# DONJARA ドンジャラNEO
## Sanrio Characters

### Set Contents

Frame Pieces x4 — Assemble the 4 frame pieces to create the board game frame.

Tiles x84

Tile Cases x4  Scoring Charts x4

Game Sheet x1 (both sides)

User Manual (this document) x1

Jara Coin Set x1
- 10万円 — 24 Coins
- 5万円 — 24 Coins
- 1万円 — 42 Coins

### ⚠ WARNING
**Parents or guardians, be sure to read the following:**
- Small parts included. May pose risks of choking, suffocation, or unintended ingestion. Do not let children under the age of 3 play with this product.

Do not put in mouth

### ⚠ CAUTION
- Be sure to read the User Manual (this document).
- Do not use the product in an aggressive manner, such as swinging it around or striking other people or objects with it.
- Do not put the bag over head or face. May pose risk of suffocation.

Precautions for Use: ● The bag is used for packaging only. Discard immediately after opening.
● Do not store this product on top of resin sofas and seating, etc. Prolonged contact may cause discoloration.

詳しくはWEB取説をチェック!
**Please check the online instructions for more details.**
詳細玩法請閱上線說明書。
*The Online User Manual is available in English and Traditional Chinese.
https://toy.bandai.co.jp/manuals/pdf.php?id=2756214
*The customer is responsible for any data or internet-related fees incurred.
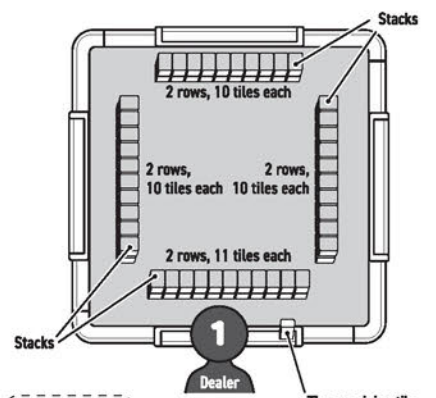
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# 1 Donjara Basics

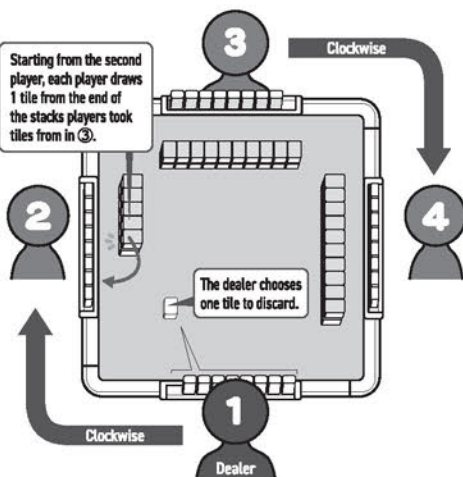| Number of Players | 2 to 4 |
|---|---|
| Things to Prepare | ● Board game frame ● Tile set (excluding 1 extra white tile) ● Set of Jara Coins ● Scoring chart for each player ● Game sheet |

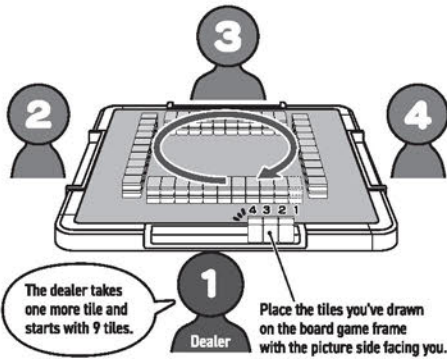## Preparation and Instructions for Play

① Determine the dealer (=first player) with rock-paper-scissors. The dealer changes in a clockwise manner after each game.

② Mix the all 83 tiles face down on the game sheet. The dealer arranges their tiles in 2 rows of 11 tiles each, and other players stack their tiles in 2 rows of 10 tiles each, as shown in the diagram.

Stacks
2 rows, 10 tiles each
2 rows, 10 tiles each  2 rows, 10 tiles each
2 rows, 11 tiles each
Stacks
Dealer

The side of the tile with the picture is the front.

The remaining tile is taken by the dealer determined in ①.

③ Starting from the right end of the dealer's stack, take 2 tiles at a time clockwise around the table. Continue until each player has a total of 8 tiles.

The dealer takes one more tile and starts with 9 tiles.

Place the tiles you've drawn on the board game frame with the picture side facing you.

④ Distribute 60 Jara Coins to each player.
*Punch out Jara Coins from the sheet one at a time and distribute to each player.

