トッタロット
tottarot
INSTRUCTIONS

~ The Designer's Notes ~ Once, when I did a tarot reading in a certain country, I got a fortune that was so bad. I came up with an idea that one's destiny is not determined by others, but is something created by one's own will. So I invented a new card game called "Tottarot". Those who draw good luck and draw bad luck will change our destiny by our own will and by bluffing the opponents. It is up to me to decide my destiny. It is myself who decide my own destiny.

What is tottarot ?

tottarot is a card game in which victory or defeat is determined by the points of Fate Cards dealt. Even if Fate Cards has negative points, you can discard it and take it away from your opponent depending on a point of your Will Tokens.

Deal a card to each player. Fate Card indicates your destiny.

A player showing the highest number of Will Tokens can change their destiny.
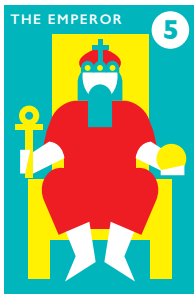
2 **0** Weak **3** Strong
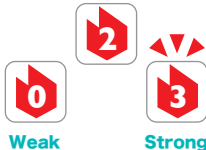
A player with the strongest token can take someone else's card.

Predict your opponent's cards from a number of their Will Token

A psychological battle for destiny unfolds!

Good Fate

THE EMPEROR **5**

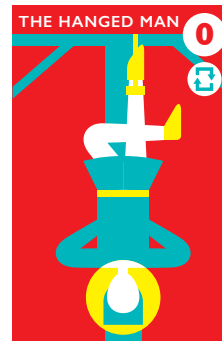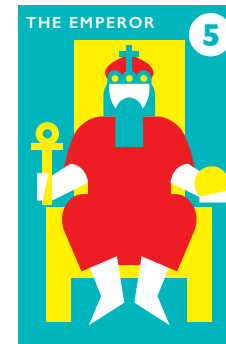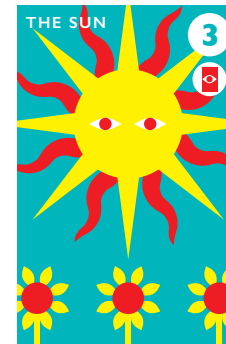If the Will Point is weak, easy to be deprived. Conversely, if Will Point is too strong, I will have to change the card.

I want to change it with strong Will Point. but I can also dare to let opponents take it by choosing a weak Point.

Bad Fate

THE DEVIL **-5**

Components

21 of Fate Cards （7patterns×3）

THE LOVERS **2** ♥

THE SUN **3**

THE EMPEROR **5**

DEATH **-2**

THE TOWER **-3**

THE DEVIL **-5**

THE HANGED MAN **0**

Will Token 30pieces (0~4×6)

0 **1** **2** **3** **4**

0-3 are used in general rule.

Starting Marker 1piece

Victory Token 8pieces

Game Flow

Preparation
All Fate Cards are mixed well and stacked face down in a deck. Each player receives four Will Tokens from 0 to 3 and places them in hand, numbered side down. Decide the starting player in any way you wish and receive a Starting Marker.

Declaration of Fate
Starting with the first player, each player draws one Fate Card from the deck to make a hand. The contents of the cards in the hand must not be revealed to other players. The number in the upper right corner of Fate Card indicates the card's point value, and the higher the value, the higher the point value.

Manifestation of Will
After checking the cards you have drawn, select one of Will Tokens you have. The selected Token is placed face down in the center. When all players have placed their Tokens, they are all turned face up at the same time.

Taking of Destiny
The player with the highest number of Will Token can change the destiny. The player discards Fate Card face down in the discard pile. Then, the player may take another player's cards and make them one's own, or may take no cards from anyone else and have +/- 0 points this turn. Cards taken from other players are not revealed at this time, and only the player can see the card in your new hand. The player whose hand is taken from the one with the highest point has +/- 0 points this turn.

> ### In case more than one player had the highest number of Will Token
> The above process is performed in order of priority within the same number of players. The starting player has the highest priority, followed by the player to the one's left. The player who has the same number of Will Token and plans to change the destiny after the hand is taken away can also be selected, and the player to the left can be selected. As a result, the player whose hand has already been taken at the time of discarding his or her cards cannot play "Taking of Destiny". It is also possible for another player to take a card that was taken from another player by the player who first played "Taking of Destiny".

Determination of Fate
All players with cards in their hands reveal their Fate Cards and place them face up in their hands. Will Tokens used this turn are not returned to the player's hand, but remain face down in the center. (Will Tokens of the same value cannot be used again during this round.)

The game repeats from "Pronouncement of Fate" to "Determination of Fate" for three turns. At the end of turn 3, the round ends, and the player with the highest total points for the determined Fate Cards in the one's hand receives a Victory Token. If the total number of points are the same, the player with the higher total of unused Will Tokens receives Victory Token. If there is also a tie, each player receives a Victory Token. At the end of one round, Starting Marker is passed to the player to the left, and the game is repeated from "Preparation" for the next round.

Preparation	Declaration of Fate	Manifestation of Will	Taking of Destiny	Determination of Fate

1 Turn × 3

1 Round
(Getting Victory Tokens, moving Starting Marker)

End of Game
The game ends when the start player marker has been passed to the start player of the first round at the end of the round. The player with the highest number of Victory Tokens is the winner of the game.

Icons illustrated on the cards

Some Fate Cards are marked with icons. The player who placed the card with the icon in hand must take action at the time indicated below. If more than one player is to deal with an icon, they do so in clockwise order, starting with player having Starting Marker. Icon's effects do not cross rounds. (e.g.: The effect of 💜 decided in the third turn will be null and void.)

The player having a card with this icon pick one player and show cards each others after "Declaration of Fate" on the turn after this card is placed in hand.

The player having a card with this icon pick one player and look at that player's hand after "Declaration of Fate" on the turn after this card is placed in hand.

The player having a card with this icon must reveal the one's hand to all other players after "Declaration of Fate" on the turn after this card is placed in hand.

When this card is placed in your hand, if you have any Fate Cards that were determined before this card during this round, that card is placed upside down.
The points of cards placed upside down are reversed.
(e.g. THE SUN becomes -3 points and THE DEVIL becomes 5 points)

Adding Flavors to the Game

If there is agreement among the players, you can use Will Tokens from 0 to 4, change the number of turns per round, etc. You can enjoy a different development from the basic rules.