



Game Manual

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54 Cards



Front Back

6 Dry Erase Markers



6 Erasers



TrumPen is...

...is a game played by marking suits and values on the cards as you like. Several sets of rules exist for the game. For each game, circle the suit of your choice and write the number in the center.



TrumPen Poker

Difficulty
★★☆

Players
3-6

Play time
15-30min

This is a game where...

You mark 5 cards while trying to avoid duplicating cards with the other players. If the same cards are written by multiple players, the player with stronger hands will be eliminated from the game. Among the remaining players, the player with the strongest hands wins.

Set up

Deal **5 cards** for creating a hand and **1 card** for tracking score to each player. Place 9 cards at the center of the table as the round tracker.

How to play

Each player privately marks **the value and suit of their choice** on the five cards in his or her hand. You may not create more than two cards of the same value and suit in your hand. The numbers you may use are specified in the chart below.

- 3-player game: A ~ 6
- 4-player game: A ~ 7
- 5-player game: A ~ 8
- 6-player game: A ~ 9

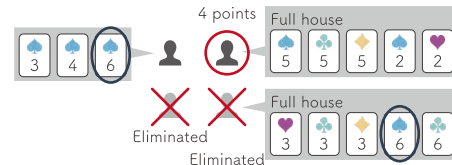
※ A (Ace) can be substituted by 1.

Starting with the strongest hands (Straight flush), check to see **who has the strongest hands**. If multiple players have the same hands (i.e. multiple people said they have "straight flush" or any other hands with the same ranking) they reveal their hands simultaneously.

If any other player has **one of the cards matching one from the declared "strongest hand"**, they **reveal** the card. If any other player reveals a matching card, **the player who declared the strongest hand is eliminated** (if two players who declared strongest hand have any of the same cards, they are both eliminated). The remaining players will continue revealing hands and checking the duplicated cards.



If **no one has the same cards** as any of the revealed cards, the player wins the round and **receive the points according to the ranking of their hands**. If everyone gets eliminated, the round ends as well. If the end condition is not met, continue to the next round. Flip one card of the round tracker at the center of the table.



End of Game

The game ends when (1) a player has **scored a total of 5** or more points, or (2) **9th round ends**. The player with **the highest score** wins. In case of a tie, share the victory.

Strength and Score of Hands

Strongest 5 points Straight Flush



Five cards in a sequence, all in the same suit.

4 points Four of a kind



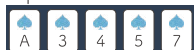
All four cards of the same rank

4 points Full house



Three of a kind with a pair.

3 points Flush



Any five cards of the same suit, but not in a sequence.

3 points Straight



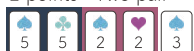
Five cards in a sequence, but not of the same suit.

2 points Three of a kind



Three cards of the same rank.

2 points Two pair



Two different pairs.

1 point Pair



Two cards of the same rank.

1 point High Card



If you haven't made any of the hands above, compare the highest card in your hand

Weakest

Sequential cards do not wrap around (In a 4 player game, 7, A, 2, 3, 4 do not make a straight)



This is a game where...

You collect played cards so that the sum of the numbers you have is as close to 21 as possible. You score points depending on the sum of the numbers you have. The winner is decided after 3 rounds.

Set up

Deal 4 cards for creating a hand and 1 card for tracking score to each player. Select the first start player in any way you like.

How to play

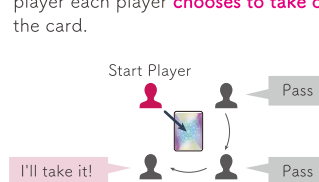
Each player fills in **all four of their cards with a number**. In this game suits don't have any influence. Therefore you may skip writing suits. Duplicate cards are allowed.

Calculate numbers as follows.

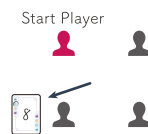
A	: 1 or 11
2~10	: Face value
J, Q, K	: 10

1. The start player plays 1 card face down.

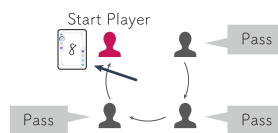
2. **Starting from the player to the left of the start player** each player **chooses to take or pass** the card.



3. The player who chooses to take the card flips the card and **places it in front of them face up**.



4. If the card goes around the table and **no one takes it**, the **start player must take the card** and plays it face up in front of themselves.