- 10 Jara Coins: 3
- 5 Jara Coins: 4
- 1 Jara Coins: 10

⑤ The dealer starts with 1 extra tile and discards 1 tile on the first turn. Other players draw 1 tile from the stack and then discard 1 unnecessary tile.
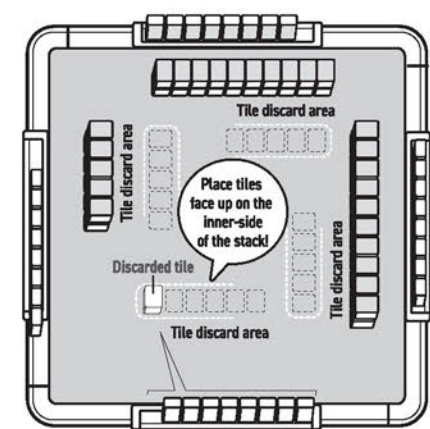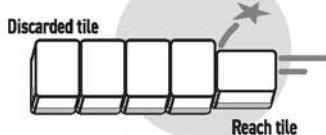
Starting from the second player, each player draws 1 tile from the end of the stacks players took tiles from in ③.

Clockwise

The dealer chooses one tile to discard.

⑥ When discarding tiles, place them face up on the inner-side of your stack, as shown in the diagram.

Tile discard area
Discarded tile
Place tiles face up on the inner-side of the stack!

## How to Win

● **Set**: Make 1 set by collecting 3 tiles of the same character.

● **Hand**: Win by assembling a hand as shown on the scoring chart.

*Refer to the scoring chart for details.

*The hands depicted on the scoring chart are examples of winning hands. Other combinations are also possible.

● Scoring Chart

● Decide on the hand you aim to gather. Swap the tile you draw with one in your possession. When you are one tile away from winning, follow the steps in "Declaring a Reach!".

● Once you have gathered a hand, say "Donjara!" and show your tiles.

Donjara!

### If you complete your hand using tiles drawn from the stack
The remaining players evenly split and pay Jara Coins to the winner.
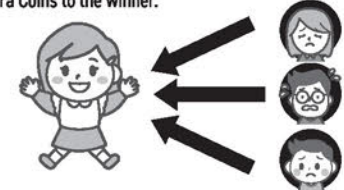
*If the payment cannot be split equally, play rock-paper-scissors to decide who will pay more.

### If you complete your hand using a tile discarded by another player
Only the player who discarded the tile will pay Jara Coins to the winner based on the score.
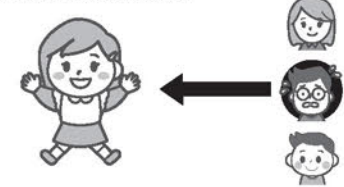
● When a player wins, the game ends, and the dealer should be changed to the next player. The game also ends if the stack runs out or if a player runs out of Jara Coins. The game concludes after all players have been the dealer twice.

*When the timing of "Donjara" or "Plunder" coincides among players, the player who wins in rock-paper-scissors takes priority.

**The player with the highest total of remaining Jara Coins at the end of the game wins.**

## Plunder Rules

① When it's your turn and the previous player discards a tile that completes a set in your hand, you can call "Plunder!" to take that tile and complete the set.

② Place the completed set face up in the right-hand corner of your game sheet, then discard one unnecessary tile into the tile discard area.

③ After calling "Plunder", you cannot draw a tile from the stack, and play passes to the next player. You can complete one or even two sets with "Plunder", but you must still declare "Reach!" to win.
*You may declare "Reach!" on the same turn you use "Plunder."
*If your "Reach!" tile was taken by another player through "Plunder," turn the tile you previously discarded sideways.

Plunder!
You
Tile discarded by previous player
Ex.
Player before you

## Declaring a Reach!

① When you are only one tile away from completing a hand, you are at a "Reach!" state. Turn the discarded tile sideways.

Discarded tile
Reach tile

② You must say "Reach!".
*Without declaring "Reach!", you cannot declare a win.

Reach!

### ★ Rules When Declaring "Reach!" ★

**1 You can win by drawing your own winning tile!**
Draw tiles from the stack in your turn until you draw the final tile needed for completing your hand. (You cannot swap the tiles in your hand with the ones you draw from the stack.)

**2 You can win by using a tile discarded by the other player!**
If another player discards a tile you need to complete your hand, you can immediately declare "Donjara!" and reveal your tiles to win using that discarded tile. When this happens, only the player who discarded the tile will pay the Jara Coins.

*If two or more players declare a win at the same time, only the player who wins a game of rock-paper-scissors can receive Jara Coins from the player who discarded the tile, based on the scoring points.
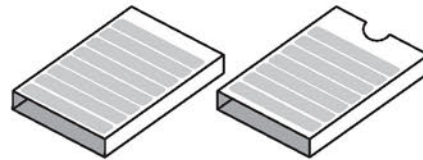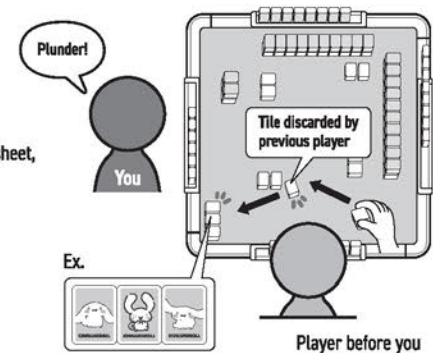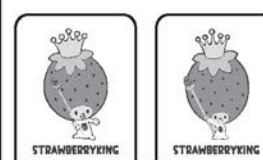
## Special Tiles

### All-Mighty Tile

STRAWBERRYKING  STRAWBERRYKING

The All-Mighty Tile can substitute for any other tile to complete a hand. For example, even if you have only 2 tiles of the same character, you can complete a set of 3 by using the All-Mighty Tile.

