

# トワイ TOWAI

◇ Rulebook ◇

- 1 Players 2-6
- 2 Play Time 10-20 min
- 3 Ages 7+



## Game Overview

- ◇ TOWAI is a simple yet deep competitive card game themed around "Day," "Night," and the time in between: "Twilight" (TOWAI).
- ◇ The game has two states: "Day" and "Night." During the "Day," higher numbered cards are stronger. During the "Night," lower numbered cards are stronger.
- ◇ When you play a "TOWAI" card, the state of play flips between Day and Night!



## Contents

- ◇ Rulebook (this sheet) ... 1
- ◇ Game Cards ... 60



[3-7]  
4 of each card  
\*No [1] or [2]



[1-5]  
4 of each card  
\*No [6] or [7]



[1-3, 5-7]  
3 of each card  
\*Only two [4]s



Day ☀      Night 🌙  
Front ← Back

- ◇ Day/Night Card ... 1  
A card used to track whether it is currently Day or Night.  
Day Front/Night Back

## Game Setup

- ◇ Shuffle the 60 [Game Cards] and deal 7 cards to each player. This is your [Hand]. Place the remaining cards face down on the table. This forms the [Deck].
- ◇ Place the [Day/Night Card] on the table.
- ◇ For the first round, decide the starting player by rock-paper-scissors or another method. From the second round on, the player after the one who finished the previous round goes first. Turns proceed clockwise. When your turn ends, it becomes the player to your left's turn.



## Understanding the Play Area



## End of a Round & Winning

- ◇ When a player plays their last card, they "Finish," and the round ends.



- ◇ If it's that player's second time finishing, the game ends. That player is the **WINNER!**  
If no winner has been decided, begin the next round. Gather and shuffle all game cards, and repeat from the Game Setup step. The next round starts with the player after the one who finished this round.



## On your turn, play a card from your hand.

[If there are no cards in the Play Pile yet]

The first player decides if it's "Day" or "Night",

places the Day/Night Card accordingly, plays one card from their Hand, and the game begins.

[If there is already a card in the Play Pile]

The card you can play changes depending on the state of the Day/Night Card.

**When it's "Day"**  
 You can play a "Day" or "TOWAI" card with a number equal to or higher than the card in the Play Pile.

同値以上で「昼☀️」か「トワイ🌅」

**When it's "Night"**  
 You can play a "Night" or "TOWAI" card with a number equal to or lower than the card in the Play Pile.

同値以下で「夜🌙」か「トワイ🌅」

## Playing a "TOWAI" card triggers the following effects.

**1 All "TOWAI" Cards:**  
 The state of play flips between "Day" and "Night". (Flip the Day/Night Card over).

**3 TOWAI 3 (Draw):**  
 After flipping the Day/Night Card, all other players must draw one card from the Deck.

**4 RESET (Reset):**  
 Discard all cards from the Play Pile and take another turn. You may also freely change the state of the Day/Night Card.

**5 SWAP (Swap):**  
 After flipping the Day/Night Card, all players choose one card from their Hand and pass it to the player on their right.

Either is OK!

## If you have cards with the same number as the card you just played, you can play them consecutively. (Combo)

However, you cannot play a card that doesn't match the current state of the Day/Night Card.

For example, during the "Day", you cannot play a "Night 3".

But you can play a "Day 3" ⇒ "TOWAI 3" (which flips the state to Night) and then play a "Night 3".



If you have no playable cards, or choose not to play, your turn ends.

## If you have no cards to play on your turn, you must declare "Pass".

Draw one card from the Deck, and your turn ends.

If all players pass after someone has played a card, the round resets. Discard all cards from the Play Pile.

The player who last played a card starts again and can freely change the state of the Day/Night Card.

## Turns proceed clockwise. (The player to your left is next.)



## Q&A: What do you do when...?

### Q: What happens if the Deck runs out?

**A:** Re-form the Deck. Leave the top card of the Play Pile where it is.

Take all the other cards from the Play Pile and the Discard Pile, shuffle them well, and use them as the new Deck.

If there are no cards in the Discard Pile, continue playing without drawing.

### Q: Can I "Finish" (play my last card) with a special card like Reset or Draw?

**A:** Yes, it's no problem if your last card is a special one.

### Q: Can I pass even if I have a playable card?

**A:** Yes, you can choose to declare "Pass" even if you have a playable card.

### Q: Can I pass on the very first turn of a round?

**A:** No. The first player of a round must decide the Day/Night state and then play one card.

