



2-4 15-25mins 10+

Components

- Rulebook: 1 copy
 - Gacha Ticket: 1
 - Hand Reference Guide: 4
 - Account Cards: 4 (*Used to track VP and Premium Stones)
 - Tiles: 8 (*Used with the Account Cards)
 - Character Cards: 36
 - Power 1 & 2: 6 cards each Power 3 & 4: 5 cards each
 - Power 5 & 6: 4 cards each Power 7 & 8: 3 cards each
- *The dots below the numbers indicate the number of copies for each card.

Story

The biggest event of the year has finally begun in the smash-hit mobile game, Fake/Gacha Order! Who will stand at the pinnacle? The chosen one—a legendary Whale. Top up your funds! Smash those stones! Roll the gacha until you hit the ceiling! Obtain the ultimate cards! Earn the most VP (Victory Points) and set your sights on becoming—the legendary Top Ranker!

About the Game

This is a game where you collect Character Cards to form powerful combinations (hands). Players compare the Power of their cards, and earn VP (Victory Points) based on their ranking. The game is played over 3 rounds. At the end of the 3rd round, the player with the most VP is the winner!

Setup

1. Deal 1 Hand Reference Guide to each player.
2. Deal 1 Account Card and 2 Tiles to each player.
3. Each player sets their VP and Premium Stones to 3.
4. The Gacha Ticket is not used in the 1st round. From the 2nd round onward, the player in last place takes and uses it.

Flow of the Game

The game is played over 3 rounds. Each round consists of the following 5 steps:

Flow of the Round

1. Login Bonus (Round Setup)
2. Top-up Time (Exchange VP for Premium Stones)
3. Party Formation (Roll Gacha & Synthesize)
4. Event Battle (Compare Power)
5. Event Rewards (Earn VP)

Login Bonus (Round Setup)

1. Determine the Start Player
 - 1st Round: The player who most recently rolled a gacha becomes the Start Player.
 - 2nd Round Onwards: The player who finished in last place in the previous round becomes the Start Player.
 2. Create the Draw Deck
 - Shuffle all Character Cards thoroughly to form a face-down draw deck.
 3. Deal Hands
 - Deal 4 cards face-down to each player. This is their hand.
 4. Place the Support Character
 - Draw 1 card from the top of the deck and place it face-up (e.g., on top of the game box).
 - This card becomes the Support Character, a shared card that all players can use.
- *Note: Be careful not to mix this up with the discard pile.

Play Area (3-Player Game)



2. Top-up Time (Exchange VP for Premium Stones)

This is the phase where you can exchange your VP for Premium Stones. In clockwise order, starting from the Start Player, players decide whether to exchange VP for Premium Stones or not.

[Exchange Rate] 1 VP = 4 Premium Stones

During a single Top-up Time, you can exchange a maximum of 2 VP (8 Premium Stones).

You can hold a maximum of 8 Premium Stones at a time.

If you obtain 9 or more, you must discard the excess so that you have exactly 8.

3. Party Formation (Roll Gacha & Synthesize)

Starting with the Start Player, players take turns in clockwise order. On your turn, choose one of the following:

- A. Random Gacha
- B. Guaranteed Gacha
- C. Synthesis
- D. Pass

(Continued on the back)

A. Random Gacha (Cost: 1 Premium Stone per card exchanged)

Discard any number of cards from your hand, then draw the same number of cards from the draw deck.

*Note: Place discarded cards face-up so everyone can see them (discard pile is public information).

B. Guaranteed Gacha (Cost: 3 Premium Stones)

Discard 1 card from your hand, choose any 1 card from the discard pile, and add it to your hand.

C. Synthesis (Cost: 1 Premium Stone)

Use 2 cards with the same number from your hand to upgrade a character.

1. Place 1 of the cards horizontally in front of you. This is now an Upgraded Character (Max Limit Break).

2. Place the other card in the discard pile (consumed as synthesis material).

3. After synthesizing, draw 1 card from the deck and add it to your hand.

*Note: The total number of cards in your hand plus your Upgraded Characters will always be exactly 4.