Ex.
STRAWBERRYKING  HELLO KITTY  HELLO KITTY
One completed set.

## ❷ Sanrio Characters Donjara

Special effects have been added to the basic rules of Donjara! Each tile with a Strawberry Mark will have a different effect when discarded!

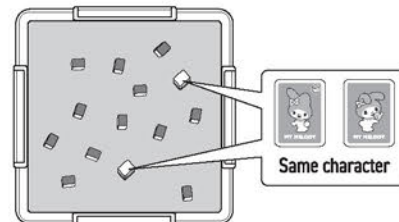| | |
|---|---|
| Number of Players | 2 to 4 |
| Things to Prepare | ● Board game frame ● Tile set (excluding 1 extra white tile) ● Set of Jara Coins ● Scoring chart for each player ● Game sheet |

**Preparation** The game preparation is the same as "① Donjara".

**How to Play** The basic rules are the same as "① Donjara". However, a special rule has been added as described on the right.

**Strawberry Mark Effect**
● Discarding a tile with a Strawberry Mark in the top right corner during your turn will activate a unique effect, as listed below.

Strawberry Mark

HELLO KITTY

**Winning**
Please refer to "How to Win" on the front page.

**List of Strawberry Mark Effects**

**HELLO KITTY**
The score doubles for the player who discards this tile and declares "Donjara!".

**MY MELODY**
Select one player. You alone can view all the tiles that player holds.

**TUXEDOSAM**
Turn a tile in your possession into an All-Mighty Tile. Flip the chosen tile face down.

**KUROMI**
You can choose one player to skip their next turn.

**AHIRUNOPEKKLE**
Choose a tile from your own tile discard area, and exchange it for a tile in your possession.

**CINNAMOROLL**
After this turn, you may take another turn to play.

**LITTLE TWIN STARS**
Choose 2 tiles from other players' tile discard areas, and exchange them for tiles in your possession.

**HANGYODON**
Until your next turn, you can pick a tile discarded by another player once, and replace it with a tile in your possession.

**POCHACCO**
Choose up to 3 tiles in your possession, and place them in your tile discard area. After that, draw tiles from the stack until you have 8 tiles in your possession.

**KEROKEROKEROPPI**
Choose a tile from another player's tile discard area, and exchange it for a tile in your possession.

**COGIMYUN**
After this turn, you may take another turn to play.

**POMPOMPURIN**
Until your next turn, you can pick a tile discarded by another player once, and replace it with a tile in your possession.

**BAD BADTZ-MARU**
Select a player. View their tiles and swap one with one of yours.

• "Donjara!" takes priority over Strawberry Mark effects.
• "Plunder!" or "Donjara!" cannot be declared on tiles that are discarded due to a Strawberry Mark effect.
• You can use only one Strawberry Mark effect per turn.
• Players who have declared "Reach!" cannot begin to use Strawberry Mark effects.
• If you declare "Reach!" using a Strawberry Mark effect, place the last discarded tile sideways.
• You can choose not to use a Strawberry Mark effect.
*There may be cases where "Reach!" fails due to a Strawberry Mark effect.

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## ❸ Match the Characters!

Choose 2 face-down tiles and turn them over. Keep them if they are the same character!

Same character

| | |
|---|---|
| Number of Players | 2 to 4 |
| Things to Prepare | ● Board game frame ● Game sheet ● 6 of each character tile (excluding the All-Mighty Tile) |

**Preparation**
① Lay the prepared tiles on the game sheet face down and mix them well.
② Start from the player who wins rock-paper-scissors, then take turns going clockwise.

**How to Play**
① When it's your turn, choose 2 tiles and turn them face up.
② If they are the same character, you can keep the 2 tiles. (Place them near you.)
If you matched the tiles, you can turn 2 more tiles face up.
If the tiles don't match, turn them face down again and move to the next player. Repeat until all tiles have been turned face up.

**Winning**
Once all of the tiles have been turned face up, the player with the most tiles wins.

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## ❹ Who Are You?

