



TATSU

JAPANESE SPIRIT
RULEBOOK



TATSU is a trick-taking card game for 2 to 4 players in which you will capture Spirits to earn Points.
Spirits are divided into two distinct Clans,
Red/Black and **Yellow/White**
You play for one of these two clans.



SPIRIT CLAN
RED/BLACK



SPIRIT CLAN
YELLOW/WHITE

COMPONENTS:

1 SETUP CARD
(FRONT-BACK)



4 PLAYER AIDS,
2 FOR EACH CLANS



1 RULEBOOK



1 DEALER CARD



28 SPIRIT CARDS : 14 YELLOW CLAN SPIRITS  ET 14 RED CLAN SPIRITS 

CARDS PER CLAN:

5 POWER 1 SPIRITS
(VALUE: 3, 4, 5, 6 OR 7 POINTS)



5 SPIRITS, EACH OF A POWER
OF 2, 3, 4, 5 OR 6 (VALUE : 1 POINT)



3 MULTIPLIER SPIRITS (VALUE: 0 POINT)

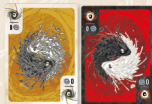
The Multiplier Spirits of your Clan will allow you to score the Points of every captured Spirits.

NOTE : 3 different spirits per clan, x1, x2 and x3.



1 FUSION SPIRIT
(VALUE : 0 POINT)

When this Spirit is played, the current trick will be won by the winner of the next trick. The player with the Fusion Spirit played in front of them will start the next trick.



4 PLAYERS VERSION

The 4 player version is played in 2 teams of 2.
Choose if you are part of the yellow or red team

■ SETUP

Put down the Setup Card for 4 players at the center of the table.
Players sit as displayed on the card.



SETUP CARD



EACH PLAYER IS SEATED IN
FRONT OF THEIR PARTNER.

Choose the first player. That player takes the Dealer Card (the Dealer Card will change players between rounds to indicate the player who will deal the cards).

That player shuffle and distribute the cards to all players.

Each player will have 7 cards that will either be Yellow Clan Spirits  or Red Clan Spirits .

Each player takes those cards in hand and will play them in front of them.
Pick a First Player that will start the game.

■ GAME TURN

A game turn ends when 4 cards are played.
The player with the most powerful Spirit (Highest Power)
in front of them wins the trick and takes the 4 cards.
The player that wins the trick starts the next turn.

■ ON YOUR TURN

Play a Spirit card of your Color Clan **in front of you**

or

Ask any player (opponent or partner) to play a Spirit card of your Color Clan in front of yourself. This player will play for you.

It is then the next player's turn clockwise to play until the 4 players have a card in front of them.

ex : If a player from the Spirit Clan Yellow  asks another player (opponent or partner) to play for them, this person will have to play one of their Yellow Spirit cards .

CARD ANATOMY



EXAMPLE OF
A FULL TURN



NOTE: IT IS ALWAYS POSSIBLE THAT A PLAYER PLAYS 0 OR MORE CARDS IN THE SAME GAME TURN! IT IS PERFECTLY NORMAL DURING A GAME, PLAYERS DO NOT HAVE THE SAME NUMBER OF CARDS IN HAND AT THE SAME TIME.

IF NO FUSION SPIRIT HAS BEEN PLAYED

The player with the highest Power in front of them wins the game.

If multiple Spirits have the same Power and it is the highest Power in play, the first played Spirit is considered the most Powerful. The player with this Spirit in front wins the trick.

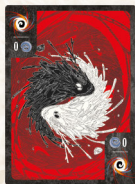
NOTE: POWER 1 SPIRITS RARELY WIN A TRICK... BUT THEY ARE THE ONE THAT ARE WORTH THE MOST POINTS IF YOU CATCH THEM! TRY TO PLAY THEM WHEN YOU ARE ASSURED TO WIN THE TRICK!

IF AT LEAST ONE FUSION SPIRIT HAS BEEN PLAYED

- No one wins the trick at the moment. The player with the Fusion Spirit in front of them starts a new Turn when the previous one is over. The person who wins this new Turn takes all the cards (2 tricks).

- If during the new Turn, the second Fusion Spirit is played, the new player that has this Fusion Spirit in front of them starts a new Turn when the previous one is over. The person who wins this new Turn takes all the cards (3 tricks).

- If the 2 Fusion Spirits have been played during the same Turn, it's the player that played the first Fusion Spirit in front of them that starts the new turn.



FUSION SPIRIT

NOTE: IF A FUSION SPIRIT IS PLAYED DURING THE LAST TURN, NO ONE WILL WIN THE TRICK. THE 4 CARDS WILL THEN BE DISCARDED.

IF THE TRICK ONLY HAS MULTIPLIER SPIRITS

The Multiplier Spirits do not usually win tricks. Still, if during a Turn, 4 Multiplier Spirits have been played, the winner of the trick is the player with the first Multiplier Spirit played during this Turn.

■ END OF A ROUND

When every card has been played, the Round is over and Points are counted. The player with the Dealer Card passes the card to its left. That player will then shuffle and distribute the cards with the new round.

■ POINTS COUNT

Every team takes back their won tricks and counts the Points of **all** captured Spirits. To score Points, you must have captured at least 1 Multiplier Spirit of your **Color Clan!**

If you haven't captured any Multiplier Spirits from your Color Clan during the Round, you score 0 Points.



MULTIPLIER
SPIRIT

NOTE: IT IS VERY IMPORTANT TO CAPTURE AS MANY MULTIPLIER SPIRITS OF YOUR COLOR CLAN AS YOU CAN AND CAPTURE THOSE OF YOUR OPPONENTS TO AVOID THE OPPOSING TEAM WINNING.

