

Seven PROPHECIES

RULEBOOK

There is a legend of four great masters of cards...

Akiko dwells in the land of eternal spring. She is a master of sleight of hand, her fingers flitting gracefully like cherry blossoms in the wind. She manipulates the cards to control her destiny. She believes that with every shuffled deck, she rewrites her fate.

Akari resides in the land of eternal summer. She is a master of deception; her boisterous laugh and infectious charm distract her opponents. She sees life as an elegant game of chance, whose odds she can tip in her favor.

Riku lives in the land of eternal autumn. She is quiet and observant, with keen foresight, a master of calculated risks. She believes that by comprehending the patterns formed by the cards, she can not only predict her future, but bend it to her will.

Hiroshi lodges in the land of eternal winter. He is an old man whose face is weathered like an ancient tree, suggestive of his mastery.

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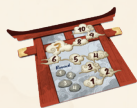
44 Playing cards



12 Suit cards
(3 each in Spring, Summer,
Fall, and Winter)



4 Rank cards



1 scoreboard /
Round tracker



1 Round marker



1 Starting Player
token



In each player color:

- 1 Screen
- 1 Score token
- 1 Prophecy card
- 7 Prophecy tokens

SETUP

2-player game: After you read these rules, see the **2-Player Variant** at the end of the rulebook.

3-player game: Return **Rank card 4** to the box.

1. At the left end of the table (with enough room for 10 columns of cards to their right), align the **Rank cards** in a column in numerical order, with **1** at the top.

* **3-player game:** You won't have **Rank card 4**.

2. Place the **scoreboard** nearby.
3. Place the **Round marker** on space **1** of the scoreboard's **Round track**.

4. Each player: Choose a color and take the following in your color:

- **1 Player screen**
- **1 Score token;** place it next to the scoreboard.
- **1 Prophecy card** with the side matching the number of players; hide this behind your screen.
- **7 Prophecy tokens;** hide these behind your screen.

5. The player who most recently had their future predicted takes the **Start Player token** and will go first (you may instead choose randomly). Turn order is clockwise.

3-player game: Remove all of the **10s** and **11s** from the **Playing cards** (there are 4 of each; so you'll remove 8 cards, keeping 36).





GAMEPLAY

The game ends after **each player has had the Start Player token for 1 round**, or **someone has earned at least 7 points**, whichever happens sooner.

Each round lasts 7–10 tricks.

Each trick, you must play 1 card from your hand matching the suit indicated by the Suit card for that trick (all 10 tricks' Suit cards will be laid out for all to see and plan against).

EACH ROUND

Each round comprises 4 phases.

Phase 1: Round Setup



a. Shuffle **all** of the Playing cards.

***3-player game:** except the 10s and 11s.

b. Deal a hand of **10 Playing cards** to each player; set aside the remaining Playing cards unseen.

c. Shuffle **all** of the **Suit cards**.

d. Lay out a row of **10 face-up Suit cards** above and to the right of the Rank cards to frame an empty 10 × 4 grid for cards; set aside the remaining Suit cards.

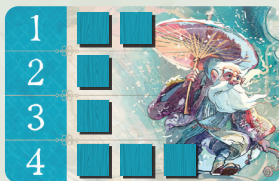


* **3-player game:** You won't have a 4th row.

Phase 2: Prophecies

- a. Simultaneously:** Behind your screen, place all 7 of your Prophecy tokens in the rows of your Prophecy card to predict how your plays will rank across the 10 tricks of the round. You're guessing that your Playing card will rank 1st, 2nd, etc. at least as many times as the number of Prophecy tokens you assigned to that rank. In other words, it's OK to get that rank more times than you predicted; you've predicted the minimum number of times you'll get that rank. You are totally allowed to have zero Prophecy tokens assigned to a rank (or to several!); however, you must assign all 7 Prophecy tokens.

Example: In a 4-player game, **Zentan** looks at his hand and predicts that he will get 1st place twice, 2nd place once, 3rd place once, and 4th place three times. So he places 2 Prophecy tokens on **row 1** of his Prophecy card; 1 on **row 2**; 1 on **row 3**; and 3 on **row 4**. With all 7 Prophecy tokens assigned, he waits for everyone to finish their predictions.



b. Simultaneously: Reveal your predictions.

Phase 3: Tricks



Play 1 trick for each of the 10 Suit cards. Each trick goes as follows:

- a. In turn order:** Each player must play one card matching the current trick's Suit card. If you don't have that suit, say so, then play any card.
- b. Determine the played cards' ranks:**
 - Each on-suit card beats *lower* on-suit cards.

