

# Play Manual

## 1.The rule of Kirifuda

### <Basic rule>

Use all my cards (Tefuda & Bafuda) to win. Tefuda is in your hand, and cannot saw by the opponent. Bafuda is on the ground and can see each other. Putting stronger cards by turns, and change the first move when pass.

### <How to putting cards>

You can use Tefuda and the head of Bafuda. Normally, 1 is the weakest and 12 is the strongest. But it will be reversed by Tendon. If the opponent put double cards of 4, you can put double cards of over 4.

The finish by KIRIFUDA is foul.



<8-Cut>

You can get the first move when you put an 8 card (Shears card).

<Serial-Number>

You can put serial number cards with the same color of over 2 cards.  
(Cannot use Gimmick Card except for 5-Colors.)

<Tendon>

It can activate when you put 4 same number cards. After activation, the strength of the cards will be reversed.

<Swapping a Black Card>

When you are the first move, you can use this. You can swap this for a card that on the next to the Bafuda.

<Gimmick Cards>

Gray cards have any gimmicks. 4, 6 and 9 will activate when you put it by one.

4	Mochizuki	KIRIFUDA invalid card. Then get the first move.
5	5-Colors	It has all the colors, and it can use Serial-Number.
6	O-iri	You can toss a card except for KIRIFUDA.
8	Normal 8	It cannot activate 8-Cut.
9	Fog	8-Cut invalid card.
Black Card		Both sides black and it cannot use usually.
KIRIFUDA		It can instead of every number and colors. Stronger than 12.



## 2.How to use

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|------------------|--|
| ①My Tefuda       | Opponent cannot see it.                                |
| ②My Bafuda       | The opponent can see it. It can use from the front.    |
| ③Opponent Tefuda | You can check the number of cards.                     |
| ④Opponent Bafuda | You can check it, but cannot use it.                   |
| ⑤Yabu            | You can swap Black Card for a Yabu card.               |
| ⑥Enter           | Press it when you finish selecting cards.              |
| ⑦Pass            | Press it when you pass the turn.                       |
| ⑧Change          | You can change the display style of Tefuda.            |
| ⑨Unselect        | Unselect a card. Long press to unselect all.           |
| ⑩Stump           | You can communicate with the opponent.                 |
| ⑪Time limit      | Over the limit, decide to enter or pass automatically. |
| ⑫Retire          | You will lose to retire.                               |
| ⑬My info         | Your nickname, rank, and rate.                         |
| ⑭Opponent info   | Opponentnick name, rank, and rate.                     |

