



7 little Korpokkurs rule book

Story

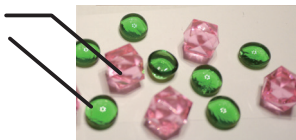
"Korpokkur" is the name of small fairies who live under butterbur leaves according to the folklore of Ainu people who live in Hokkaido, northern Japan. In this game, you, as KAMUY, divine spirits, try to catch Korpokkurs playing hide and seek under butterbur leaves.

Outline

- Players : 2 to 6 persons
- Playing time : 30 minutes
- Age : over 6 years

Components

- Scoreboard : 1
- Korpokkur chips : 37 (pink)
- Butterbur chips : 40 (green)
- Player chips : 6
- KAMUY cards : 27
- Small bag : 6 (3 colors)
- Large bag : 1 (green)
- Rule book : 1 (this sheet)



Idea of the Game

Play the game 3 rounds. The player who gains the highest points in total is the winner.

● Round

The number of chips handed out to each player and the points that can be gained by winner varies between each round.

Before starting a new round, all players shall add 1 KAMUY card to his/her hand. (Keep the KAMUY cards that weren't used in the last round in your hand.)

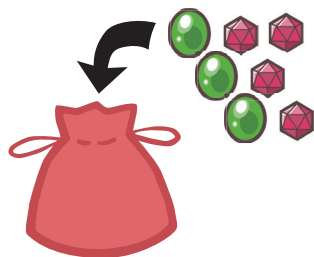
● Number of chips at the start and the point that can be gained in each round

- Round 1 (Spring) : Korpokkur 4 / Butterbur 3 / Point 2
- Round 2 (Winter) : Korpokkur 3 / Butterbur 4 / Point 2
- Round 3 (Summer) : Korpokkur 3 / Butterbur 3 / Point 3

Set up

Each Player shall take a small bag and put 4 Korpokkur chips and 3 Butterbur chips into the bag. Draw 2 KAMUY cards.

Place player chips corresponding to the number of players on "2" on the score board. Start the game from the youngest player.



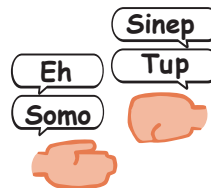
How to play

On your turn, perform one of the following actions :

- 1 Give your chip(s) to your next player.
- 2 Use a KAMUY card.
- 3 Declare ("**Korkoni !**" "**Isam !**" "**Arwampe !**")

1 Give your chip(s)

Say "**Sinep (1)**" or "**Tup (2)**" and pass that number of chip(s) to your next player. Conceal the chip(s) while giving it. (If you say "**Tup (2)**", give 2 chips of the same type.) The next player shall say one of the following answers :



① "**Eh (yes)**"
In this case, give the chip(s) to the next player.

② "**Somo (no)**"
In this case, show the chip(s) to all the players. and then draw the same number of chip(s) of the same type from the table.

2 Use a KAMUY card

KAMUY cards have powerful effects. After you play a KAMUY card, discard it. Each type of card (There are 3 of each card) has one of the following effects.

- Reverse rotation
- Change ALL your chips (including the bag) with those of another player
- Change seats with another player.
- ALL players take 2 Butterbur chips from the table.
- ALL players take 2 Koropokkur chips from the table.
- ALL players discard 2 Butterbur chips.
- ALL players discard 2 Koropokkur chips.
- ALL players give a KAMUY card to his/her next player (If you don't have any KAMUY card, you don't need to give any.)
- ALL players give ALL their chips (including the bag) to his/her next player.



3-1 Declare : Korkoni ! (butterbur)



If a player has 7 or more butterbur chips and it is pointed out by another player, that player must drop out in the round.

During your turn, if you think that another player has 7 (or more) butterbur chips , you can declare "**Korkoni ! (butterbur)**" and point at that player.

① **If that player has 7 or more butterbur chip**
That player must give you 2 korpokkur chips. (or fewer chips if he/she has less) and drop out that round, discarding all the chips and losing 1 point.



② **If that player has 6 or less butterbur chips**
You must receive 2 butterbur chips. (or fewer chips if he/she has less) *In this case, that player doesn't have to tell how many butterbur chip(s) he/she has.



3-2 Declare : Isam! (None)

If you have used up all the chips in your bag, you can declare "**Isam! (nothing)**" and leave that round, gaining 1 point. After that, you can't participate in that round.



3-3 Declare : Arwampe! (7)

You can win a round of the game by collecting 7 korpokkur chips. Declare "**Arwampe! (7)**" on your turn and show your chips. A round ends when a player declares "**Arwampe! (7)**". The player who declared it gains the points for that round.



● End of the round

Each round ends in one of follow cases.

- A player declares "**Arwampe! (7)**"
- Only 1 player is remaining.

If all players drop out or leave a round expect for 1 player, that remaining player can gain the same points as "**Arwampe! (7)**" in that round.

Variant rules

1 Short version (about 5 min.)

Play the game with only 1 round. Play without the scoreboard. Start with 3 Korpokkur chips / 3 Butterbur chips / 3 KAMUY cards . In this rule, players can't leave the round by declaring 'Isam !'. If a player's chips run out, that player must drop out of the game.

2 2 players rule

In 2 players play, each player shall draw 3 KAMUY cards first. Then, each player shall put 3 or 4 Korpokkur chips and 3 or 4 Butterbur chips into his/her bag. (Be careful not to show the number of chips.) Then, start the game as usual. Play 3 rounds and count the score.

- Leaving the round by "**Isam !**" : +1pt. (Other players can't gain any point.)
- Dropping out by "**Korkoni !**" : -1pt. (Other players can't gain any point.)
- Winning a round by "**Arwampe !**" : +2pts.

FAQ

Q : If multiple players have the highest score at the end of the game, who among them will win ?

A : In such a case, count butterbur chips and KAMUY cards at the last round. The player who has less butterbur chips will win. If that's also the same, the player who has more KAMUY cards will win. If that's also the same, both players shall be winners.

Q : If a KAMUY card is played so that "ALL players give a KAMUY card to his/her next player (If you don't have any KAMUY card, you don't need to give any.)", can I give the card which I have received ?

A : No. You must give a card that you already have in your hand.

Q : If a KAMUY card is played so that "ALL players give a KAMUY card to his/her next player (If you don't have any KAMUY card, you don't need to give any.)", can I give the KAMUY card which I played to my next player ?

A : No. You must discard a KAMUY card after you play it.

Q : Can I make declaration during another player's turn ?

A : No, you can't.

Q : Can I continue playing the game without declaring "Isam !" even my bag becomes empty ?

A : Yes, you can. However, you can't perform the "give chip(s)" action, since you don't have any chip in your hand.

Reference : Score table	
At the start of the game	: 2pts.
• Leaving the round by " Isam ! "	: +1pt.
• Dropping out by " Korkoni ! "	: -1pt.
• Winning the round by " Arwampe ! " or being the last remaining player :	
Round 1 :	+2pts.
Round 2 :	+2pts.
Round 3 :	+3pts.



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