

# Basic rules(For 4 players)

## 【Overview】

ALTER is round systemic game.  
Players will choose “Change” or “Watch” against  
the future of round decided by start player  
to make it better and compete the score.

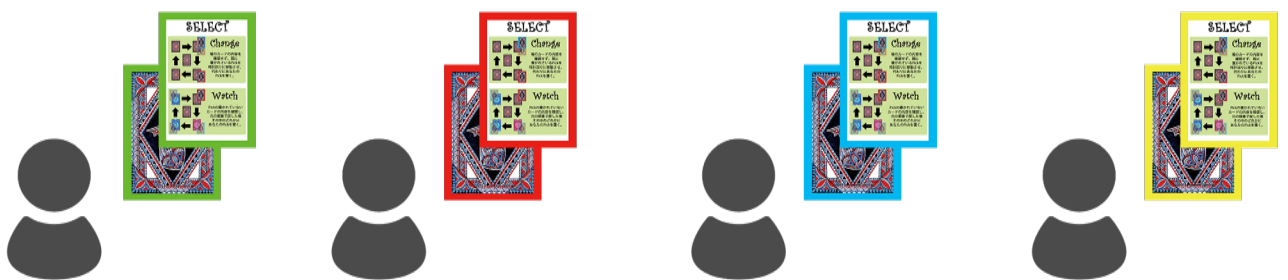
## 【Victory condition】

Player who matches either of the  
condition below will be the winner of game.

- ①Person who has the highest score after all sets are finished.
- ②When player had achieved BONUS victory.

## 【Preparation】

- ①Each player receives Pick card and  
Select&Bonus card with color of your choice.



- ②Shuffle all score card faced down and  
place it on center of the table, this will be a deck.

- ③Decide the start player. If there were a person  
who had changed the future,  
that person will be the start player.

## 【Game flow】

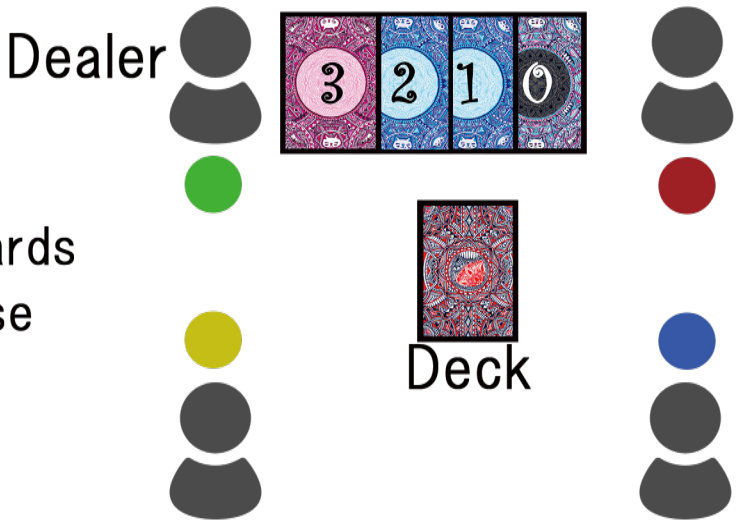
This game will be consisted of round×sets of number of players, and compete the total score. Each round consists of following process below.

On each turn, action among dealer and player differs.

On each round, dealer will act first.

## 【Dealer's action】

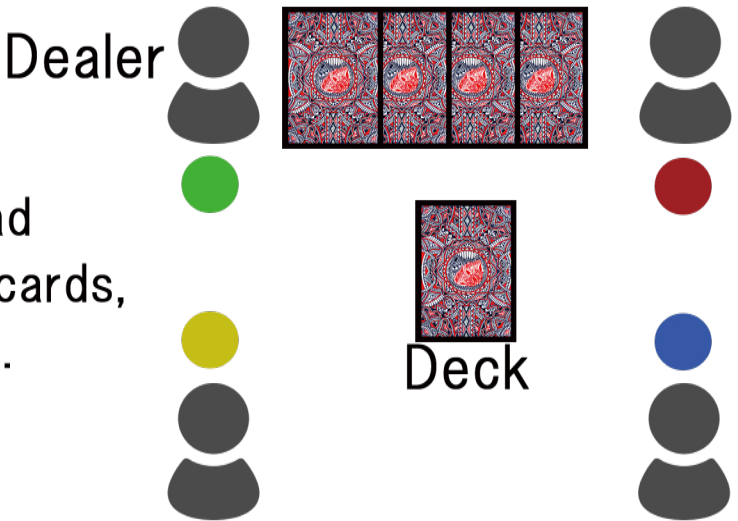
Dealer



①Take four score cards from deck, and expose to players.

Deck

Dealer



②After all players had confirmed the score cards, shuffle it faced down.

Deck

③ Place shuffled cards around the deck, faced down.

The diagram shows a central 'Deck' with a red and black pattern. Four shuffled cards, also with a red and black pattern, are placed around the deck: two on the left and two on the right. The dealer is represented by a grey person icon at the top left. Four players are represented by grey person icons with colored circles below them: a green circle (top left), a yellow circle (middle left), a red circle (top right), and a blue circle (middle right).

④ Place 'Pick' card on any card, witch was placed at ③.

The diagram is identical to the previous one, but a green square highlights the top-left shuffled card, indicating it is the 'Pick' card. The dealer and player icons remain the same.

Dealer's action is finished.

Next, player who is on left side of the dealer will take action.

## 【Player's action】

Players expect dealer will take either action below.

