GRAPH-T
グ ラ フ ト

Welcome to GRAPH-T.

You have been selected as testers of the GRAPH-T program.

GRAPH-T brings together the best talent from all over the world.

It is an organization that aims to create a better and more enjoyable world.

The purpose of this test is not disclosed to the tester.

GRAPH-T will contact the tester with excellent results later.

Let's start an instruction for this test.

Components

1 sheet of instruction manual (This paper)
52 cards (with following cards)
- 4 Gray cards
- 7 cards containing Red
- 8 cards containing Yellow
- 10 cards containing Sky blue
- 11 cards containing Purple
- 12 cards containing Black

SAMPLE DATA

- Abobe of the level are colored in Gray
- Level (Height)
- Number of the same card

Each card has a level (height). The cards more than the level of height are painted with gray. The number of cards for each card is shown in the table below. The number of cards indicates with the same number of white dots on the bottom of the card.

Level	1	2	3	4	5	6	Height per Level
(gray)	4						1
(red)	4	3					1/2
(yellow)	3	3	2				1/3
(sky blue)	3	3	2	2			1/4
(purple)	3	3	2	2	1		1/5
(black)	3	3	2	2	1	1	1/6

In addition, the upper right and lower left of the card indicate the maximum level of color and of the level of that card as squares with white frame.
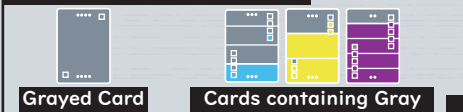We suggest you keep it in mind when you need to make a quick decision.

Preparation

Each player holds one gray card and puts the remaining gray card into the box. Then shuffle all the remaining cards thoroughly.
Distribute the same number of cards to every player.
Hold the dealt cards in your hand so as not to show for other players.
The cards in your hand called "hand". The tallest player or any way you like to determine the start player, you are all set.

FILE#01 GRAYED CARDS

Grayed Card | Cards containing Gray

Step of Test

The start player to play a card including one of the colors (Red, Yellow, Sky Blue, Purple, Black) from his/her hand. Put a card face up in front of you. Make your selected color closer to you than another side of the card when you place the card. If someone has already played Gray color during he test, you can select a color from 6 colors, including gray.
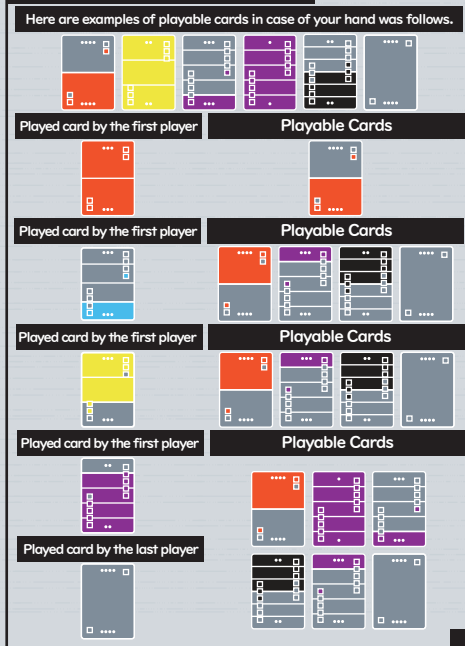Then put a card face up in front of you. Make your selected color closer to you than another side of the card when you place the card.

In a clockwise direction, the next player takes a card which must be the same color as the first card played by the start player. If some player has played gray card during the same round, you can play either the color of first card or gray. If you don't have any cards to play, flip the top and bottom of the gray card or, play the Gray card.
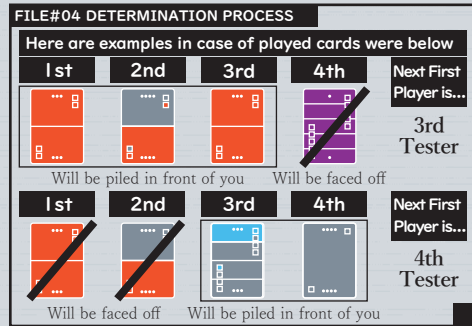If you don't have any card to play, play any card from your hand.