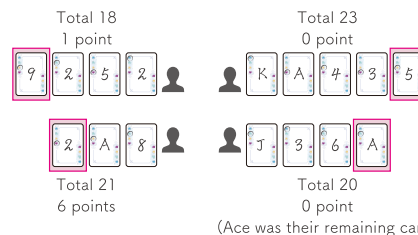
5. After completing steps 1-4, **the player to the left of the current start player becomes the new start player**. Steps 1-4 are repeated with the new start player.



After each player has been start player **three times**, each player **adds the remaining card from their hand** to their cards on the table. If anyone plays an **Ace as the final card**, their score for the round is **zero**.



The remaining card from their hand



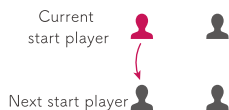
Scoring

Players score points according to the chart below

Sum	Scoring
21	6 points
20	3 points
19	2 points
18	1 point
2~17 or more than 21	0 point

If anyone plays an Ace as the final card, their score for the round is zero.

Each player writes their score on the scoring card, and the next round begins. The first start player in the next round is the player who was the last start player of the previous round.



End of Game

The game ends when the third round is finished. The person **with the highest score** wins. If players are tied, the victory is shared.

Tumpen Trick Taking

Difficulty
★★★

Players
3-5

Play time
20-30min

This is a game where...

You play **3 tricks per round for 3 rounds**, therefore you play 9 tricks in total and score the points. Write down the numbers to 3 cards when they are dealt, then write the suit when you play. This is a trick-taking game with must-follow, no trump, and no bidding.

Set up

Deal 1 card for scoring. Select the first lead player in any way you like.

How to play a round

At the start of the round, **three cards are given to each player**, and each player **writes only a number** on each card. The numbers remain hidden from other players.

3-player game: A ~ 7
4-player game: A ~ 9
5-player game: A ~ J



You play **3 tricks per round**.

※ A (Ace) can be substituted by 1.

How to play a trick

Starting from the lead player, each player plays a **card face up**.



The lead player **chooses a card** from their hand, **circles the suit** they want to use, then plays it in front of them. **Following players must play the cards with the same suit**. This suit is called **the lead suit**.

If you have a hand with **the same number as the last played card**, you can play that card, marking it with a different suit from the lead suit. This card is still considered to **be following**. Then **the lead suit** changes to the suit **you just played**.

You cannot play a card with **the same suit and number** as a card that has already been played. If there are no other cards in your hand that you can play, circle any suit you can play and play your card. **If you can't play anything in your hand, you must pass and immediately score -2 points**.

When all players have played a card or passed, the winner of the trick is determined. The winner is the person who played **the highest card of the current lead suit**. The winner of a trick receives **2 points** per trick during the first and the second round and **3 points** during the third round.

