

4 Seasons Rules

Overview

In 4 Seasons, players will be dealt secret role cards that will determine what cards they need to win. Most roles are on a team and win as a team, but among players could be a hidden traitor.

As the hidden traitor, be ruthless, silent or hide in plain sight as no one will be helping you complete your goals.

Setup

1. Set the Main Deck based on player count.

4 Players: Use #1-9 of all 4 seasons (Autumn, Winter, Spring and Summer) as well as #1-4 of the wild cards.

5 Players: Add #10-11 of all 4 seasons as well as #5 wild.

6 Players: Add #12-13 of all 4 seasons as well as #6 wild.

3 Players: Setup for a 4-player game, but remove all winter cards.

2. Set the Role Deck based on player count.

4 Players: Use Autumn, Winter, Spring, Summer and Darkness

5 Players: Add Light

6 Players: Add another Darkness

3 Players: Remove Winter

3. Give each player a reference card and 1 token of each type (Autumn, Winter, Spring, Summer).
4. Shuffle the Role Cards and deal 1 card facedown to each player. *There will always be 1 extra role card, set this card aside without revealing it.*
5. Shuffle the main deck and deal 9 cards to each player face down. Place the remaining 4 cards faceup in the Pit. *The Pit is a designated area of the table where cards will be discarded to and taken from.*

The cards are labeled in the bottom middle if they are for 5+ or 6 players.

Players may also refer to the back of the setup card for player count setup.

Gameplay

TRICK-TAKING

The player holding the highest Wild card currently in play will become the first player. They will play any card from their hand face up to the center of the table. Then, in clockwise order, each other player plays one of their own cards face up in the center of the table. This playing of one card by each is called the “trick.” The player who places the card with the highest value wins the trick, but only if that player has followed suit.

There are five card suits: Autumn, Winter, Spring, Summer, and Wild. Following suit means that each player must “follow” the suit choice of the first player; i.e., you have to play a card of the same type. Only if you do not have a card of this suit may you play a card of a different suit. However, the trick can only be won with cards that have followed suit. The card with the highest numeric value in the designated suit wins the trick. Won tricks are placed face up in front of the winning player. During a trick, there is no mandate to play a specific card. If you have multiple cards that you can play, you may play a low card, even though you would have been able to win the trick with a higher card. In other words, you are not forced to win the trick.

The wild cards are trump cards. This means that they always win the trick, no matter which other cards are in play. During a season-suited trick, a wild may only be played if a card in the season suit cannot be played. If a wild card is played first, this will establish the suit and must be followed if possible. If several wilds are in contention, the one with the highest value wins.

Tokens

On a player's turn, before or after playing a card to the current trick, a player may play any 1 of their available Season Tokens to the trick. *(Unless the winter token is played, a player must still play a card from their hand to the trick following suit if able.)*

ROLES

4 Seasons

The 4 season roles are on a team, they either all win or all lose.

Each of the 4 season roles corresponds to one of the 4 season suits.

4 Season players' goal is to win more of their corresponding season suit than any other player at the table. *Season players count won wild cards as their season suit when counting majorities.*

If all season players manage to complete their goals, they all win as a team. However, if any season player does not complete their goal, all season players lose as a team.

Darkness

Darkness players are on their own. If they complete one of their 3 goals they win. If not, they lose.

The 3 ways to win as darkness are,

1. Win more cards of one of the season suits IN PLAY than any other player.
2. Win more cards of one of the season suits NOT IN PLAY than all season players combined.
3. Win 0 tricks.

Wild cards won by darkness players DO NOT count as won cards and are not counted when counting majorities.

It is possible that both darkness and the seasons Win. It is also possible that neither team wins.

As darkness, you have the option to steal the win from the season players or hide in the shadows and try to win alongside them.

Light

The Light role is only used in 5 and 6 player games.

The Light player is considered to be on a team with the season players and will win or lose alongside them.

The Light player will know the roles of all players at the table. At the start of a round, after roles and cards have been dealt but before the first trick, all players will close their eyes and flip their role cards face up. A player at the table will then prompt the "Light player to open their eyes and view the roles of all other players." After a short period, the same player will then prompt the "Light player to close their eyes and all other players to flip their cards face down." Then all players open their eyes and the round begins.

ALL CARDS won by the Light player do not count when counting majorities.

As the Light player, your objective is to communicate other players' roles to the season players through clever card play and use of tokens. As the Light player, do your best to keep Darkness from winning.

TOKENS

At the beginning of the game, each player is dealt 4 Season Tokens (1 of each type). Each of these tokens will allow the player to perform a ONE-TIME ability. On a player's turn, before or after playing a card to the current trick, a player may play any 1 of their available Season Tokens to the trick. Tokens are played to the trick and are won just like cards. Won tokens are placed in a player's score pile and are counted as a card of their respective suit. Won tokens CANNOT be used by the player that won them. Each player may only use 1 token of each type. *(Unless the winter token is played, a player must still play a card from their hand to the trick following suit if able.)*

Autumn

This token allows a player to discard ANY card from their hand. Discarded cards are placed face up in the Pit. *Use this token to get rid of your last card of the current lead suit or to place a card in the Pit that another player may benefit from.*

Spring

This token allows a player to take ANY card from the Pit and add it to their hand. *Use this token to take a high card that may allow you to win a future trick, or to grab a card of the current leading suit that you may not have.*

Summer

This token allows a player to take ANY card from the current trick and score it. A card taken from the current trick can no longer win the trick. *Use this token to keep another player from winning a trick, to score a card of your own suit, or even to score the card you just played to the trick! (Cards won with the Summer Token DO NOT count against a Darkness player winning 0 tricks!)*

Winter

This token allows a player to skip playing a card to the current trick. If a player leads a trick with the Winter token, the first card played to the trick will be the leading suit. *Use this token to avoid winning a trick, losing a high card, or to avoid leading the wrong suit.*

OPTIONAL SCORING VARIANT

For a longer game, players may choose to play with this scoring variant.

1. Select a predetermined # of rounds to play. (*4 rounds is suggested*)
2. Then, players will score 1 point for each round they win.
3. Players will also score 0.1 points for each unused token at the end of each round,
4. At the end of the predetermined # of rounds, whichever player has the most points wins the game.

Tiebreaker: The player with the most total unused tokens wins. If there is still a tie, tied players share the victory.