FILE#02 PLAYABLE FIRST CARDS

Other than Gray you can play, but…

After somebody played Gray…

You can also play Gray even though the first player

FILE#03 AVAILABLE CARDS

Here are examples of playable cards in case of your hand was follows.

Played card by the first player | Playable Cards

Played card by the first player | Playable Cards

Played card by the first player | Playable Cards

Played card by the first player | Playable Cards

Played card by the last player

After everyone plays one card at a time, determine the next first player to play a card first in the next round. A player who played the highest card (with the longest vertical length) in played colors by the first player or others played with gray cards will be the next first player to play a card in the next round.
If there were several players who has the same height, the player who played the latest will become the next first player. Gather only the same color of cards by the next first player from all the played cards without any change of the top-bottom in this round. Subsequently, pile the gathered cards putting your played card face up on the top and put the pile in front of you by color. Will other cards not collected by the next first player.
Turn the other cards face down and Keep them together near by the box. Repeat this process until you have no cards in your hand.

FILE#04 DETERMINATION PROCESS

Here are examples in case of played cards were below

1st	2nd	3rd	4th	Next First Player is…
				3rd Tester

Will be piled in front of you | Will be faced off

1st	2nd	3rd	4th	Next First Player is…
				4th Tester

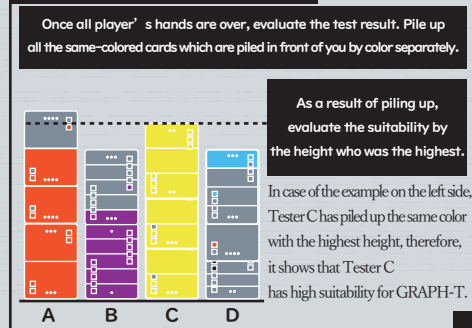Will be faced off | Will be piled in front of you

End of Test

Once all player's hands are over, pile up all the same-colored cards which are piled in front of you by color separately. Cannot flip any cards when you pile up the cards. The player who piled up his/her cards as the highest is the tester who is the most suitable for GRAPH-T.

If there are more than two players are the highest, will compare the next higher color by the highest players and the player who has the higher height will be the tester who is the most suitable for GRAPH-T. If the players still have the same result, this test brought very meaningful results!

FILE#05 EVALUATION PROCESS

Once all player's hands are over, evaluate the test result. Pile up all the same-colored cards which are piled in front of you by color separately.

As a result of piling up, evaluate the suitability by the height who was the highest.

In case of the example on the left side, Tester C has piled up the same color with the highest height, therefore, it shows that Tester C has high suitability for GRAPH-T.

A | B | C | D

Quick Test

If you don't have enough time for the test, or you can test with only two testers, return Gray cards and/or the cards containing black into the box before starting the test. You can opt either both Gray and Black cards or only Gray cards into the box. If you return only the Gray cards, start the test from dealing any remaining cards.

Automated-attendant program（Optional）

Not enough testers?
Up to three auto-attendant AI will be borrowed from GRAPH-T.
Please adjust the number of testers, including AI, between 2 and 4.
This AI is programmed with three rules to return a response.
When the auto-attendant program turns, any player who is available to play a card determined by the rules from the AI's hand. Face up all of AI's hands and put them to be able to see by everyone.
Ah, please return the borrowed AI at the end of the test.

【Rules】
1. Play Gray card if Gray card is available to play.
2. Always play the highest-level card in the hand.
   If there are two or more options, play a card which has the same color as the most common in the hand.
3. If any color is not available, play the highest-level card from one of the most common colors except Gray from the hand.

Credit

Game Design	Asuka (With Token)
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Translations	Asuka (EN)
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We would like to thank all of you for your support to improve GRAPH-T program:

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English/Deutsch/Français/ 中文

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