ^(C) pass, then they will also draw 2 cards each. Finally, the round will be over and ^(A) will be the start player for the next round.

Extra card: Number card [0]

Advanced rules

This is a number card that is only used in an Advanced Rules game. It is used like any other number card.

Notes:

- 0 cannot be added as the highest digit. So, you cannot use [0] and [2] to form [2].
- Therefore, 0 can only be used when playing 3 cards.



7. Anatomy of Cards

Each number card has useful information that will help you win the game.



-[Number of cards]

This indicates the number of cards in the deck (in this example, there are 5 [3]s in the deck)

۲	•••	1 card	0000	•••	4 cards
00	•••	2 cards	00000	•••	5 cards
000	•••	3 cards			

[Clues when playing 2 cards]

This section shows some of the combinations you can use to form a prime number. In this example, [3] can be combined with [5] or [10] to create a prime number.

This doesn't tell you in which order you should play the card. You will need to decide that yourself!

These clues are different for each card even for the same number. If you have multiple cards of the same number, look at all of them to give you a better idea of which cards you can combine with.

[Number of cards you can combine this card with]

This indicates the number of other cards besides the clues given above, that can form a prime number.

In this example, there are $9 \spadesuit$, so that means there are 9 other number cards you can combine [3] with (a total of 11 including [5] and [10]).

[Example of using the clues]

(A) wants to play [3]. The card gives a clue of [5] and [10]. This means that with [3] and [5], either [35] or [53] is a prime number. Similarly, with [3] and [10], either [310] or [103] is a prime number.

Since (A) has a [5] in his hand, he plays [53]. This is because he knows that [35] can be divided by 5, making [35] not a prime number.

- Clues for [17] and [19]

Unlike the other number cards, these two cards have clues for all combinations that can be used with these cards.

- Card color

The color on the side of the card indicates whether that number is a prime number or not.



[Example of using the clues (number of 🔶)]

(a) wants to play [3] but he does not have number cards indicated by the clues. In his hand, he also has a [7] which has a clue that indicates that there are 9 cards he can combine with.

So, he thought maybe he can create a prime number using [3] and [7]. (Because, [7] has more number of \clubsuit , it means that [7] has more chance to create a prime number than others.)

He isn't sure, but he decides to form [73]. It indeed is a prime number!

8.Q&A

 Q2 : As a start player, I want to pass since I don't think I can form a prime number. Is this legal? A2 : Yes, you may pass. In that case, the next player can choose to play 1 to 3 cards since there are no other cards played in the play area. Q3 : I want to draw a card but there are no cards left in the deck. What should I do? A3 : Shuffle all cards in the discard pile and create a new deck. Q4 : Can I play 2 2-digit cards to form a 4-digit prime number? A4 : Yes you may. (As an additiona infomation: 4-digit prime number is the largest number in this game.) Q5 : If I draw a card on my turn, do I have to play the card I drew? A5 : No, you may play any card(s) from your hand. Q6 : If I draw a card on my turn, can I pass instead of playing a card? A6 : Yes, you may pass. Q7 : Is there a hand size limit? A7 : No, there is no official hand size limit rule. However, if you feel that this is needed then set it to 13. If you are at the limit then you may not draw additional cards, including by the power of Draw 2. Q8 : Can I look at the discard pile while playing? A8 : You may only look at the top card of the discard pile. (This above is the accuracy rules. If you play casually, you can change it freely :D) Q9 : What should I do if the deck is depleted while resolving the power of D card? A9 : As explained in A3 above, create a new deck by shuffling the discard pile as soon as the deck has been depleted. Addionally, the D card is added to the discard pile, because it's discarded immediately when you play. Therefore, it should be shuffled with other cards. Q10 : What happens if the start player plays a SKIP card? A10 : The next player's turn is skipped and the turn continues to the player after. Since there is no card in the play area (SKIP card is immediately discarded), that player may play 1 to 3 cards. 	 Q1: When I pass, can I still draw a card? A1: Yes, you can. The only phases that are passed are "2. Play cards" and "3. Prime number judgment" phases.
 A2 : Yes, you may pass. In that case, the next player can choose to play 1 to 3 cards since there are no other cards played in the play area. C3 : I want to draw a card but there are no cards left in the deck. What should I do? A3 : Shuffle all cards in the discard pile and create a new deck. C4 : Can I play 2 2-digit cards to form a 4-digit prime number? A4 : Yes you may. (As an additiona infomation: 4-digit prime number is the largest number in this game.) C5 : If I draw a card on my turn, do I have to play the card I drew? A5 : No, you may play any card(s) from your hand. C6 : If I draw a card on my turn, can I pass instead of playing a card? A6 : Yes, you may pass. C7 : Is there a hand size limit? A7 : No, there is no official hand size limit rule. However, if you feel that this is needed then set it to 13. If you are at the limit then you may not draw additional cards, including by the power of Draw 2. C8 : Can I look at the discard pile while playing? A8 : You may play look at the top card of the discard pile. (This above is the accuracy rules. If you play casually, you can change it freely :D) C9 : What should I do if the deck is depleted while resolving the power of D card? A9 : As explained in A3 above, create a new deck by shuffling the discard pile as soon as the deck has been depleted. Addionally, the D card is added to the discard pile, because it's discarded immediately when you play. Therefore, it should be shuffled with other cards. Q10 : What happens if the start player plays a SKIP card? A10 : The next player's turn is skipped and the turn continues to the player after. Since there is no card in the play area (SKIP card is immediately discarded), that player may play 1 to 3 cards. 	Q2: As a start player, I want to pass since I don't think I can form a prime number. Is this legal?
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 (As an additiona infomation: 4-digit prime number is the largest number in this game.) Q5 : If I draw a card on my turn, do I have to play the card I drew? A5 : No, you may play any card(s) from your hand. Q6 : If I draw a card on my turn, can I pass instead of playing a card? A6 : Yes, you may pass. Q7 : Is there a hand size limit? A7 : No, there is no official hand size limit rule. However, if you feel that this is needed then set it to 13. If you are at the limit then you may not draw additional cards, including by the power of Draw 2. Q8 : Can I look at the discard pile while playing? A8 : You may only look at the top card of the discard pile. (This above is the accuracy rules. If you play casually, you can change it freely :D) Q9 : What should I do if the deck is depleted while resolving the power of D card? A9 : As explained in A3 above, create a new deck by shuffling the discard pile as soon as the deck has been depleted. Addionally, the D card is added to the discard pile, because it's discarded immediately when you play. Therefore, it should be shuffled with other cards. Q10 : What happens if the start player plays a SKIP card? A10 : The next player's turn is skipped and the turn continues to the player after. Since there is no card in the play area (SKIP card is immediately discarded), that player may play 1 to 3 cards. 	Q4 : Can I play 2 2-digit cards to form a 4-digit prime number? A4 : Yes you may.
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9. Game Tips !Spoiler Alert !

