

UDAKA CLASSIC RULES

Board Set up:

Place one token on each number.

Place UDAKA token on the UDAKA space.

Place ROUNDS tokens on the ROUNDS space. The number of rounds tokens placed on the rounds space equals the number of players in the game.

Playing cards include 4 cards each of Ace through 9 and 1 card each of Suicide King and Joker.

UDAKA token/Ace is a tie breaker token and is won by being the player to place the 4th and final Ace on the UDAKA discard pile.

Suicide King requires player to place one of his/her won tokens back on the board except on the UDAKA space. Player may double up tokens or place on an empty box. If player does not have a token to return to the board, the king is a free discard with no penalty.

Joker requires player to steal any token (except the UDAKA token) from any player they choose. The player will take a token from another player and own it. If no player has won a token to steal, player will make the decision on whether to keep the card in the hopes of stealing another player's token later or can freely discard the joker.

Rounds tokens represent the number of players in the game. For example, if there are 4 players, then 4 Rounds tokens will be placed on the rounds space. If all 4 players each win one rounds token, one more round will be played to determine the winner. The player who wins 2 rounds first wins the game.

Regular Discard Pile All cards except aces (UDAKA Cards) are discarded on the regular discard pile face up and only the top card is playable. If you are creating a pair using the top discard you do not pick up the card from the discard pile, you merely place your matching card or cards on top of it to make the pair.

UDAKA Discard Pile Discard Aces (UDAKA Cards) on this space. Whomever drops the 4th and final ACE on the UDAKA Discard Pile wins the UDAKA token.

Game play process:

Decide Dealer: Deal one card face up to each player. The 1st ace to appear makes that player the dealer, if no aces appear, then whomever received the highest numbered card first is the dealer.

Each player, in turn, will follow this game flow.

1. Dealer will deal 2 cards face down to each player.
2. Player to the left of the dealer begins play by drawing 1 card from the draw pile.
3. Player will have 3 cards in hand after the draw and must discard either a pair or single card. You cannot discard all 3 cards in hand and draw 2 new cards. If you discard a pair and the corresponding token is available on the board, player will discard the pair and remove the token from the board and will now own that token. If player has a pair that has already been played by another player and there is not a token to take from the board, player may either discard the worthless pair or a single card from the pair or decide to discard any other card in hand. Based on the players decision, if the player has 2 cards in hand, play moves to the next player, if the player after discarding the pair only has 1 card in hand, the player will draw a card from the draw pile to ensure there are 2 cards in hand at the end of the turn. If there are no cards left in the draw pile, players begin to discard the remaining cards in hand during their turn until all cards have been discarded by all players. All end of game discarding must be done in order of each players turn.
4. How to win: Player with the most tokens at the end of the round wins the round. Ties are broken using the UDAKA token. Player who wins 2 rounds tokens first is the game winner. Example below: T=Token
D=UDAKA token

Round	Player A	Player B	Player C	Player D	Winner
1	T D	T T	T T	T T	Player A
2	T D	T T	T T	T T T	Player D
3	T T T T	T T T T		D	Player D

Summary of play:

Unless all cards have been played and there are no further draw cards, each player will ensure they have two cards in their hand at the end of their turn.

Player may discard a Pair or a single card, even if the single card discarded was part of a pair in the player's hand, this includes the UDAKA cards (aces). Player cannot discard 3 cards. Eventually, all cards will be played and the strategy of what card to play and when to play it is part of the tactics and strategy of the game.

Any tokens won by a player must be placed as close to the board as possible and NOT stacked up. Other players must be able to see clearly the other players token count as there are special cards that require players to understand the scenarios to make better decisions.

If a player forgets to take a draw card and is left with only a single card in hand after players turn, and it is a friendly game, the players make the decision if the player can just pull a card to make his/her hand whole again or they can decide the player must wait until his/her next turn to draw another card, this will now ensure the player has the mandatory 2 cards in his hand to begin play on his next turn when he can draw a 3rd card. If there are no draw cards available, then play according to the discard rules. You may only make a move in the game if you possess 3 cards in your hand until there are no draw cards available, then each player will begin the discard process.