Lead player



♠ or 8 is playable

Second player



♠ or 5 is playable

Third player

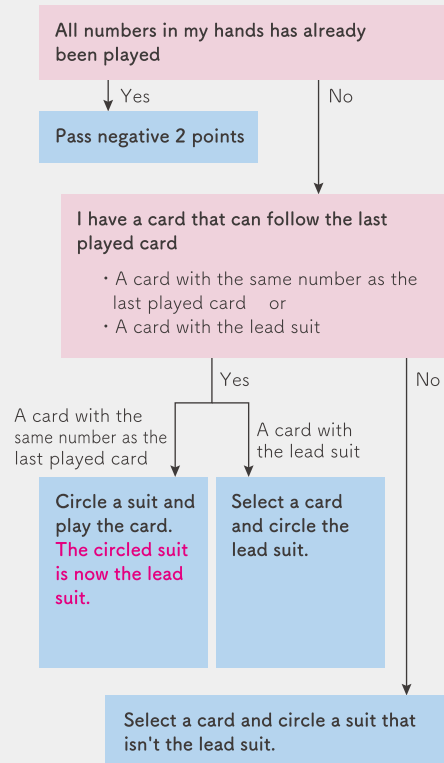


♡ or 5 is playable

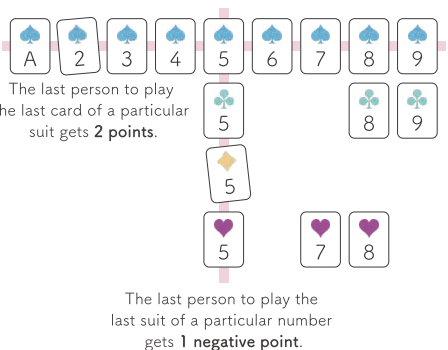
Fourth player



Turn flowchart



When all players played a card, starting from the lead player, each player takes the card they played in this trick and **places them in descending order by numbers and suits** so that it is clear to see which cards have already been played. The last person to **play the last suit of a particular number gets 1 negative point**. The last person to **play the last card of a particular suit gets 2 points**.



The winner of this trick becomes **the next lead player**.

※When the lead player cannot play a card.
The lead player must pass and the next player gets to decide the lead suit.

A round ends when **the third trick** is finished.

End of Game

The game ends when the third round is finished. The person with **the highest score** wins. If players are tied, the victory is shared.

Scoring

- Winning a trick
 - 1st or 2nd round : 2 points
 - 3rd round : 3 points
- The last person to play the last suit of a particular number : -1 point
- The last person to play the last card of a particular suit : 2 points
- pass : -2 points

Q & A

- Q. Can I mark a suit that is different from the lead suit?
- A. If you have a card that can follow the lead suit you must play the card. You may follow the lead suit by playing the same suit as the lead suit or by playing the same number as the last played card.
- Q. If the previous player passed, which is the last played card?
- A. The card that is played by another player before the previous player.
- Q. How many times can the lead suit be changed in 1 trick?
- A. The lead suit can be changed as many times as someone plays the card with the same number as the last played card.

Q. Let's say I played a card that wasn't the lead suit because I didn't have any card that I can follow. Someone changed the lead suit later and the suit I played became the lead suit. Do I still have a chance of winning?

A. Yes. The highest card with the lead suit wins.

Q. Do I remove the cards on the table at the end of the round?

A. No, you don't. The cards played during rounds stay on the table.

Q. Who is the first lead player of the 2nd and 3rd round?

A. The winner of the last trick of the previous round.

Q. Let's say a card with the lead suit is played and the lead suit is changed to something else and then the lead suit is changed back to the original lead suit. Does the card with the lead suit still have a chance of winning?

A. Yes. The highest card with the lead suit wins.

Trumpen Speed

Difficulty



Players

2-4

Play time

5min

This is a game where...

Play your cards in a way that cards are stacked in sequential order as quickly as possible. The player who played all of their cards first wins.

Set up

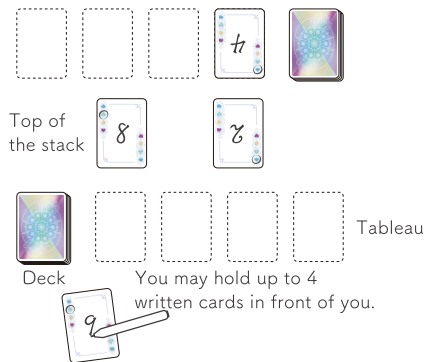
Deal **13 cards** to each player to create a deck. Place the Deck somewhere that is easy to reach. Assign **a suit to each player** that they will use during the game. Randomly choose 2 players who will play the first cards. They will receive 1 extra card. They will write the first number to their card and mark the suit.

How to play

The 2 players who received an extra card will play their first card on the shout of "Go" simultaneously at the center of the table. Those 2 cards are the **first cards for two stacks**. Then all players simultaneously attempt to play a card **atop those two stacks with a value one higher or lower** than the card currently on top. As you play a card to the top of a stack, **say aloud the number** you are playing.

A is considered 1 above the K and K is considered 1 below A. You may not play a duplicate number on top of a stack.

You **draw a card from your deck** and **write the number**. Make sure to **circle your assigned suit as well**. You may play the card on the top of either one of stacks. You may hold up to 4 written cards face up in front of you. They are called your tableau.



You may only rewrite the card you are holding. When you don't have a card in your deck you may pick up one card in your tableau and rewrite it instead of drawing a new card from your deck.

End of Game

The first person to run out of cards ends the game and wins.

Credit

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