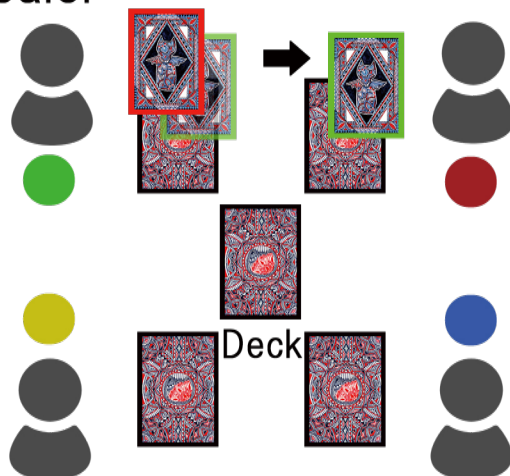
However, only last player who will place 'Pick' card can replace 'Pick' card which is already placed by 'Change', after checking the remaining card by 'Watch'.

### ①Change

Place your 'Pick' card on the score card, which has already placed by other player, **without confirming the score card.**

After this, move the former placed 'Pick' card **clockwise.** If there are a card placed already on the destination, move that card clockwise also.

Dealer

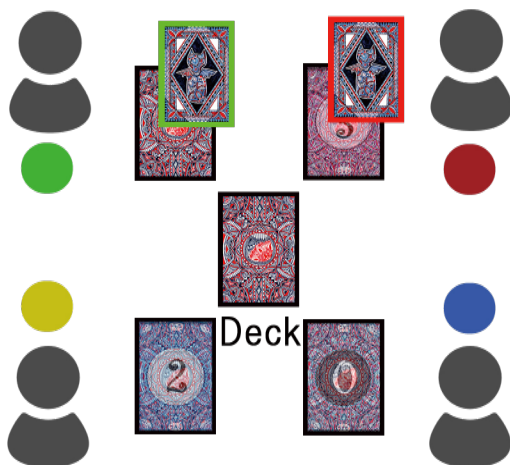


### ②Watch

Check the score card, which the 'Pick' card is not placed, without changing places.

After this, place your 'Pick' card on a score card you have checked.

Dealer



When one 'Pick' card is placed on each score card, every player earns the score card that their own 'Pick' card is placed. Player can check the score card that they have earned anytime.



After this, player on left side of the dealer will be the next dealer and begin the next round. This will be repeated till the deck runs out. When the deck runs out, a set will be finished and proceeds to scoring.



## 【Scoring】

Player earns score by the total of base points on 4 score card which was earned, and the BONUS points for this set.

①First, score the total points on the score card that the player have earned on this set.  
This will be the base points.

②Next, score the BONUS points.

Add each of the BONUS points that fulfills the condition listed on next page.

If multiple conditions will match, add all of them to the score.

※If someone fulfills Victory, the game will end immediately and the player who fulfilled it will be the winner of the game.

After scoring, record each player's score and proceed to next set.

When sets are played equal to player number, the player with highest score total among all sets will be the winner.



# 【BONUS list】



... Victory

Earned two 0 and 3 score card each.



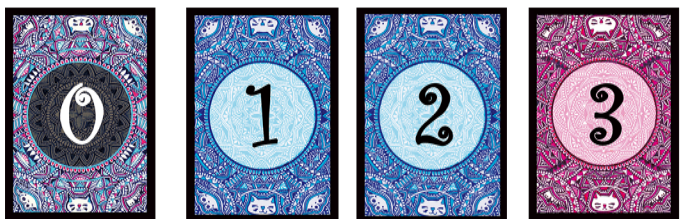
... +5

Earned two 0 and 1(color doesn't matter) score card each.



... +5

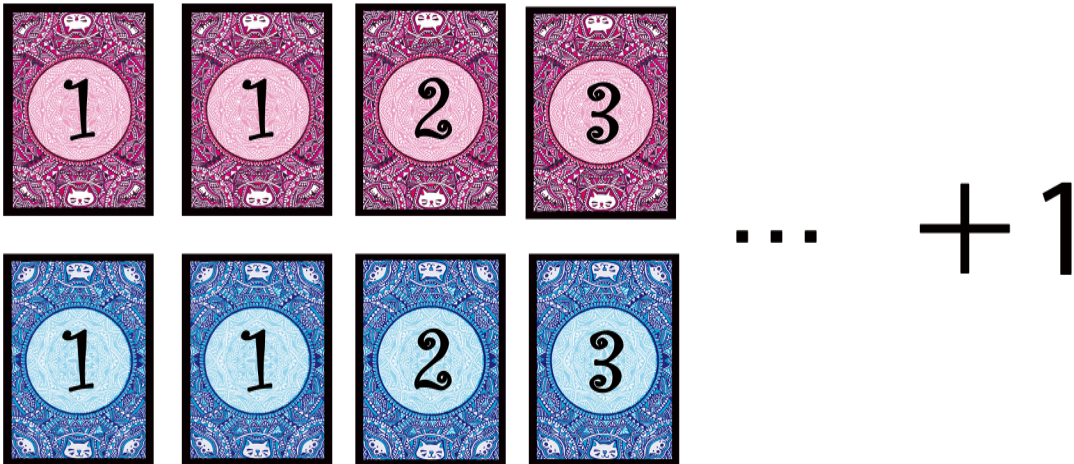
Earned four of 1(color doesn't matter) score card.



... +3

Earned one of 1,2,3,4(color doesn't matter) score card each.

# 【BONUS list】



Earned only angel or demon card.

Alternative will be counted as either element.

If four Alternative cards were earned,  
this bonus will be added twice.

*Min* ... + 1

Player with lowest base points.

If players get used to the game, they can add their own BONUS and make this game more exciting.