



# 隅田川レッドタウン

Sumidaqawa Red town



Ages 8



2-5  
players



30  
minutes

The turf wars are about to begin.

You can't win with this lineup. You can't work with weaklings. You can't survive on pretty appearances alone. In this business, you are either quick, or dead.

This time, we will have the last laugh...

You will lead a team of gangsters into a turf war, deploying them to open locations as quickly as possible. If you don't like the cards you were dealt, you can add powerful Hitman cards to your hand. However, hiring a hitman may mean exchanging cards with another player. Each location has its own set of cardplay rules, and you can't play the same cards as someone else. If you fail to play all your cards, you will lose a boss. Lose two bosses and you lose the game. Will your team survive to the end?



# Contents

- 63 Playing cards (numbered 3-11)

Black (Bullets) 3 x 2, 4 x 2, 5 x 3, 6 x 3, 7 x 4, 8 x 4, 9 x 5, 10 x 5, 11 x 6

Red (Rose) 3 x 1, 4 x 2, 5 x 2, 6 x 3, 7 x 3, 8 x 4, 9 x 4, 10 x 5, 11 x 5



Front



Back

- 5 Decision tiles



Front (Car)



Back (Fist)

- 20 Hitman cards

(5 sets: each set type has 2 Black (Bullets) and 2 Red (Rose) cards each)



Front



Back

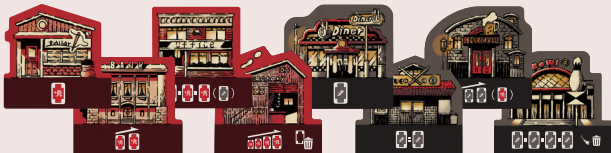


Front



Back

- 8 Location tiles

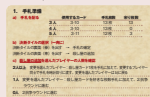


- 10 Boss tokens

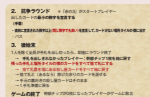


- 1 Rulebook

- 5 Quick Reference cards



Front



Back

\*The following are the standard rules for 3-5 players. The rule changes for 2 players will be explained later.

## Game Setup



1. Place the eight Location tiles in the centre of the table as shown in the diagram. Leave space next to each of the Location tiles to place cards. Make room for a discard pile on the side of the table.
2. Each player receives four Hitman cards of the same type, two Boss tokens, one Decision tile, and one Quick Reference card. Place your Hitman cards face-down in front of you.
3. The number of cards used in the game is based on the number of players.  
3-4 players: Use 52 cards, numbered 3-10 (return the 11 cards to the box)  
5 players: Use all 63 play cards from 3-11

## Flow of the Game

Each game round consists of steps 1, 2, and 3 below in order:

1. Hand Preparation
2. Turf Wars
3. Cleanup

# 1. Hand Preparation

a) Shuffle the cards and deal a number of cards face-down to each player as follows:

Number of Players	Hand	Remaining cards
3 Players	13 cards	13 cards
4 Players	13 cards	0 cards
5 Players	12 cards	3 cards

Players should not show their cards to other players.

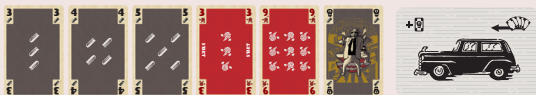
Note: If there are cards remaining, they will not be used this round. Set them aside face-down.

b) Choose a Decision face. Each player reviews the cards they have been dealt and simultaneously chooses one of the following two decisions:

**If you are happy with your current hand,  
Confirm your hand : Turn your Decision tile to the Fist side (see diagram).**



**If you are unhappy with your hand and would like to add a Hitman,  
Add a Hitman : Turn your Decision tile to the Car side (see diagram).**



Each player chooses their side and hides their Decision tile in their hand. Once everyone is ready, reveal them at the same time.

*Note: Players without Hitman cards remaining must choose to Confirm their hand by choosing a Fist.*

*Note: Players who have already Confirmed their hand leave their Decision tile face-down and do not choose a Decision face any more this round.*

c) Players who choose to Confirm their hand lock in the cards they currently have. They keep their Decision tile face-down in front of them.

Check the number of players who chose to Add a Hitman.

**Two or more players :** Players who chose to Add a Hitman simultaneously choose one Hitman card from their hand and add it to their hand. After that, players who chose to Add a Hitman pass all of their cards clockwise to each other. Then, return to b) and only players who have not Confirmed their hand may continue to choose a Decision face.

**One player :** The player who chose to Add a Hitman adds any number of Hitman cards they possess to their hand. Then, proceed to 2. Turf Wars.

**Zero players :** Proceed to 2. Turf Wars.

Hitman cards are added to your hand face-up as shown in the diagram (see page 8 for more information on Hitman cards).

