

• GAME END •

As soon as a player collects three Scoring Tiles, they win the game. If there is a tie, all tied players share the victory.

• VARIANT •

No Burst (From 2022 TGM)

At the end of the round, if the sum exceeds 21, divide it in half (round down). Then, the player with the highest result wins the round.



2-Player Game

Play the game with an AI player. Proceed according to the basic rules with the following changes.

1. Setting up the Game: AI player shuffles their 4 chips into a face down deck. The values of chips must remain hidden from the other players. Chips are stacked in a random order, regardless of color.

2. Playing the Game: AI player always plays the top chip face up from their deck. They collect the lowest number chip among the chips they can choose. When adding the collected chip to their hand, they put the chip on the bottom of the deck face down.

3. Game End: If AI player is the first to collect three Scoring Tiles, the player with more Scoring Tiles among the remaining players wins. If tied, AI wins the game.

"12 Chip Trick" made its debut at the Tokyo Game Market in 2022. It was a three-player game played with only 12 chips. (The "No Burst" variant was the original rule).

We have made a few modifications to make the game even more enjoyable for a larger number of players, but we have decided to keep the title "12 Chip Trick" out of respect for the original game. The game still maintains its core mechanic of using a limited number of chips with values ranging from 1 to 12.

From Mandoo Games.



CREDITS

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12 CHIP TRICK

12 칩 트릭



ENG.



• COMPONENTS •



• 6 Scoring Tiles
(You can use them as coasters.)

• 6 Red Chips
(4~9)

• 6 Blue Chips
(1~3, 10~12)

• 4 Extra Chips (3, 4, 9, 10)

(These extra chips for a 4-player game are under the paper tray.)

The game is played in several rounds. At the end of each round, the player with the highest sum on their chips will get one point. However, if the sum exceeds 21, it bursts! Pay attention to the chips that you collect! The first player to reach 3 points wins the game.

• SETTING UP THE GAME •

1. Place the Scoring Tiles aside on the table. For 2~3 players, take 12 chips (1 of each value). For 4 players, take all the chips.
2. Deal 2 red chips and 2 blue chips to each player. The values of your chips must remain hidden from the other players, but they should be able to see your chips' colors at all times.
3. Decide the starting player randomly.

Note! For a 2-player game, refer to the variant at the end of the rules.

• PLAYING THE GAME •

1. Each player plays one chip face up from their hand, from the starting player in clockwise order.
Note! You can choose any chip to play regardless of the value or color of the previously played chip.
2. Once everyone plays a chip, the player who played the highest value (earlier if there is a tie) gathers all the played chips in the middle of the table. Starting from that player and in clockwise order, each player now collects one chip from the middle of the table.



At this time, you should pay attention to the following two rules.

- ① When collecting a chip, you must always take a red chip if available.



- ② The player who played the highest value places the collected chip face up in front of them. This chip is no longer available to be played.

The rest of the players add the collected chips to their hands. These chips can be played again, and remember that you don't need to reveal the values of chips in your hand.



*Every player always have 4 chips (the chips in their hands and the chips in front of them) during the game.

3. The player who played the highest value becomes the new starting player. Starting from that player, every player repeats the above process (steps 1-2).

• ROUND END •

1. If the new starting player doesn't have any chip in their hand, the round is over. The other players put all chips from their hands down in front of them. Add the values on the four chips in front of you. If the sum exceeds 21, you burst. Among the players who didn't burst, the largest sum wins this round and gains one Scoring Tile. If all burst, the player with the largest sum wins. If there is a tie, all tied players each gain one Scoring Tile. If you run out of Scoring Tiles, use any other item as a replacement.
2. Reshuffle all blue and red chips to start a new round. The last starting player starts the next round.



21 points



26 points - Burst



31 points - Burst