

NEW & OLD

ニュー・ールド

Rule Book



NEW OLD is a card game which has both oldness and newness.
New things are wonderful, while old things are unpleasant to even
look at or touch.

The same is true in this game.

Score from cards remaining in your hand at the end of the game,
New Cards earn points, while Old Cards lose points.

However extreme sense of values may sometimes produce the
opposite result.

Let's find out through this game who truly loves new things!

1. Game Objective

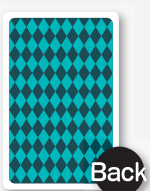
In this game, you play cards to the table while **cleverly managing which cards remain in your hand**. At the end of the game, the player with the highest total score from cards they were unable to play and had to reveal wins. Revealed "New Card" score points (positive, while "Old Card" lose points (negative). However, if you reveal only New Cards, they become negative points instead. Hand management is important.

2. Components

- Number Card:
72 cards in total



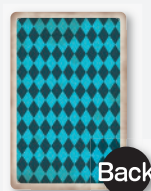
Front



Back



Front



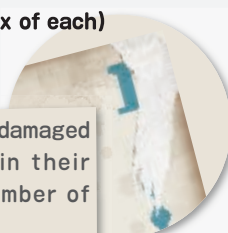
Back

New Card: 36 cards(1-6, six of each) Old Card: 36 cards(1-6, six of each)

- Rulebook: 2 sheet



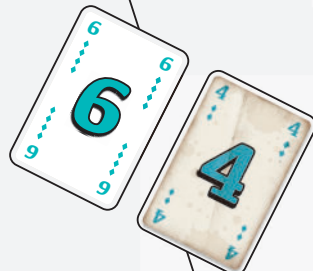
*Note: Some Old Cards are heavily damaged and may be missing diamonds in their corners. Please refer to the number of diamonds in the other corners.



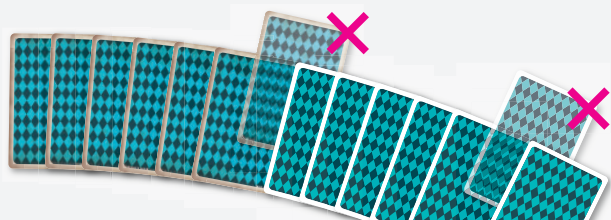
3. Setup

- Shuffle the New Cards and the Old Cards separately.
- Deal 7 New Cards and 7 Old Cards to each player.
- From the remaining cards, place one card of each type face-up in the center of the table. These are called the Old Zone field card and the New Zone field card respectively. If any cards still remain, return them all to the box.
- Look at your 14 dealt cards, then choose 1 New Card and 1 Old Card and return them face-down to the box (x mark).
- The remaining 12 cards become each player's hand. Keep them hidden from other players.
- Choose a start player by any way.

New Zone



Old Zone



4. On Your Turn

Start from the start player, play proceeds clockwise.

Unless you exit the game, you must play 1 card from your hand on your turn.

This game has two stages, A and B, for each player. The zone you have to play changes based on your current stage. In Stage A (at start of game), you have to play to the Old Zone; in Stage B, you have to play to the New Zone.

If you cannot play an Old Card at the start of your turn, you immediately move to Stage B. Once a player moves to Stage B, they cannot return to Stage A and will only play cards to the New Zone thereafter.

Players will exit the game when they can no longer play New Cards in Stage B. The game ends when all players have

A (at start of game)

Play a New Card or Old Card to the Old Zone

- Play 1 card from your hand to the Old Zone.
- You can play a card with the same number as the Old Zone field card, or exactly one number higher.
- 6 is regarded connecting to 1 (when the field card is 6, you can only play 6 or 1).
- You may play either an Old Card or a New Card (the ★ symbols in the image below show which cards can be played).
- The card you play becomes the new field card.
- If you have no playable cards in your hand, you must reveal your Old Cards (see right).



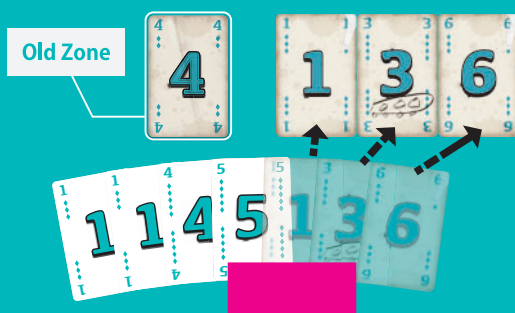
Reveal your hand to show you cannot play Old Card

A → B

Condition: You cannot play an Old Card, or you have no Old Cards in your hand

*Note: You may reveal even if you have playable New Cards, as long as you cannot play an Old Card.