(Separate box: Explanation with Diagram)

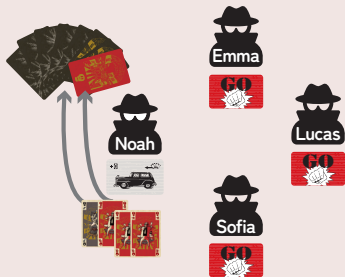


If two or more players choose to add a Hitman, it might be a good idea to choose one that is as hard to use as possible. After all, yesterday's friend is tomorrow's enemy. The Hitman you choose as well as your hand will no longer be yours. If you're the only one who chose to add a Hitman, this is your chance! Choose as many Hitman cards as you like that fit best with your current hand.



### Example

Noah's Decision tile was face-up, Emma's was face-up, Lucas's was face-down, and Sofia's was face-up. Lucas leaves his Decision tile face-down and waits for the other players to finish adding Hitmen. Noah, Emma, and Sofia all simultaneously choose one of their own Hitman cards to add to their hand. Noah chooses a red Hitman card, Emma chooses a red Hitman card, and Sofia chooses a black Hitman card to add to their hands. At the same time, Noah hands his entire hand (including the added Hitman) to Emma, Emma hands her entire hand to Sofia, and Sofia hands her entire hand to Noah.



Noah, Emma, and Sofia then hide their Decision tiles again and simultaneously reveal them. Noah's is face-up, and Emma and Sofia's are face-down. Noah adds as many Hitman cards he likes to his hand. Noah added one black and one red Hitman card to his hand. In addition to the dealt cards, Noah's hand now contains two black Hitman cards and one red Hitman card.

## 2. Turf Wars

Any player with the Red 3 in their hand must reveal it and immediately return it to their hand. That player becomes the initial starting player.

- The player does not need to play the Red 3 on their first turn.
- When playing with three or five players, there may be cases where no player has a Red 3. In that case, the player with the fewest Boss tokens in their hand becomes the starting player. If there are multiple players with the fewest Boss tokens, the starting player is determined randomly by any preferred method.

The starting player plays cards first, and players then take turns in clockwise order, choosing to play or pass. This continues until all players except one have passed. A round of card placement is called a Turf War. Turf Wars continue until all players except one have played all their cards.

To play cards, choose an empty Location tile and play cards next to it. The Location tile determines what colour and what cards should be played to that location.

## Location tiles

Each Location tile has its own colour and placement rules which need to be followed to play to that location. Some Location tiles also have special effects.

Card colour  
Placement rules



**1 red card**



**2 red cards in sequence**



**3 red cards in sequence**

Alternatively, 2 red cards  
and 1 black card may also be played.



**1 black card**



**2 black cards  
(equal numbers)**



**3 black cards in sequence**

Alternatively, 2 black cards  
and 1 red card may also be played.



**4 red cards in sequence**

If you have 2 or more cards in your hand at the end of your turn, you may discard any card from your hand.



**4 black cards (equal numbers)**

You may end the current Turf War and discard all cards next to Location tiles. If you do, the player who played to this location becomes the new starting player and begins a new Turf War.

## Card Strength Declaration

When playing a card, declare the number of its strength. The number you declare is the lowest number on the cards that you are playing.

*Example: Emma decides to play three consecutive black cards: 4, 5, and 6. She declares the number 4 as she plays the card next to the Location tile.*



Playing four cards next to a Location tile may not be stronger than playing a single card. Don't forget that the cards you can play are determined by the declared strength!

## Hitman cards

Hitman cards are wild cards that can be considered as any number in that colour. If played with other cards, the player declares the lowest number of the other cards played. If a Hitman card is played alone, the number declared is the same as the previous number declared. If a Hitman card is played alone as the first card in a Turf War and there has been no previous declaration, the number declared is 3.

*Example: The previous player declared the number 8. Noah plays a black Hitman card next to the 1 Black card Location tile. Noah declares the number 8.*

*Example: A player plays a Black 10, a Black 11, and a Black Hitman card next to the 3 Black cards in Sequence Location tile. The number declared is 10.*

*Example: A player plays two Red Hitman cards as the first two cards in a Turf War. The cards are treated as a Red 3 and a Red 4. The number declared is 3*

## Player Turn

On your turn, do one of the following:

- **Play cards**
- **Pass**

### Play cards

When playing cards, follow the rules below.

- The number you declare must be equal to or greater than the number declared in the turn before yours.
- The first number declared in each Turf War can be any number.
- Place your cards next to an empty Location tile.
- Follow the colour and placement rules of the Location tile. If the Location has an effect, you may also use it.

A player who has played all their cards leaves the Turf War and skips all subsequent turns.