Discard the tiles in the determined order!
If you don't have the next tile, secretly discard another tile without anyone noticing!

| | |
|---|---|
| Number of Players | 3 to 4 |
| Things to Prepare | ● Board game frame ● Game sheet ● Tile set (excluding 1 extra white tile) |

● Tiles per Player

| 4 Players | 18 tiles per player |
|---|---|
| 3 Players | 24 tiles per player |

**Preparation**
① Lay all the tiles face down and mix them well. Once the tiles are mixed up, distribute them according to the table on the right.
*Do not use any leftover tiles and instead place them face down away from the game sheet.
② Start from the player who wins rock-paper-scissors, then take turns going clockwise.

**How to Play**
① The All-Mighty Tile can be used as any character.
② Starting from the player who won rock-paper-scissors, place a tile face down on the game sheet, 1 character per player at a time.
Place the characters in the following order: Hello Kitty → My Melody → Tuxedosam → Kuromi → Ahirunopekkle → Cinnamoroll → Little Twin Stars → Hangyodon → Pochacco → Kerokerokeroppi → Cogimyun → Pompompurin → Bad Badtz-maru → Hello Kitty. At the beginning, say "Hello Kitty" and place a tile. (Continue to say the character names according to the order.)
③ If you don't have the next character in order, you must place a different character. (You are allowed to place a character that differs from the one that is being announced.)
*If you have multiple tiles of the same character, you may place as many as you want at once. (You can mix in other characters and place them as well.) *You may not pass your turn.
④ At this point, a player who thinks the named character and the placed tile are different can call "Check!" and turn the tile over to confirm.
● If there is a character out of order ➡ The player who placed that tile must take all the tiles that have been placed on the game sheet so far.
● If the character order is correct ➡ The player who called "Check!" must take all the tiles that have been placed on the game sheet so far.
⑤ When the game is interrupted by a "Check!", it resumes from the next character in order following the last placed tile. Repeat the steps.

● Character Order

· · ·

**Winning**
The player who gets rid of all of their tiles first wins.

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## ❺ Whose Tower is the Highest?

Take turns stacking up the tiles one by one. The player who keeps the tower from collapsing until the end wins!

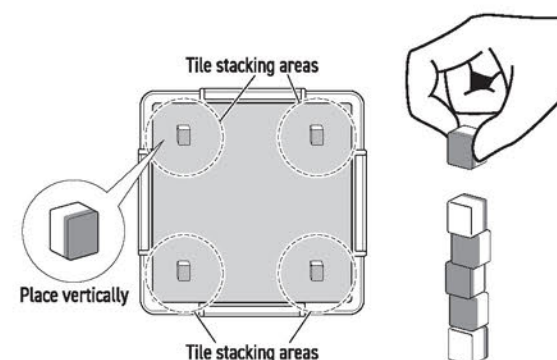| | |
|---|---|
| Number of Players | 2 to 4 |
| Things to Prepare | ● Board game frame ● Game sheet ● Tile set |

Tile stacking areas

**Preparation**
① Each player places a tile vertically in their spot as shown in the diagram.

**How to Play**
① Start from the player who wins rock-paper-scissors, then take turns going clockwise.
② Stack one tile vertically. (You cannot move a tile once it has been placed.)
③ The next person then also stacks one tile.
④ If a player's tower collapses, that player loses and is out of the game.
(If another player's fallen tower causes yours to collapse, you lose.)
(If you cause another player's tower to fall by touching it, you lose. The player whose tower fell continues with the same number of tiles they had before the tower fell.)
⑤ Repeat ②~④ until only one player has a standing tower or all the tiles have been used.

Place vertically

Tile stacking areas

**Winning**
The last player with a standing tower wins the game.
If there are two or more players with intact towers, determine the winner with rock-paper-scissors.

## 產品內容

將4個邊框組合起來
即可完成遊戲邊框。

遊戲邊框×4個

牌×84張

牌盒×4個　得分表×4張

Jara積分幣×1組

| 10萬分 | 5萬分 | 1萬分 |
|---|---|---|
| 24枚 | 24枚 | 42枚 |

遊戲板×1張(雙面)