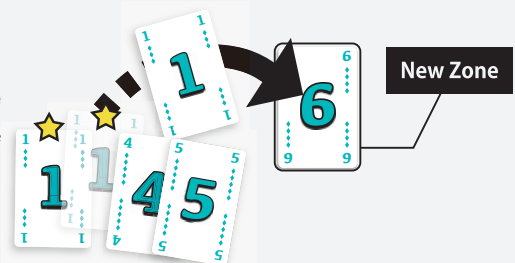
- Reveal all Old Cards from your hand in front of you.
- Only Old Cards are revealed at this first reveal.
- Revealed cards cannot be played anymore and will count as your score at game end.
- If you have no Old Cards in hand, show the backside of your cards to prove you have no Old Cards.



B (Players who have revealed Old Cards)

Play a New Card to the New Zone

- This is done immediately after revealing Old Cards.
- Play 1 card from your hand to the New Zone.
- You can play a card with the same number as the New Zone field card, or exactly one number higher (see in the ★ image on the right).
- The card you play becomes the new field card.
- If you can play a New Card to the New Zone, you must play it.



If you cannot play

Reveal your hand to show you cannot play a New Card

- Reveal all cards in your hand (New Cards) in front of you (follow the same procedure as when moving from A to B).
- Players who have no cards left in hand, or who have revealed all their cards, exit the game. From this point on, skip your turn and wait for the game to end.

5.Game End and Scoring

The game ends when all players have exited.

Calculate your score based on the number of diamonds on the revealed cards placed in front of each player.

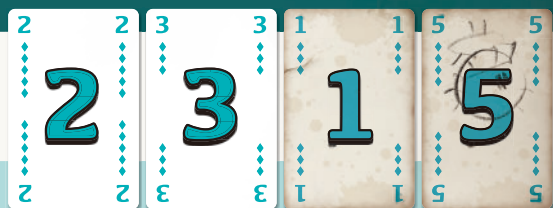
Scoring Method

There are 3 patterns:

① You have revealed both Old Cards and New Cards

- **Diamonds on New Cards:** +1 point each
- **Diamonds on Old Cards:** -1 point each

$$5+3-3-4 = \text{Total } 1 \text{ point}$$



② You have revealed only Old Cards

- **Diamonds on Old Cards:** -1 point each

$$-3-2-3 = \text{Total } -8 \text{ points}$$



③ You have revealed only New Cards

- **Diamonds on New Cards:** -1 point each

$$-5-2-2 = \text{Total } -9 \text{ points}$$



If you have not revealed any cards (players who played all their cards from hand), you score 0 points.

All players calculate their points (scores can be negative).

~~The player with the highest score wins. In case of a tie, share the victory.~~

6.Next Game!

A single game is not enough to determine the true winner!

Play a number of games equal to the number of players, and the player with the highest total score of these games is the true winner.

Set up for the next game and let's play again!

Please record each game's score using notes or chips. From the second game, the start player is the player with the lowest score from the previous game.



7. Common Mistakes

- You cannot pass during your turn.
- **You can also play New Cards to the Old Zone.**
- Even if you have a playable New Card in hand, you can make your first reveal if you cannot play an Old Card. If you can play a New Card, you don't have to reveal.
- After your first reveal, if you can play a New Card to the New Zone, you must play it.
- Once someone reveals their hand, **different players will be playing to different zones**, but this is normal.

8. Variant Rules

Determine rank for each game based on scores.
1st place receives 2 rank points, 2nd place receives 1 rank point, and last place receives - 1 rank point (in case of ties, ranks are pushed down). When multiple players tie for a placement, they all receive the lower placement points. (Example: In a 4-player game where A=7 points, B=7 points, C=3 points, D=3 points, both A and B receive 1 rank point as for 2nd place, and both C and D receive -1 rank point as for last place).

Not include scores from diamond, the player with the highest total rank points is the true winner.



If you have any issues with components or questions, please contact us using the information on the right.

Errata (data or rule corrections) will also be posted on the official website.

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heyteam.net

HEY!



English Rules
Available!