Skip this section if you wish to analyze the game yourself!

I. First things to watch out

1. Be careful on orange number cards

It is difficult to form a prime number using these cards, so be careful not to make a hand full of orange cards.

2. 2. Plan on which card(s) to play last

In order to win the game, you need to play all your cards in your hand. Plan on which cards you will play last. You will want cards that can form a high prime number.

In other words, if you use up all the cards to make a high prime number then you won't have choices when you have fewer cards left in your hand.

3. Use the clues on the card

When you are not sure whether you can form a prime number, refer to the clues written on the card. Cards with more 🔹 icons are easier to form a prime number.

Even if you are not 100% sure whether a number is a prime number, try it anyway and maybe you will be lucky!

4. Know the card combinations for [10] and [12]

All the prime numbers you can form with using [10] and [12] are on the hint cards.

5. Use [D] cards early

If you have [D] cards in your hand, use them early.

Using [D] cards to increase the number cards in your hand allows you more card combinations, which will help you form prime numbers.

* You draw 2 cards and discard 1 card, so you may feel that your hand was increased. But you play the D card itself, so your hand is totally equal quantity.

II. For players seeking to get better at the game

6. Memorize some favorite prime numbers

As you play the game, memorize some of your favorite prime numbers. Knowing some prime numbers that can be formed using 2 cards is really helpful! (such as [911] and [1213])

7. Plan your plays when you get your hand of cards

Some number cards are easier to play with 1 card, while some others are easier with 2 cards and so on. Plan out some ways you can use your cards so that you have better ideas on what to play and when to play.

8. Learn to play 3 cards effectively

Higher number cards are strong cards, but they cannot be used when playing 3 cards. By analyzing other players' plays, you may be able to guess their hands and outwit them by playing 3 cards when you can.

9. Keep an eye on other players' card count

When you become the start player, check how many cards other players' have. For example, if your opponent only has 1 card in their hand, then playing 3 cards guarantees that they will not win this turn. (if you only play 2 cards, they can draw a card and get lucky).

10. Afterwords

[Why we published this game]

This game is a redesign of playing cards game called "Prime Daifugo". The original rule was designed by a mathematician Shin'ichiro Seki. I ran into the original game at an event and immediately thought that the game is fun but it was a bit difficult to play. I also thought that I wanted to create an original card deck instead of using playing cards.

With "Prime Daifugo Lvl. 0" I wanted to make the game easy and accessible to more players. Thus, I decided to cut a lot of rules that existed in the original game. If you enjoyed this game and is interested in the original game, please check out the rules for "Prime Daifugo"!

[Words from the designer]

I would like to ask one favor from the veteran players. Please don't tell the new players what to do (you should help them without giving orders).

I've always felt that understanding a game's mechanics and figuring out how to play well is a big part of the fun. (Of course, what constitutes as "fun" is different for each player but...)

I strongly believe that the players I played with influenced my love for the games, and allowed me to become a game designer.

Lastly, I appreciate the opportunities to redesign such a wonderful game. Hope all of you have a wonderful "game life"!

Good Luck and Have Fun!!

First edition published in November 2018. Second edition published in May 2019.

[Special Thank You]

All of our test players, including 無二得、なごみん、Rustycan、Wangli

And all of our players!

Original Game Design : Shin'ichiro Seki (関 真一朗) Game redesig : Fukutarou (福夕郎) Illustrator : Zukeyama Yoshika (ずけやまよしか) Graphic Design : Satsuki Nakayama (ナカヤマ皐月) English Translator: Dan Kobayashi of "Ninja Star Games"

Please check our website prior to playing the game for the most updated rules and errata.

Website : http://fukuroudou.info Twitter : @Fukuroudou_8