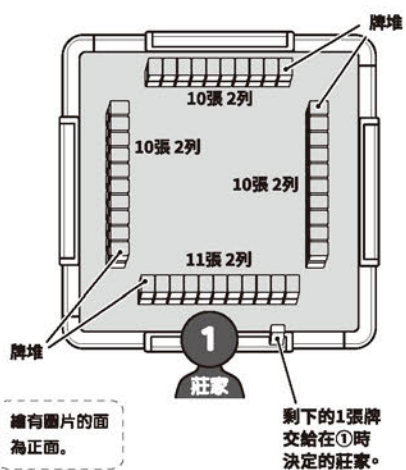本使用說明書×1張
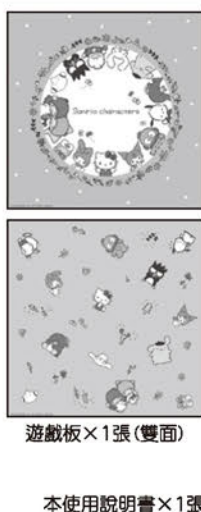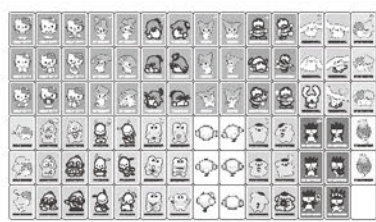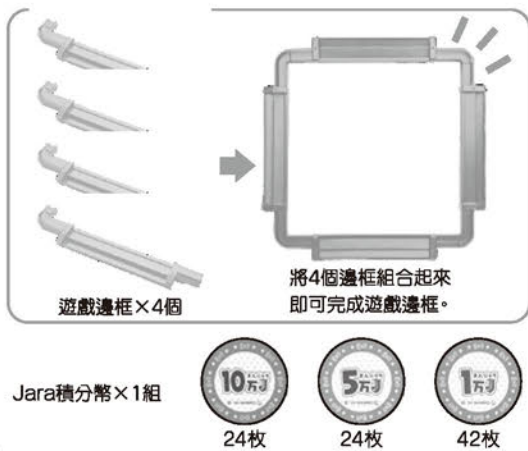
# ❶ DONJARA 基本玩法

| 遊玩人數 | 2名～4名 |
|---|---|
| 準備道具 | ●遊戲邊框　●牌一組(預備用白牌1張除外) |
| | ●Jara積分幣一組　●得分表×遊玩人數　●遊戲板 |

## 遊玩準備・進行方式

①猜拳決定莊家。莊家在每1局遊戲後按順時針方向輪替。

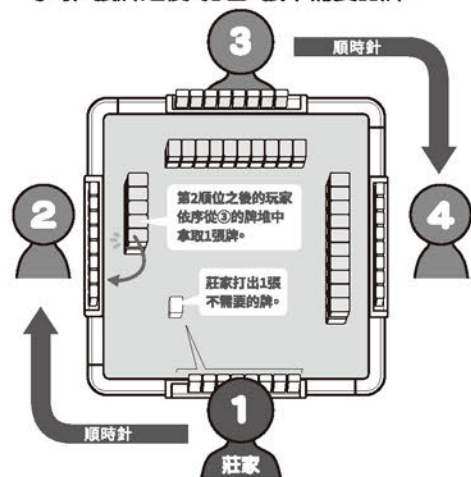②將全部共83張牌背面朝上，並在遊戲板上洗牌，如圖所示，莊家各取2列每列11張牌，其他玩家則各取2列每列10張牌，並堆砌而成牌堆。

牌堆
10張 2列
10張 2列
10張 2列
11張 2列
牌堆
莊家
繪有圖片的面為正面。

剩下的1張牌交給在①時決定的莊家。

③從莊家前面的牌堆右側開始，以莊家的順時針方向開始輪流取出2張牌，直到所有玩家都取出8張牌為止。

僅莊家以4張牌開局!

將取到的牌正面對向自己並排列於遊戲邊框上。
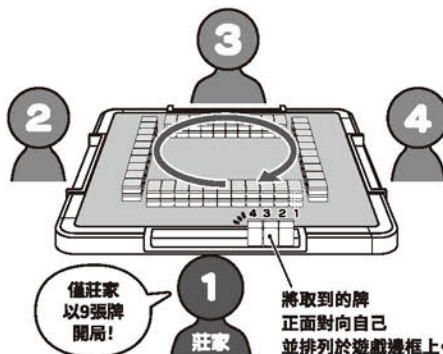
④分配每名玩家各60萬Jara積分幣。
※請取下各枚Jara積分幣並進行分配。

| 10萬Jara 積分幣…3枚 | 5萬Jara 積分幣…4枚 | 1萬Jara 積分幣…10枚 |
|---|---|---|

⑤因為莊家多取了1張牌，在第1個回合時需要打出1張牌。其他玩家則從③的牌堆中拿取1張牌之後，打出1張不需要的牌。

順時針
第2順位之後的玩家依序從③的牌堆中拿取1張牌。
莊家打出1張不需要的牌。
順時針
莊家

⑥如圖所示，打出牌的時候，需要將牌正面朝上並排列至牌堆的內側。

出牌區
以正面朝上排列至牌堆的內側!
已出的牌
出牌區

## 進行 聽牌吧!

①只差1張牌即可完成牌型的狀況稱為聽牌。當聽牌時，在出牌時需將牌橫放。

已出的牌
聽牌時的牌

②請務必宣告聽牌。
※如果沒有宣告聽牌將無法獲勝。

聽牌!

