



ROOK REQUIEM

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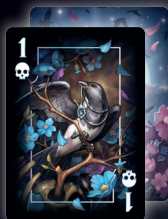
Rook Requiem is a trick-taking card game for 3-5 players. Each player takes on the role of a group of mysterious birds, trying to guide souls to the afterlife.

OBJECT OF THE GAME

Score the most victory points over 3 rounds by winning tricks and collecting point cards.



COMPONENTS



56 Suit Cards
(14 in each suit)



8 Rook Cards



30 Ghost Cards



4 Trump Tokens



1 Planchette



1 Score Sheet



1 Rulebook

SETUP

1.

Remove the following cards from the suit deck, depending on player count, and place them back into the game box.

5 PLAYERS

Remove no cards

4 PLAYERS

Remove cards 1 & 2 of each suit

3 PLAYERS

Remove cards 1 - 5 of each suit

2.

Randomly determine the lead player for the first trick, or choose the last person to see a ghost, then set up for the first round (next page) and begin play.



Want to play **Black Bird** or other classic games that require a 57-card deck? So do we! Just use the 56 Suit cards and a single Rook!



BEFORE EACH ROUND

1. Shuffle the suit deck and deal 11 cards to each player. The remaining cards are a deck called the Nest – place it nearby. Some ghost cards cause players to interact with the Nest.
2. Reveal the top card from the Nest. Place the trump token matching the revealed card's suit in the planchette, and then put the card back into the Nest. That suit is trump for this round.



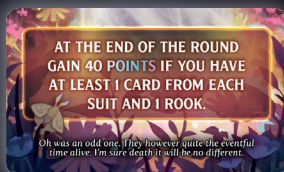
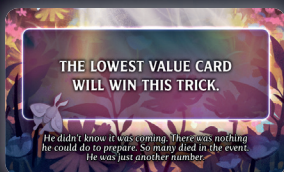
3. Deal 1 random rook card to each player, then shuffle the rest into the Nest.
4. Shuffle the ghost deck and place it within reach of all players.

HOW TO PLAY

Rook Requiem is played over 3 rounds of 12 tricks each. For each trick, reveal a ghost card and then each player plays one card to try to win the trick and that ghost.

REVEAL A GHOST

Reveal the top card of the ghost deck. Each ghost has a point value (can be negative) and an ability that changes the rules of the game in some way.



PLAY A CARD

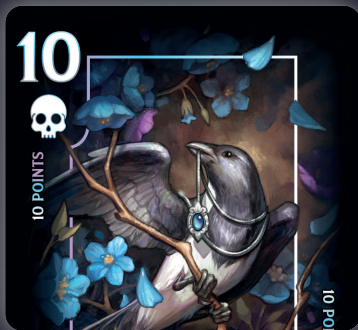
The lead player plays any card of their choice (from their hand, including trumps). Each other player, in turn order going clockwise (to the left), must play a card that matches the suit that was led (suit of the first card) if they have one. If they do not have a matching card, they may play any card of their choice. Players may also always play a rook, whether or not they have a matching card.

WINNING THE TRICK

After each player has played a card, the trick is won by the player who played the highest trump suit card (suit of the trump token in the planchette). If no trump was played, it is won by the highest card that matches the led suit (suit of the first card). The winner takes all of the cards from the trick, plus the ghost, into their winnings. They will lead the next trick.

POINT CARDS

Some of the suit cards (#5, #10, & #14) have a point value listed on them in the top left and bottom right corners. In addition, all rook and ghost cards are also point cards. Point cards give you victory points at the end of the round so it's good to pay attention when they are played into a trick.



TRUMP CARDS

Trump cards are cards whose suit matches the trump token in the planchette. These cards are considered higher value than any other suit played during a trick, but remember you must always follow suit, if possible.

Example Trick

The lead player plays the 3 of . The next player does not have any  cards and chooses to play the 2 of . The third player does have  cards and must play one. They play the 10 of .



The second card played is a trump card so it would win this trick. The player who played it would take this trick's ghost card as well as the 10, which is a point card that will score at the end of the round.

If no trump cards had been played, the highest card in the led suit () would have won.

CARDS WITH THE SAME VALUE

While rare, it is possible for multiple cards with the same value to be played into a trick. In this case, cards played earlier have a lower value than cards played later in the trick.

ROOK CARDS

Rook cards can be played even if you have cards of the led suit. When played, they copy the suit of the card played just before them (previous card). If you lead with a rook card, it copies the trump suit.



This rook was played after a  card so it would copy that suit and be considered a  card when determining the winner of the trick.

There are 4 types of Rook cards, each with a specific edge that helps them win tricks.



THE 20 ROOK

This is the classic rook and has a value of 20. Simple and elegant.



THE +1/-1 ROOK

This rook's value is 1 higher or 1 lower than the previous card (must choose value when played). *If played at the start of the trick, it has a value of 0.*



THE x2 ROOK

This rook's value is double the value of the previous card. *If played at the start of the trick, it has a value of 0.*



THE = ROOK

This rook's value is equal to the total of all of the cards played before it in the trick. *If played at the start of the trick, it has a value of 0.*

ENDING THE ROUND

Once 12 tricks have been played (and all players are out of cards), the round is over. Each player scores the total value of all the point cards they won. Write down each player's score. The player who currently has the least total points chooses the first lead player for the next round. Return all cards to their decks, including point cards, and begin a new round. After 3 rounds, the game is over.





ENDING THE GAME



Total the points from each round—**the player with the highest score is the winner!**

ROUND TOTAL					
GRAND TOTAL	120	90	80	130	110

If there is a tie, the tied player who won the most ghost cards in the last round is the winner. If there is still a tie, the tied player who won the most points in the last round is the winner.



CREDITS



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