

キャントウィン!

Can't Win!



Components

- Cards x48 (1-12 in 4 colors)

Front



Back



- Can't Win tiles x5



- Start marker x1



- Bid tokens x18



- Support tokens x12

*These are only used with the beginner-friendly rules.



- Score pad x1

- Rules: English x1, Japanese x1

Game Overview

Can't Win is a trick-taking game where you must guess exactly how many times you'll win, embellished with a twist at the start of each round: You also have to choose a **constraint** for yourself that limits which cards you are able to win tricks with. The constraint you choose can work for you—or against you—in matching the number of tricks you **actually win** to the number you **bid** you would win. At the end of every round, you'll record the points you earn for your wins and matching bids. Your final score is calculated at the end of the game by multiplying your **total wins** with the **points you score by bidding correctly**.

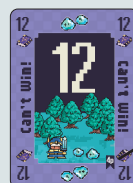
You'll play as many rounds as there are players, and the player with the highest points at the end wins the game.

Each round follows these 4 steps:

1. Deal Cards
2. Choose Constraint & Bid
3. Play Tricks
4. Score

Setting Up

1. Place the **Start marker**, the 18 **Bid tokens**, and the 5 **Can't Win tiles** in the middle of the play area.
2. Use the following amount of **cards** for your player count:
 - 3 players: Use the 36 cards numbered 1-9 in each color. Find the 12 cards with the **4p** icon in the bottom right corner and remove them from the deck (10-12 in each color).
 - 4 players: Use all 48 cards.



Gameplay

1. Deal Cards

Firstly, pick a random player to be the **dealer** for the round. They shuffle the cards and **deal 12** to each player. The dealer changes each round to **the player to the left** of the current dealer.

You may look at the cards dealt to you, but keep them secret from the other players.

2. Choose Constraint & Bid

Starting with the dealer, everyone takes turns in clockwise order to choose their **Can't Win tile (A)** or make their **bid (B)**. Once everyone around the table has finished one option, the dealer then completes their other option, A or B, and everyone follows suit. You may carry out the options in whichever order you choose, but you must do both A. *Choose Constraint* and B. *Bid*.

A. Choose Constraint

Choose 1 **Can't Win tile** from the play area to put in front of you after looking at the cards dealt to you. Each tile describes the constraint that **prevents you winning with certain cards**. Each constraint only affects the player who holds it.

Can't Win Tile Effects



You can't win tricks with pink Revive cards if you choose this constraint.



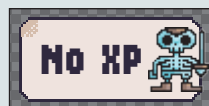
You can't win tricks with purple Spell cards if you choose this constraint.



You can't win tricks with yellow Item cards if you choose this constraint.



You can't win tricks with even-numbered cards if you choose this constraint.



You can't win tricks with odd-numbered cards if you choose this constraint.

B. Bid

Predict how many times you think you'll win after looking at your cards. Take that many Bid tokens to put in front of you. You may bid for 0 wins by not taking any tokens and saying, "Zero," instead.

The **first player that carries out B. Bid** each round takes the **Start marker** and puts it in front of themselves.

If you think you can **win exactly 3 times**, take **3 Bid tokens**.



When all players have finished making their choices, return the remaining Can't Win tiles and Bid tokens to the box.

Four-Player Example Setup



3. Playing Tricks

Each **trick** is played by players choosing 1 card from their hand to put down, then determining the winner. You'll do this 12 times per round.

3-1. Start the Trick

The **player with the Start marker** chooses any 1 card from their hand to put down in front of themselves. Starting a trick makes your card the **lead card**, and the color of the card you put down is the **lead color** for this trick.

The remaining players then follow in clockwise order. One at a time, everyone chooses 1 card to put down in front of themselves, face up and in portrait (upright) orientation. If you have any cards in your hand that are the same color as the **lead color**, you must play one of them. If you don't have any cards of the lead color, you may play any card.

If you play a card that falls under your Can't Win tile constraint, you must inform everyone you **"Can't win!"** Then place your card in front of you face up, but in **landscape orientation (sideways)**. This shows **you cannot win this trick** with your card.

If the lead card is sideways, you must still play a card that matches the lead color if you have any in your hand.

3-2. Determining the Winner of the Trick

Once all players have put a card down, the winner is the player with the highest card that meets the right conditions.

First, check to see if there are any **upright turquoise cards** in play. Turquoise cards are the strongest color, known as the **trump suit**. If there are any trump cards in play, the **highest number among them** wins this trick.

If there are no trump cards, the player with the **highest upright number** in the **lead color** is the winner of the trick.

Example 1: Trump Cards in Play

The player that puts down the highest trump card wins.