### ★ 聽牌時的規則 ★

**1 可自己取牌獲勝!**
直到湊齊牌型所需的最後1張牌出現為止，輪到自己的時候，從牌堆中取出1張牌。
(無法再將持有的牌和從牌堆中取出的牌進行交換。)

**2 可使用其他玩家出的牌獲勝!**
當其他玩家出牌的時候，如果可以使用該張牌獲勝的話，只要立刻宣告「DONJARA!」，並展示自己持有的牌型即可獲勝。
此時，僅從出牌玩家手中拿取得分的Jara積分幣。
※若有2名玩家同時獲勝時，僅猜拳獲勝的玩家可以從出牌的玩家手中拿取得分的Jara積分幣。
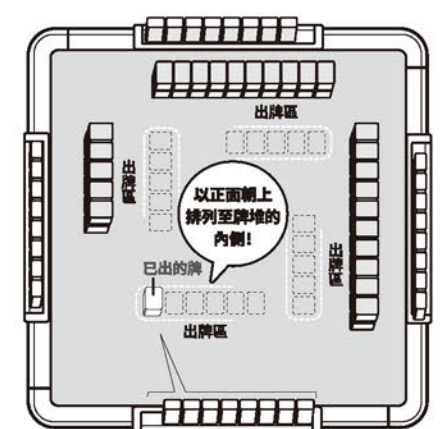
## 獲勝方式

●組合…集齊3張相同角色牌即可作成1組組合。

●牌型…湊齊得分表上記載的牌型即可獲勝。

※詳細牌型請參考得分表。

※得分表上記載的牌型為獲勝的部分範例，也有其他沒有記載在上面的組合。

●得分表
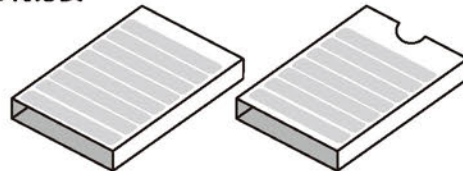
●決定好要收集的牌型，將從牌堆中取出的牌以及持有的牌進行交換。到了聽牌階段時，請按照「進行聽牌吧!」的步驟進行聽牌。

●當湊齊牌型後，請宣告「DONJARA!」並展示自己的牌吧。
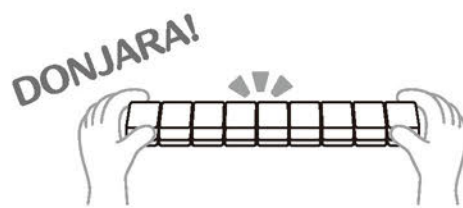
DONJARA!

### 使用「牌堆」中取出的牌且完成自己牌型的狀況
由其餘玩家平均支付。
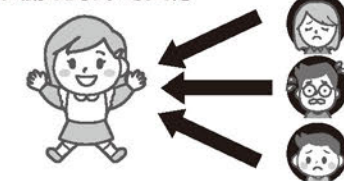
※若無法平分時，用猜拳決定需要多付的玩家。

### 在其他玩家出牌的時候，拿取該牌並完成自己牌型的狀況
僅從出牌玩家手中拿取獲勝時得分的Jara積分幣。
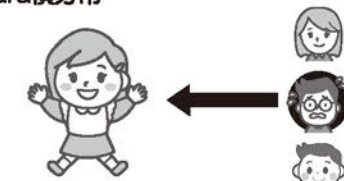
●當有玩家獲勝的時候，將結束1局遊戲，並需交換莊家。當牌堆沒有牌的時候，也視作1局遊戲結束並需交換莊家。當莊家輪替2次則結束整場遊戲!在遊戲過程中，若有玩家的Jara積分幣歸零的狀況也視作整場遊戲結束。

※當玩家間同時宣告「DONJARA」或搶牌的狀況下，請以猜拳來決定以勝利方為優先。

**計算擁有的Jara積分幣，合計最多Jara的玩家獲勝。**

## 搶牌規則

①當輪到自己時，前一名玩家打出的牌能與自己持有的牌作成組合的話，只要宣告「搶牌!」即可獲得該張牌，並與自己持有的牌組成1組組合。
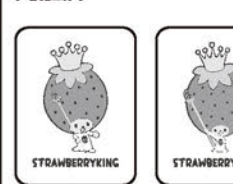
搶牌!
自己
前一名玩家出的牌
(例)
自己的前一名玩家

②將完成的1組組合正面朝上，並放到遊戲板上(自己右手前方的角落)，接著從剩餘的牌中打出1張不需要的牌到出牌區。

③此後，自己不從牌堆中取牌，並輪到下一名玩家。可藉由搶牌來組合成1組或2組組合，但是最後必須以聽牌來獲勝。
※進行「搶牌」的回合也可以宣告聽牌。
※若聽牌時出的牌被其他玩家搶牌的話，則需要將被取走的前一張出牌改為橫放。
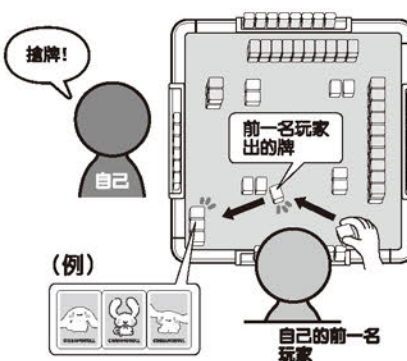
## 特別的牌

