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céna

Players: 3–5 Playtime: 30 minutes Age: 12+
Game Design: A.I.Lab. 遊 Artwork: 有我悟

The céna, or banquet, was an essential grand event in the Middle Ages, where lords demonstrated their wealth and power through lavish feasts for their vassals. These banquets also served as a precursor to high society gatherings, functioning as diplomatic venues where nobles deepened their relationships and expanded their influence over drinks. However, the Middle Ages was an era where eliminating political rivals through poison was an openly practiced tactic. You must skillfully avoid poisoned cups, and at times, administer poison yourself to remove adversaries. By toasting comfortably and fostering good relations with your neighbors, you can extend your power and influence.

† Overview

"Céna" is a trick-taking game.

The unique feature of this game is that players must cooperate with their neighboring players to progress. Each player forms an alliance with both their left and right neighbors. Players play cards from their hands, and the alliance that is deemed to have played the strongest card wins all the cards in that round. This mini-game is called a trick, and tricks continue until all hands are empty. This entire sequence is referred to as a deal.

In Céna, players cannot directly choose the cards their alliance plays. Each card has a number on the right side and a suit (card symbol) on the left side. The number on the right side of the card played in front of you represents the number played by your alliance with the player on your right. Similarly, the suit on the left side represents the suit played by your alliance with the player on your left. In other words, the actual cards played by your alliances are determined by the cards played by the neighboring players.

After all cards have been played, each player's final score is determined by the total points earned by both of their alliances. Players earn one point for each card won, but some cards carry negative points, so careful strategy is required.

† Game Components

- Rulebook × 1
- Scoreboard & Player List × 1
- Playing Cards × 40
- Objective Cards × 8
- Crest Cards × 5
- Alliance Cards × 7



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wine



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ale

† Setup

The player who most recently attended a banquet (or drinking party) becomes the first hos

The host thoroughly shuffles all the play cards and distributes them evenly among the players according to the number of participants. The distributed cards form each player's hand, which must be kept secret from other players. Additionally, each player receives a Crest Card, and Alliance Cards are placed between players according to the number of participants.

The host also shuffles all Objective Cards and forms a draw pile with them. Then, they draw one Objective Card and place it in the center of the table where everyone can see it.

Each Objective Card specifies special rules, such as certain cards that must not be taken. For more details, refer to the section "Objective Card Details" below.

Card placement by number of players and cards used

Players	Hand Size	Crest Card	Alliance Card
3	12		No Mark+☆☆☆
4	10		No Mark+☆☆☆☆
5	8	ALL Used	No Mark+☆☆☆☆☆

※When playing with three players, the remaining four cards will not be used.



‡ Game Flow

Céna consists of three phases:

- 1.Information Disclosure Phase
- 2.Play Phase
- 3.Scoring Phase

1. Information Disclosure Phase

Each player selects three cards from their hand and places them face-up in front of them. These are called "Public Cards." There are no restrictions on which cards can be disclosed. **Even though these cards are visible to all players, they are still considered part of the player's hand.**

2. Play Phase

The game starts with the player to the left of the host. This player is called the "Lead Player."

The Lead Player chooses one card from their hand (including Public Cards) and plays it face-up on the table. This played card is called a "Playing Card." A Playing Card does not necessarily have to be placed in front of the player who played it—it can be placed in front of any other player as well.

Next, in clockwise order starting from the Lead Player's left, each player selects one card from their hand and plays it as a Playing Card. If a player has a card of the same suit as the Lead Suit (the suit of the first Playing Card played in that trick), they must play a card of that suit. If they do not have a card of the Lead Suit, they may play any card of their choice. Similarly, the Playing Card does not have to be placed in front of the player who played it—it can be placed in front of any other player who does not already have a Playing Card.

Once all players have played a Playing Card, the strength of the cards is compared to determine the winning alliance. However, in Céna, the strength of an individual player's card is not directly compared.

Instead, each player has alliances with their left and right neighbors. The number written on the right side of a Playing Card represents the strength of the player's alliance with their right neighbor. Similarly, the suit on the left side of a Playing Card determines the suit for the alliance with their left neighbor.



Each alliance is evaluated by comparing their suit and number: The alliance that has played a card matching the Lead Suit and has the highest number wins the trick.

Alliances that played a card with a different suit than the Lead Suit automatically lose.

Note: If two alliances have the same rank and suit, the alliance whose card was played later (i.e., the one whose number and suit were determined last) wins the trick.

The winning alliance collects all Playing Cards from the trick and places them face down between the two allied players. The player to the left of the winning alliance becomes the new Lead Player, and the Play Phase continues until all cards have been played.

3. Scoring Phase

Once all players have used up their hands, scoring is calculated for each alliance. (It is recommended that each player calculates the score for their right-side alliance).

Each card collected is worth 1 point.

Next, check the current Objective Card for any additional scoring rules.

If the Objective Card applies penalty points, subtract those from the total alliance score to determine the final score for that alliance.

Once all alliances have their final scores, each player earns the sum of their two alliances' scores as their personal score.

Note: A player's total score may be negative.

After scoring, the player to the left of the previous host becomes the new host. The host collects all the cards, shuffles them thoroughly, and redistributes them as new hands.

The Objective Card used in the previous round is removed from the game and placed back in the box.

A new Objective Card is drawn, and the next deal begins.

The game ends after three different players have taken the role of host. The player with the highest total score across the three games is declared the winner of the power struggle.

If there is a tie, the tied players share the victory.

‡ Simplified Rules

In the simplified rules, players can only play Playing Cards in front of themselves.

‡ Recommended Objective Cards for the First Game

For your first playthrough, it is recommended to use the following three Objective Cards:

Once players become familiar with the game, select other Objective Cards randomly for future rounds.



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Special Thanks

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(順不同敬称略)

...and you.

