

春夏秋冬 (Akinai-chu)

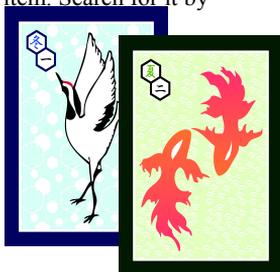
Playing Time: 10-20 minutes Number of Players: 3-4

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Story

A mischievous deity hid a seasonal item. Search for it by questioning the other players.

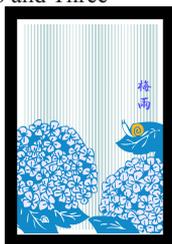


Game Components

18 Cards

- 4 “春” (Spring) cards (1 1 2 3)
- 4 “夏” (Summer) cards (1 1 2 3)
- 4 “秋” (Autumn) cards (1 1 2 3)
- 4 “冬” (Winter) cards (1 1 2 3)

As illustrated above, the name of season and their value is written on the upper left side, except for the “梅雨” (Rainy Season) Card. The Kanji “一”, “二” and “三” mean One, Two and Three respectively.



- 1 梅雨 (Rainy Season) Card (See right)
- 1 Blank Card (a white card)
(Used only in the more difficult rules)
- Dice (5) (Used to indicate each player’s score)
- 1 Printed Manual (The sheet of paper that you are currently reading!)

Object and Game Flow

Place 1 (or 2) cards face down on the center of the table. Deal the remaining cards to each player. Going clockwise, each player takes a turn by asking a question to collect information in order to guess the card(s) facing down. If you can correctly guess the card, you are then able to perform a “Challenge” – and if your guess is correct, you can earn points.

A successfully executed Challenge will conclude the round. The game’s winner is the person who has reached a specific amount of points after a certain number of rounds.

The Game Setup

- For 3 players:
Return the Blank Card to the box, as this card is not used.

Firstly, shuffle 16 cards except the 梅雨 (Rainy Season) Card and randomly place two of them face down on the center of the table.

Add the 梅雨 (Rainy Season) Card to the remaining 14 cards and shuffle them again. Then, deal 5 cards to each player. These are the players’ starting hands. Place one of the dice near the cards facing down with the number 3 on top.

- For 4 players:
Return the Blank Card to the box, as this card is not used.

Firstly, shuffle 16 cards except the 梅雨 (Rainy Season) Card and randomly place one of them face down on the center of the table.

Add the 梅雨 (Rainy Season) Card to the remaining 15 cards and shuffle them again. Then, deal 4 cards to each player. These are the players’ starting hands. Place one of the dice on the card facing down with number 3 on top.

- Common rules for the 3 and 4-player games
Deal one dice to each player. Each player places his/her dice in front of them with the number 1 on top. The number indicates their current score.

Before starting each round, if any player has all of the four cards of a season in possession (i.e. 1, 1, 2 and 3 of a specific season), the player is allowed to demand a re-deal. In that case, after the player reveals his/her hand, the players assemble all of their cards as well as the card(s) facing down and deal them again.

Turn Sequence

Each player takes a turn, beginning with the starting player going clockwise. The player who is the most sensitive to seasonal changes is the starting player.

You can also take any method like paper-scissors-rock to determine the first player.

Each player must perform either of the following actions in their turn:

1. Question
2. Challenge

1. Question
The active player can ask one of the following two types to one of the other players.

- The **total number** of cards of a specific value (1, 2 or 3)
- The **total value** of a specific season (Spring, Summer, Autumn or Winter)

Total number example:

The player asks, “How many ‘2’ cards do you have?”
If the person who is asked has the “Summer 2” and “Winter 2” cards, the player should answer, “I have two ‘2’ cards.”

Total value example:

The player asks, “What is the total value of Spring cards you have?”
If the person who is asked has the “Spring 1” and “Spring 3” cards, the player should answer, “The total value of Spring is 4.”

[Important]

When asking the latter question, the active player must put one of his/her cards face up in front of him/her to reveal it for a cost. The card must be shown until the end of the current round.