萬能牌

在完成牌型的時候可以作為任意牌使用。例如現在只持有2張同一角色牌的狀況下，若此時持有1張萬能牌，也可視作擁有同一角色的3張牌。

STRAWBERRYKING　HELLO KITTY　HELLO KITTY
完成1組

※圖片僅供參考。

# ❷ Sanrio Characters Donjara

在基本的DONJARA遊戲上追加特殊效果！將草莓標記的牌打出時可發動各式各樣的效果！

| 遊玩人數 | 2名～4名 |
|---|---|
| 準備道具 | ●遊戲邊框 ●牌一組（預備用白牌1張除外）<br>●Jara積分幣一組 ●得分表×遊玩人數 ●遊戲板 |

**準備** 遊玩準備和【①DONJARA】完全相同。

**進行方式** 基本規則和【①DONJARA】完全相同。但是新增了右側的特殊規則。

**【草莓標記的效果】**
●輪到自己的時候，將右上有草莓標記的牌打出去的話，將可以發動以下的特殊效果。

草莓標記 →

**勝負** 請參考正面的「獲勝方式」。

## 草莓標記的效果一覽

**HELLO KITTY**
如果打出這張牌的玩家「DONJARA！」的話，得分將會變為2倍。

**MY MELODY**
指定1名其他玩家。被指定的玩家須將全部持有的牌展示給自己看。

**TUXEDOSAM**
將其中1張持有的牌變換為萬能牌。將選中的牌轉到背面。

**KUROMI**
可以從其他玩家中選擇其中1名，並強制跳過該名玩家的下一回合。

**AHIRUNOPEKKLE**
從自己的出牌區選擇最多1張牌，並與自己持有的牌進行交換。

**CINNAMOROLL**
在這回合結束後，再進行一次自己的回合。

**LITTLE TWIN STARS**
從其他玩家的出牌區選擇2張牌，並與自己持有的牌進行交換。

**HANGYODON**
直到自己的下個回合為止，有1次機會可以將其他玩家打出的牌與自己持有的牌進行交換。

**POCHACCO**
從自己持有的牌中選擇最多3張牌，並放置到自己的出牌區，接著照順序從牌堆中取出，直到持有的牌變成8張為止。

**KEROKEROKEROPPI**
從其他玩家的出牌區選擇1張牌，並與自己持有的牌進行交換。

**COGIMYUN**
在這回合結束後，再進行一次自己的回合。

**POMPOMPURIN**
直到自己的下個回合為止，有1次機會可以將其他玩家打出的牌與自己持有的牌進行交換。

**BAD BADTZ-MARU**
任選1名玩家並查看該玩家持有的牌之後，任選1張該玩家持有的牌，與自己持有的1張牌進行交換。

・「DONJARA！」將僅先發動草莓標記的效果。
・以草莓標記效果打出的牌不可「搶牌！」和「DONJARA！」。
・在自己的回合時使用的草莓標記效果僅限一次。
・宣告聽牌的玩家即無法發動草莓標記效果。
・如果使用草莓標記效果並成功聽牌的話，請將最後打出的牌橫放。
・不使用草莓標記效果也沒有關係。
※有可能會因為草莓標記效果而使聽牌狀態被取消。

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# ❸ 湊齊吧，角色配對！

從背面朝上的牌中選擇2張並翻到正面，如果是相同的角色，就把牌放到自己持有的牌中！

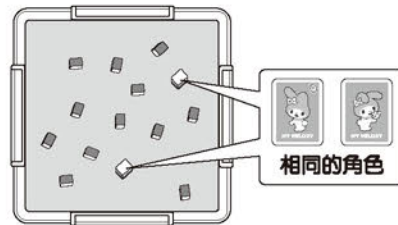| 遊玩人數 | 2名～4名 |
|---|---|
| 準備道具 | ●遊戲邊框 ●遊戲板<br>●所有角色各6張（萬能牌除外） |

**準備**
①將準備好的牌放在遊戲板上，背面朝上並充分洗牌。
②從猜拳獲勝的玩家開始，按順時針方向輪替。

**進行方式**
①當輪到自己時，從背面朝上的牌中選擇2張並翻到正面。
②如果翻開的牌是相同的角色，就可以獲得這2張牌。（請將獲得的牌放在手邊。）
如果成功獲得牌，可以再次選擇兩張背面朝上的牌並翻到正面。
如果不是相同的角色，則將牌翻回背面並輪到下一名玩家。重複此遊玩過程，直到所有牌都翻到正面為止。