《How to Use Upgraded Characters》

An Upgraded Character can be used as either its "Original Number" or its "Original Number + 1".

Example: An Upgraded '2' can be used as either a 2 or a 3.

Exception: An Upgraded '8' acts as a Wild Card and can be used as any number from 1 to 8.

D. Pass

A player who passes cannot take any further actions for the rest of the round.

Once all players have passed, proceed to the Event Battle phase.

*Note: Any remaining Premium Stones can be carried over to the next round.

*Note: If the draw deck runs out, shuffle the discard pile to form a new draw deck.

4. Event Battle (Compare Power)

1. All players calculate their Power.

Power = Hand Strength + Smallest Number in Hand

[Hand Strength (Hand Rankings)]

Hands are formed using any combination of your Hand, Upgraded Characters, and the Support Character.

No Pair (0 Power): No combination (e.g., 1, 2, 3, 4, 8)

One Pair (1 Power): 2 cards of the same number (e.g., 1, 1, 2, 3, 4)

Two Pair (3 Power): Two sets of pairs (e.g., 1, 1, 2, 2, 3)

Three of a Kind (4 Power): 3 cards of the same number (e.g., 1, 1, 1, 2, 3)

Straight (5 Power): 5 cards in sequential order (e.g., 1, 2, 3, 4, 5)

Full House (7 Power): A Three of a Kind and a Pair (e.g., 1, 1, 1, 2, 2)

Four of a Kind (9 Power): 4 cards of the same number (e.g., 1, 1, 1, 1, 4)

Five of a Kind (15 Power): 5 cards of the same number (e.g., 1, 1, 1, 1, 1)

[Smallest Number in Hand]

This is the card with the lowest number in your hand.

Upgraded Characters and the Support Character are not part of your hand, so they are not included when determining the smallest number.

[Power Calculation Example]

Hand: '2', '3', '3'

Upgraded Character: '2 Upgraded' (Used as a 3)

Support Character: '1'

► 3 cards of '3' forms a Three of a Kind (Hand: 4 Power).

► The smallest number in the hand is '2', resulting in a Smallest Number Bonus: 2 Power.

► Total: Hand (4) + Smallest Number (2) = 6 Power!

2. All players declare their Power simultaneously and reveal their hands.

3. Verify that everyone's Power calculations are correct.

4. Determine rankings based on Power, from highest to lowest.

5. Event Rewards (Earn VP)

1. Each player earns VP based on their ranking.

Rounds 1 & 2: 1st Place 4 VP / 2nd Place 3 VP

3rd Place 2 VP / 4th Place 1 VP

Round 3: 1st Place 6 VP / 2nd Place 4 VP

3rd Place 2 VP / 4th Place 1 VP

*Note: In a 3-player game, only the rewards for 1st to 3rd place are used.

*Note: In a 2-player game, the first player to win 2 rounds is the overall winner. For details, please check the "2-Player Rules".

*Note: If a player reaches 10 VP or more, lap the score track twice to record it.

2. In the 1st and 2nd rounds, the player in last place receives a Gacha Ticket and becomes the Start Player for the next round.

[What is a Gacha Ticket?]

When used, it makes one of your "Random Gacha" actions free.

You do not need to pay any Premium Stones, no matter how many cards you exchange.

*Note: The Gacha Ticket can only be used in the following round.

3. Collect all the cards and proceed to the next round.
(Return to "1. Login Bonus")

Game End & Victory Conditions

At the end of the 3rd round, the player with the most VP is the winner!

If there is a tie, the player who has more Premium Stones remaining is the winner.

2-Player Rules

When playing with 2 players, the following rule changes apply.

All other rules remain the same as the standard game.

●First Player Bonus: After placing the Support Character, draw 1 more card from the deck and place it in the discard pile. (This allows the first player to use a Guaranteed Gacha from the very first turn.)

●Premium Stone Distribution: Every round, both players receive 3 Premium Stones during the Login Bonus phase.

●No Top-up Time: After the Login Bonus, immediately proceed to the Party Formation phase.

●Victory Conditions: VP is not used. The first player to win 2 rounds is the overall winner!