However, only at the first turn of each round, every player can ask the total value of a season without revealing any card.

If another player asks a question which includes the recently revealed card, the player must include the revealed card in the answer.

For example, a player has revealed the “Autumn 1” and has the “Autumn 2” in his/her hand. If another player asks the total value of Autumn, the player must answer, “The total value of Autumn is 3.”

[Note]

You are not allowed to take notes of the other players' answers or anything during a game. You can only rely on your memory.

2. Challenge

If you figure out the content of the card(s) facing down, you can perform a "Challenge".

Declare the season and value of the card(s) facing down.

In a 3-player game, the player must guess both of the two cards facing down.

For example, "They are 'Summer 2' and 'Autumn 3'."

The player peeks at the card(s) facing down without showing it to the other players.

If the player guesses correctly, they can flip the card(s) face up and earn the points written on the top of the dice on the card(s).

If any player reaches 6 points, they win the game.

If no one has reached 6 points, the game continues into the next round.

The player to the left of the current round's winner is the starting player of the next round.

In a 3-player game, the player must guess both of the two cards correctly.

If the player guesses only one of them, the player earns nothing.

If the player's guess is wrong, the player returns the card(s) face down to the center of the table without showing it to the other players.

Then, the player decreases the value of the dice on the card(s) by 1.

The other players continue the current round and the turn of the player who failed a challenge is skipped.

But, the other players can still ask a question to the skipped player.

If all the other players have failed a challenge and only one player is left, the round immediately ends and the remaining player earns 1 point.

(In a 4-player game, when 2 players fail a challenge, the value of the dice on the card facing down decreases to 1. But even if the third player fails a challenge, the dice is not removed and the remaining player can earn 1 point.)

Regarding the 梅雨 (Rainy Season) Card

The Rainy Season Card has no value and is not considered a season card, so this card cannot be found by asking directly for it (though the players can guess by asking several questions). In addition, this card is not placed face down on the center of the table.

The owner of this card can always earn 1 additional point when guessing correctly or by being the remaining player.

Also, when asking a total value of a season, the player can reveal this card for a cost.

The additional 1 point can be earned regardless of whether the card is revealed or not.

Winning the Game

If any player has reached 6 points at the end of a round, the player wins the game.

Strategy Tips

Asking the total value of a season allows you to collect information more efficiently, but you must reveal one of your cards.

So, you should make use of both types of questions.

Also, remember that all the other players can hear the answer to your question.

Rules for adjusting difficulty

If the basic rules seem difficult, you can alter them in the following manner:

- The players can take notes during the game.
- Even if you forget any answer to your question, you can re-confirm the answer during another player's turn.
- In a 3-player game, only one card is placed on the center of the table.
(In this case, please do not use the Rainy Season Card)
- If a player fails a challenge, he/she randomly reveals one of their cards. After that, the player must reveal another card every time they take a turn. After revealing all the cards in their hand, the player's turn is skipped as in the basic rules.

The other players can ask the player who failed a challenge before all the cards are revealed. If the player has already revealed all of their cards, the other players cannot ask them any question.

If the basic rules seem easy, you can alter them in the following manner:

- A 3-player game
Shuffle the 16 season cards (Spring, Summer, Autumn and Winter) and place 3 cards face down. Then add both the Rainy Season and Blank Cards, and deal 5 cards to each player.
The Blank Card has the same effect as the Rainy Season Card.
If a player has both of them, the effect is doubled.
During a challenge, the players must guess all the 3 cards correctly.

- A 4-player game
Shuffle the 16 season cards (Spring, Summer, Autumn and Winter) and place 2 cards face down. Then add both the Rainy Season and Blank Cards, and deal 4 cards to each player.
The Blank Card has the same effect as the Rainy Season Card.
If a player has both of them, the effect is doubled.
During a challenge, the players must guess both 2 cards correctly.

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If you have any question, please contact ouyuuan@gmail.com
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