相同的角色

**勝負**
當所有的牌都翻到正面時，持有最多牌的玩家獲勝。

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# ❹ 你～是～誰？

每名玩家按照順序輪流出牌吧！
如果沒有符合順序的牌，就偷偷打出其他張牌吧！

| 遊玩人數 | 3名～4名 |
|---|---|
| 準備道具 | ●遊戲邊框 ●遊戲板 ●牌一組（預備用白牌1張除外） |

**●分配數**

| 4名 | 1名18張 |
|---|---|
| 3名 | 1名24張 |

**準備**
①將所有的牌背面朝上並洗牌。等到洗完牌後，參照右邊的圖並根據人數來分配牌。※剩餘的牌保持背面朝上並移出遊戲板，不再使用。
②從猜拳獲勝的玩家開始，按順時針方向輪替。

**進行方式**
①萬能牌可以作為任意角色使用。
②從猜拳獲勝的玩家開始，所有的玩家將牌以背面朝上的方式，按角色順序將牌放置到遊戲板上。
按照HELLO KITTY→MY MELODY→TUXEDOSAM→KUROMI→AHIRUNOPEKKLE→CINNAMOROLL→LITTLE TWIN STARS→HANGYODON→POCHACCO→KEROKEROKEROPPI→COGIMYUN→POMPOMPURIN→BAD BADTZ-MARU→HELLO KITTY……的角色順序依序放置。最開始請宣告「HELLO KITTY」並出牌。（接著依序宣告角色名。）
③如果未持有按順序的角色，也必須打出其他角色。（即使宣告的角色名和打出的角色不一樣也沒關係。）
※當持有多張相同角色的時候，可以打出任意張數。（也可以在其中混入其他角色。）※此遊戲無法過回合。
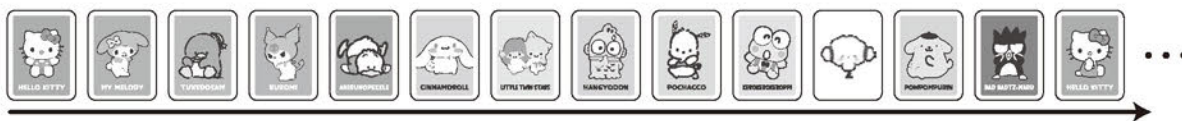④如果此時有其他玩家認為宣告的角色和打出的牌不相同時，可以宣告「CHECK！」，並將牌翻到正面檢查。
●如果其中包含了非順序的角色→打出該張牌的玩家必須收下目前遊戲板上所有的牌。
●都為按照順序的角色時→宣告「CHECK！」的玩家必須收下目前遊戲板上所有的牌。
※如果有多名玩家同時宣告「CHECK！」時，將由猜拳猜輸的玩家收下目前遊戲板上所有的牌。
⑤因為宣告「CHECK！」導致遊戲中斷時，則從最後放置的下個角色重新開始，反覆進行直到遊戲結束。

**●出牌順序規則**

**勝負**
最先將手中的牌全部打出的玩家獲勝。

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# ❺ 疊得最高的會是誰呢？

按順序將牌疊起來，最後不把牌塔弄倒的玩家獲勝！

| 遊玩人數 | 2名～4名 |
|---|---|
| 準備道具 | ●遊戲邊框 ●遊戲板 ●牌一組 |

**準備** ①將1張牌直立放置在右圖的位置上。

**進行方式**
①從猜拳獲勝的玩家開始，按順時針方向進行。
②將1張牌直立疊在原先的牌上。（不可移動已疊好的牌）
③下一名玩家也疊上1張牌。
④牌塔倒塌的玩家視為輸家，並退出遊戲。
（如果是因為其他玩家使牌塔倒塌而導致自己的牌塔倒塌的話，也視為輸家。）
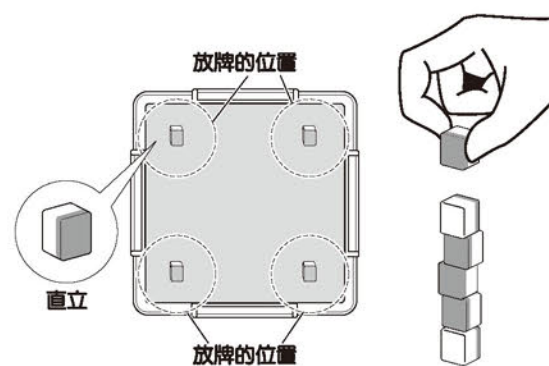（如果是不小心碰到其他玩家的牌塔而導致對方牌塔倒塌的話也視為輸家。牌塔倒塌的玩家則從倒塌時的牌數重新開始）
⑤重複進行②～④的步驟，直到剩下一名玩家的牌塔尚未倒塌的玩家，或是沒有可以繼續使用的牌為止。

**勝負** 最後由保持牌塔尚未倒塌的玩家獲勝。
如果同時有兩名或以上的玩家的牌塔都尚未倒塌，則通過猜拳決定勝負。

放牌的位置

直立

放牌的位置