Example: The Suit card for this trick is winter.



- Lowest on-suit card beats *highest* off-suit card.

Example: The Suit card for this trick is winter.



- Each off-suit card beats *lower* off-suit cards (see example, p. 8). Tiebreaker: The card played *later* is better.

Example: The Suit card for this trick is winter.



If the four players played



they would rank like this:

1st  (highest/only on-suit card played)

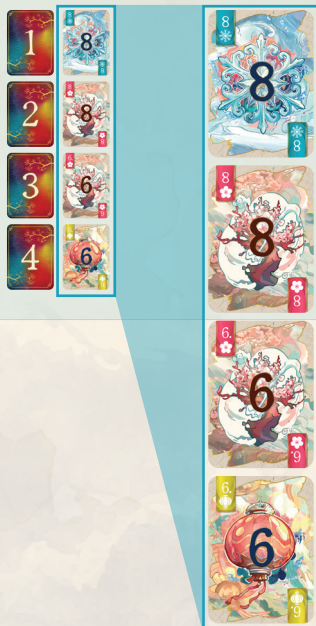
3rd  (next highest off-suit card; tied, but played later)

2nd  (highest off-suit card played)

4th  (tied, but played earlier)

- c. Place the played cards by rank below this trick's Suit card.

Example: The cards from the trick above would be placed as follows.



- d. Each player:** If your Prophecy card has any of your Prophecy tokens assigned to your played card's rank, move a token from there to your played card.

Example: Zentan played the off-suit 8, getting 2nd. He moves the only Prophecy token he has on row 2 to the 8 he played. He has fulfilled his prediction of getting 2nd one time! If he gets 2nd again, he won't have a Prophecy token to move to his card... but it's OK... as long as everyone else also makes a mistake at some point.



- e.** If anyone has fulfilled all 7 of their prophecies (you no longer have Prophecy tokens on your Prophecy card), the **round ends**; skip to **Phase 4: Scoring**.
- f.** If you have played all 10 tricks, the **round ends**; skip to **Phase 4: Scoring**.
- g.** Otherwise, the trick winner starts the next trick (repeat the steps of this phase), with turn order being clockwise from that player.





Phase 4: Scoring

If someone fulfilled all 7 of their prophecies, only the best player and the second-best player score, as follows:

- **Best:** If you fulfilled all 7 of your prophecies, score for how many tricks it took to do so:
7: 5 points / **8:** 3 points / **9:** 2 points / **10:** 1 point.
If several of you fulfilled your prophecies, each of you gets those points.
- **2nd Best:** Then, unless all 10 tricks were played, the remaining player with the most prophecies fulfilled (fewest cubes left on Rank cards) gets 1 point.
If several of you are tied for 2nd, each of you gets 1 point.

Otherwise (you played 10 tricks but no one fulfilled all 7 of their prophecies), nobody scores.

If anyone has at least 7 points, the **game ends**.

If the Round marker is on the space matching the player count, the **game ends**. Otherwise, advance it, and play a new round, starting with **Phase 1: Round Setup**.

END OF THE GAME

Highest score wins. **Tiebreaker:** The tied player with the fewest predictions of first and last for the final round (top-row + bottom-row Prophecy tokens) wins.



2-PLAYER VARIANT

Two human players (hereafter simply called *players*) play a 3-player game against a bot named **Go-High**.

SETUP

1. Go-High doesn't get any player components.
2. One of the players goes first (Go-High has never had their future predicted).
3. You're playing a 3-player game (two players plus Go-High), so remove the **10s** and **11s**.

GAMEPLAY

The game ends after 3 rounds, or when someone has earned at least 7 points, whichever happens first.

Each Round



a. Round Setup

Deal Go-High a hand, and keep it face down for now.

b. Prophecy

- Go-High doesn't make predictions or use Prophecy tokens at all.
- Reveal your predictions and Go-High's hand. Arrange Go-High's hand by suit so that each goes from highest value to lowest value.

c. Trick Phase

- Go-High always follows suit if possible, like everyone else. Thus, Go-High plays their best on-suit card. If Go-High has none to play, Go-High will play their highest off-suit card. If there are several that are the highest value, the player who led chooses which of those highest cards Go-High plays.
- Just leave Go-High's card empty (there's no need to place Prophecy tokens for Go-High).
- Even if Go-High wins the trick, they won't lead the next trick. If Go-High won the trick, the player who played the second-best card this trick leads the next trick.

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