Player A (Lead card)



Player B



Player C



Player D



Example 2: No Trump Cards in Play

The player that puts down the highest card in the lead color wins.

Player A (Lead card)



Player B



Player C



Player D



If there are **no upright lead-color or trump cards**, the player with the highest upright number card in any color wins the trick. If there is a tie for highest number, the player who puts their card down latest in the turn order takes the win.

If **every card is sideways**, the highest number of any color wins the trick. If there is a tie for highest number, the player who puts their card down latest in the turn order takes the win.

Example 3: No Trump Cards or Upright Lead-Color Cards

The highest upright card from the last player in the turn order wins, regardless of color.

Player A (Lead card)



Player B



Player C



Player D



Example 4: All Cards are Sideways

The highest card from the last player in the turn order wins.

Player A (Lead card)



Player B



Player C



Player D



Card Strengths:

Lead Color is



The winner of the trick puts all the cards that were played in a face down pile in front of themselves. Each pile shows **1 win** this round. No one may look at the fronts of these cards once they are face down. If you have any **Bid tokens** when you win a trick, put **1** on the pile of cards you put in front of you. This makes it easier to tell how many times you have won and how many bids you have remaining.



3-3. Next Trick and End of Round

The winner of the last trick becomes the **leader** and starts off the next trick. Continue until everyone runs out of cards in their hand. The round ends when nobody has any cards left. Then, move on to scoring and the next round.

4. Scoring

Record the points you earn for your wins and bids on the Score Sheet.

4-1. Tricks

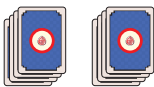
Write down the number of **tricks** each player won this round.

4-2. Bids

Record the number of points each player scores for their Bid tokens as follows:

Score **1 point** if your Bid tokens exactly match the number of tricks you won. Score **2 points** if you bid 0 and win no tricks. Score **0 points** if your bid did not match your wins.

Scoring Example 1: You bid for 2 wins and won 2 tricks.



Bid wizard!(You hit your bid!)
Write “2” in the Tricks row, and “1” in the Points row.

プレイヤー Player		1	2
Hazel	勝利数 Tricks	2	+
	予想一致 Points	1	+

Scoring Example 2: You bid for 0 wins and won 0 tricks.



Bid wizard!(You hit your bid!)
Write “0” in the Tricks row, and “2” in the Points row.

プレイヤー Player		1	2
Hazel	勝利数 Tricks	0	+
	予想一致 Points	2	+

After scoring, return all the Bid tokens, Can't Win tiles, and the Start marker to the middle, and begin a new round from Step 1, Deal Cards.

End of the Game

The game ends when you have completed **as many rounds as there are players**.

Find **the total of your Tricks and points** separately by adding up each row. Write the total of each in the Sum column. Then, multiply the two totals in the Sum column to get your **final score**. **The player with the highest final score wins!** In the event of a tie, the player with the highest Points row total wins. If it's still a tie, then the players share the victory!

合計 SUM	得点計算 Final Score
$\frac{10}{2}$	= 20
$\frac{13}{0}$	= 0
$\frac{8}{3}$	= 24 Winner!

Beginner-Friendly Rules

Bring players that are new to trick-taking into the game by using these modified rules. Make the following changes to play a beginner-friendly game:

Setting Up Find the **12 Support tokens** and put them within reach of all players.

Gameplay

4-2. Bids

Record the number of points each player scores for their Bid tokens as follows:

If your bid was wrong, you get **0 points but gain 1 Support token** to place in front of you. Support tokens help you bid more flexibly in the following rounds. You can collect Support tokens until your bid matches your wins. You do not need to return them at the end of a round.

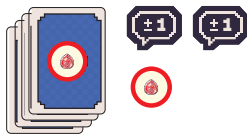
Score **1 point** if your Bid tokens exactly match the number of tricks you won. Score **2 points** if you bid 0 and win no tricks. When you have Support tokens during scoring, your bid is more flexible. Each token allows you to **add or remove 1** from the number of wins you bid for. **If your bids match your wins** during scoring, whether your original bid was exactly right or if you have enough Support tokens to make your bid match your wins, **you must return your Support tokens** to the pile. The points you get for correct bids do not differ in the beginner-friendly rules, even when you have Support tokens.

Scoring Example : You predicted 2 wins and got 1 win, and you have 2 Support tokens.

With the 2 Support tokens, you can treat your wins as any number from 0 to 4 wins. Bid wizard!

Write “1” in the Tricks row, and “1” in the Points row.

Then, return all your Support tokens to the pile.



勝利数 Tricks	1
予想一致 Points	1

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