

Hyappiki Isshu



For beginners



Instructions



You want to play immediately? Look here!



First

Hyappiki Isshu is a brand new card game inspired by a traditional Japanese card game, called "Hyakunin Isshu".

Hyakunin Isshu (a.k.a. Kyogi Karuta) has what is called "Determining letter (Kimari-ji)".

This indicates how many words of the **read card** (yomi-fuda) players should hear before identifying the **target card** (tori-fuda); for example, if the determining letter is just one, players can identify the **target card** by hearing just 1 letter.

This determining letter changes dynamically throughout the game. You may find a **target card** which required 6 letters to identify just by 1 letter next. It's so exciting to take **target cards** with understanding the situation and how many letters you should hear.

However, you must learn by heart all the 100 poems and determining letters for this excitement. It's so tough. Hyappiki Isshu is designed simple to simulate the dynamism and excitement of the original Hyakunin Isshu by combining colors and animals.

Now, let's experience the exciting moment of Hyakunin Isshu through Hyappiki Isshu. If you find this game exciting, we strongly recommend you to try Hyakunin Isshu as well.

Contents

30 **Target cards**
(tori-fuda)



Face

Back

30 **Read cards**
(yomi-fuda)



Face

Back

Instructions (This sheet)



About the rules

Although 2 rules we prefer is explained here, we rather recommend you to find ideal rules for all the players on the moment to enjoy this game more, not to adhere these. Be flexible!
Or, you can also strictly follow the original rule of Hyakunin Isshu. Do you find more exciting rules or new ways to enjoy this game? We appreciate it if you can share them with us!

Easy Rule

Here, one player takes a role of **Reader** and the other players does **Taker**.

• What Reader should do

Reader mixes all the **read cards** well. Next, Reader puts 2 cards in the box; these cards should be unknown to everyone.

• What Taker(s) should do

Takers sit in a circle. In the center, all the **target cards** are arranged.



Game Start

① The position

Takers should put their hands on the ground near the knees. If you play this game on a table, the hands should be put on the edge of the table.



② Read a card

Reader says, "Hyappiki Isshu", and then read a **read card** he/she is holding; for example, if the **read card** is "Aoi Zou (Blue Elephant)", it will be "Hyappiki Isshu, Aoi Zou/Blue Elephant".

③ Take a card

The first player who touched the **target card** corresponding to the **read card** gets the **target card**, which is placed near the player with the face down.

A player who touched a wrong card can't join the next round, where he/she should wait with the arms behind the body.



Important!

If a player touches the right card and a wrong card at the same time first, he/she can get the right card.

* If more than one player touches the right card at the same time, the youngest player takes it; if all the players are good at this game, however, you can define another way to choose who to take the right card then.

④ End of the game

Repeat this until all the **read cards** are read.

Important!

The player who took the last card can get the other 2 cards as well.

⑤ The winner

The player who took the greatest amount of cards is the winner; if more than one player has the same number of cards, the youngest one will win.



On the back is "Duel rule!"



Duel Rule

It's more like the Original Hyakunin Isshu for 2 players alone.

This rule requires 3 players: 1 **Reader** and 2 **Takers**.

• What Reader should do

Reader mixes all the **target cards** and give 15 cards to each **Taker**. Then, **Reader** mixes all the **read cards**.

• What Taker should do

Takers arrange the 15 **target cards** given in 5 rows and 3 lines. This area to put the **target cards** is called his/her territory.

The 2 territories of the 2 **Takers** should be separated to make it clear which territory a **target card** belong to.

• Check the cards

After the arrangement, the **Takers** can memorize what cards are where, and all the preparation is done.

* It's a good idea to limit the time for this memorization; we recommend 2 minutes.



Game Start

① Start with courtesy

First, each **Taker** must bow and say, "Yoroshiku Onegaishimasu".



② The position

Takers should put their hands on the ground near the knees. If you play this game on a table, the hands should be put on the edge of the table.

③ Read a card

Reader says, "Hyappiki Isshu", and then read a **read card** he/she is holding; for example, if the **read card** is "Aoi Zou (Blue elephant)", it will be "Hyappiki Isshu, Aoi Zou".

④ Take a target card

Takers must touch the right card first to get it, and then he/she place it near with the face down.

Important!

If a **Taker** took the **target card** in the territory of his/her opponent, he/she put one **target card** into the opponent's territory.

• Touch a wrong card (Otetsuki)

If a **Taker** touches a wrong card, which is called "Otetsuki", he/she takes one **target card** of the opponent's territory (which is chosen by the opponent) and put it in the own territory as the opponent orders.

* If a **Taker** makes several mistakes in one round, as many **target cards** will be given.

• Touch at the same time

If both **Takers** touch the right card at the same time, the **Taker** whose territory the card belong to will get it.



⑤ Arrangement

If the **target cards** in the territories are untidy, arrange them again tidy, and put hands on the ground near the knees while waiting for the next round.



⑥ Game end and winner

Repeat this and the **Taker** whose territory has no **target cards** is the winner.



⑦ End with courtesy

Both **Takers** must bow and say, "Arigatou Gozaimashita" to end the game.

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Creator and illustrator: Hiroyuki Sadamatsu
Instructions and package designer: Kamibayashi
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twitter:@studiummundi

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This package contains small parts which a child may accidentally take in and choke on; please never (let a child) take them in the mouth. Keep them out of reach of a child younger than 3 years old.

Some parts may catch fire, transform or change the characteristics. Please don't put them at a place of high temperature and great humidity. Please don't put them close to fire or something of high temperature. Please don't get them wet.