Even if you play the highest number of 10 (11 in a 5-player game), other players may not necessarily pass. Don't forget, other players can declare the same number as you! Don't let your guard down...

## Pass

The starting player cannot choose to pass on their first turn.

Players may choose to pass if they cannot or do not want to play a card. Once a player has passed, they are out of the round until all players except one have passed.

Once all players except one have passed, discard all cards next to all Location tiles. The player who last played a card then becomes the starting player and plays a card next to any Location tile, starting a new Turf War. If the last player to play a card has played all their cards, the next player in clockwise order with cards remaining becomes the starting player.

## 3. Cleanup

The current Turf War ends immediately when all players except one have played their cards. The player who was unable to play all their cards returns one of their Boss tokens to the box.

After that, check the number of Boss tokens remaining for each player. If any player has zero Boss tokens, proceed to the End of the Game.

**If not, each player discards all of their remaining cards in their hand and all cards next to Location tiles to the discard pile. Return all Hitman cards in the discard pile to the box** (they will not be used again this game).

After that, combine the discard pile with the remaining cards you set aside (if any) and return to 1. Hand Preparation and begin a new round. If you have any face-down Hitman cards in front of you, leave them there.

# End of the Game

A player who has no Boss tokens left loses the game. All players with remaining Boss tokens win the game.

Peace has returned to the city. But no one knows how long this peace will last...

# 2-Player Rules

Keep the standard rules for 3-5 players with the following changes:

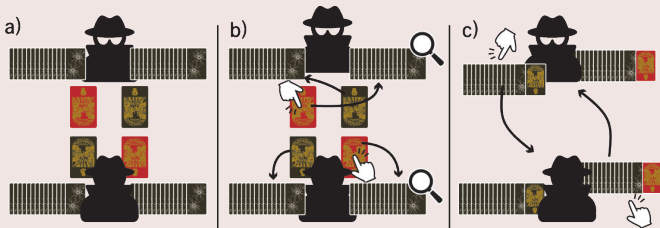
## Game Setup

Use 52 cards numbered from 3-10.

Do not receive Hitman cards at this point.

## Flow of the Game

### 1. Hand Preparation

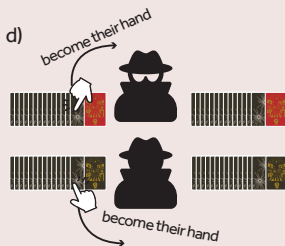


a) Each player places one black and one red Hitman card of any type face-down in front of them. Shuffle the cards and deal each player two sets of 13 cards.

b) Each player chooses one set and looks at the faces of the cards. Then, at the same time, each player chooses one of their two Hitman cards to add to the set they just looked at. Add the remaining Hitman card to the face-down set.

c) Each player simultaneously chooses one of their two sets to hand to their opponent. The received set now belongs to that player.

*Note: Do not look at any card faces at this point, including new cards from your opponent or cards you did not look at in b).*



d) Each player simultaneously chooses one of their two sets to become their hand.

The player with the Red 3 in their hand is the starting player. If no player has the Red 3, the player with the fewest Boss tokens in hand becomes the starting player. If there is a tie, the starting player is determined randomly by any preferred method.

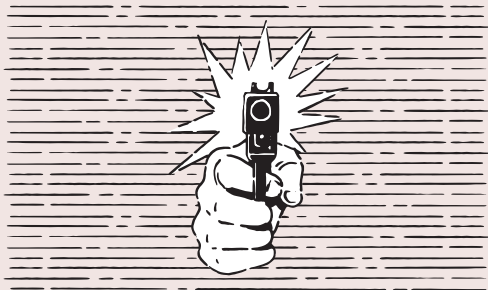
*Note: A player does not become the starting player because they have the Red 3 in a set that they did not select.*

## 2. Turf Wars

If you run out of cards, immediately take the other set of cards and continue playing. You are only out of cards when you finish playing both sets.

## 3. Cleanup

If either player has played all of their cards from both sets, the current round ends immediately. The player with remaining cards returns one of their Boss tokens to the box. The Hitman cards in the discard pile are not returned to the box but return to the players for the Hand Preparation for the next round.



# Short Game

Use the standard rules with the following changes:

## Game Setup

2. Each player receives one black and one red Hitman card of any type, and one Quick Reference card. Place the two Hitman cards face-down in front of each player.

## Hand Preparation

Each player reviews the cards they were dealt, then all players simultaneously select one Hitman card and add it to their hand.

The Turf Wars will then begin.

Note: Cards will not be exchanged in this variant.

## Game End

The game ends immediately after all players except one have played all their cards. The first player to play all their cards wins first place, the second is second place, etc.

## Credits

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