Add all the Points from the top left of all the Spirits (of both Color Clans) that you've captured (Fusion Spirits and Multiplier Spirits aren't worth any Points.) Multiply the total with the Multiplier Spirits of your Color Clan.



The Multiplier Spirit x1 allows you to multiply your points by 1.
The Multiplier Spirit x2 allows you to multiply your points by 2.
The multiplier Spirit x3 allows you to multiply your points by 3.

The Multiplier Spirits are adding up! For example, if you have captured the Fusion Spirit x1 and x3 of your Color Clan, you multiply by x4 your Points at the end of the round.

EXAMPLE OF SCORE: IF THE RED CLAN HAS CAPTURED ALL THOSE SPIRITS AT THE END OF THE ROUND
(1 + 3 + 3 + 1 + 1 + 1) = 10 POINTS X 0 X 2 = 10 X 2

TOTAL
20



END OF THE GAME



The game ends when one of the teams reaches 500 Points.
The team with the highest score wins!

If no team reaches 500 points, start a new round.

2 PLAYERS MODE

SETUP

For the 2-player mode, the players sit facing each other as shown in the image to the right (this card does not exist in the game).
Choose the first player. That player takes the Dealer Card.
That player then shuffle and deals all the cards to the players.

Cards are distributed face down and shouldn't be taken in hand.
Each player will have 14 cards that may be Yellow Clan Spirits 
or Red Clan Spirits .

Each player takes the 14 cards and puts 7 of them face down in a straight line in front of them. They then put the remaining 7 cards face up, one on each hidden card.

Designate a first player to start the game.

YOU PLAY FOR ONE OF
THESE TWO CLANS.



■ GAME TURN

UA game turn ends when 4 cards are played.

Each player will then play 2 cards. The player with the most powerful Spirit (Highest Power) in front of them wins the trick and takes the 4 cards.

The player that wins the trick starts the next turn.

■ ON YOUR TURN

Play a Spirit card of your Color Clan and face up in front of you

OU

Ask your opponent to play a Spirit card of your Color Clan and face up in front of them, in front of yourself.

- When a face up card is played, the card underneath is turned up.
- If you or your opponent do not have a face up card of the desired Color Clan you can then play a face down card or ask your opponent to play a face down card of theirs in front of you. It is then the next player's turn to play.

Every player will play 2 turns and will have 2 cards in front of them.

Then proceed to the trick resolution in the same way as the 4 player mode.

■ END OF A ROUND

When every card has been played, the Round is over and Points are counted.

The player with the Dealer Card passes the card to its opponent.

That player will then shuffle and distribute the cards with the new round.

■ POINTS COUNT

Count the points following the same rules as with 4 players.

■ END OF THE GAME (2 PLAYERS MODE)

The game ends when one of the players reaches 500 Points.
The player with the most Points wins the game!

3 PLAYERS MODE

In the 3 player mode, every player might win the game. You'll play as a team during each Round but everyone will have a different score during the game.

■ SETUP

Put down the Setup Card for 3 players at the center of the table.
Players sit as displayed on the card.



THE GHOST SPIRIT IS
TEAMED WITH THE
RED PLAYER.

One of the players will be in a team with a Ghost Spirit.
They will decide which cards this Spirit must play during
the Round.

This player will switch every Round.

Every card is shuffled and distributed to the players
in the same way as the 4 player mode.

The 7 cards of the Ghost Spirit are put down face up.
Pick a First Player that will start the game.

NOTE : IN A 3 PLAYER GAME, THE PERSON WHO SHUFFLES
AND DEALS THE CARD AT EVERY ROUND WILL ALWAYS
BE THE ONE IN THE RED TEAM.

■ GAME TURN

The game is played the same way as the 4 player mode except that the player
in a team with the Ghost Spirit must play for them.

■ GHOST SPIRIT

If a player of the Yellow Color Clan asks the Ghost Spirit to play a card for them, a player from the Red Color Clan must pick which card the Ghost Spirit plays. If a player from the Yellow Color Clan ask a player from the Red Color Clan to play for them, they cannot play a card from the Ghost Spirit. They must play from their own hand.

The player from the Red Color Clan can asks the Ghost Spirit to play for them. The player must then pick which card the Ghost Spirit plays.

■ END OF THE ROUND AND SCORING

End of the Round and Scoring

When every card has been played, the Round is over and Points are counted. Scoring proceeds in the same way as the 4 players version except that scores are written down for each player. If the Yellow Clan Team scores 60 Points, both players must write down 60 Points on the Score Sheet.

The Red Clan Player scores their own Points.

At the end of the round, the 2 players from the Yellow Clan Team will write down the same number of Points and the player from the Red Clan Team will score their own Points.

To start a new round, turn the Setup Card towards the left so the player from the Red Clan Team is now in the Yellow Clan Team.

NOTE: THE GHOST SPIRIT ALWAYS STAYS IN THE SAME PLACE.

You can now start a new game in this new configuration.

■ END OF THE GAME

The game ends when one of the players reaches 500 Points.

If 2 or 3 Players reach over 500 Points at the same time, the player with the most Points wins the game!



EACH PLAYER
TAKES THE PLACE
OF THE PLAYER
ON HIS LEFT

■ TEAM MENTIONS



Edited by Matagot Edition
135 rue du Tondu
33000 BORDEAUX
(FRANCE)
www.matagot.com



Bambus Spieleverlag
Günter Cornett
Kopfstraße 43
D-12053 Berlin
(GERMANY)

Designer : Wolfgang WERNER
Illustrator : Maxime ERCEAU
Editorial director : Arnaud CHARPENTIER
Art director: Maxime ERCEAU
Rules writing : Cédric BASSO
Translation: Mathis BOUCHET
A big thank you to the team of MATAGOT editions
for their participation in the elaboration of this project.



