

SANZEN-SEKAI

- I'd kill all the crows in the world to be with you a little longer. -

Rule book

● STORY

"SANZEN-SEKAI NO KARASU WO KOROSHI, NUSHI TO ASANE GA SHITEMITAI (I'd kill all the crows in the world to sleep with you in the morning)" is an old song sung at a red-light district approximately 160 years ago by one guest. It means "When a crow cries, I must leave this place. Even if I must kill crows all over the world, I want to stay with you a little while longer." The guest's name is TAKASUGI SHINSAKU. He was a central figure of the early Meiji Restoration and lived a turbulent life. The song expresses his longing to prolong this amorous time even for a short while.

In this game, players role-play guests at a red-light district.

Many birds gather in front of each player. The player must kill or move birds to prevent them from crying. If bird(s) cry, that player must go home (drop out of the game).

The player who manages to stay for the longest time will be the winner.

● Set up

- Main board (Place the 2 wooden boards over one another.)

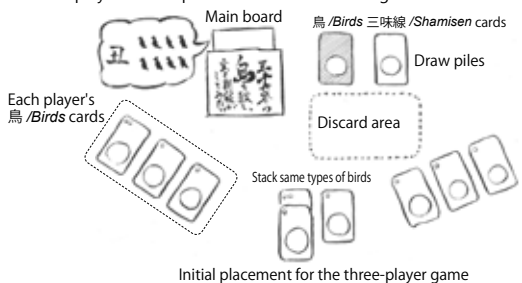
Place at the center and slide the top board to reveal the "丑" (2 a.m.) kanji character.

- 鳥 /Birds and 三味線 /Shamisen card

Shuffle cards and each player draws 3 鳥 /Birds cards and 2 三味線 /Shamisen cards.

(If a player draws 鐘 /Gong card, return cards, re-shuffle, and draw another 鳥 /Birds card.) Place the 鳥 /Birds cards in front of you face up. Stack the same kind of bird cards on top of one another to count them easily. Hold 三味線 /Shamisen cards as your hand and conceal.

Stack the rest of 鳥 /Birds and 三味線 /Shamisen cards as draw piles next to the main board. The player who slept at the latest hour last night shall be the starting player.



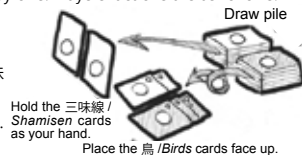
● Rules

Each player shall play at his/her turn clockwise one by one. Players' actions are as follows:

1. Draw cards

In each turn, draw 3 鳥 /Birds cards and 2 三味線 /Shamisen cards.

Place the 鳥 /Birds cards face up in front of you.



● Time

Each kanji character on the main board signifies time in old Japanese. (e.g. "丑 (Ox)" signifying 2 a.m.) Each time a player draws 鐘 /Gong card from the 鳥 /Birds draw pile, slide the main board to advance the time. As the time proceeds, the less birds are needed before they start to cry, and the types of birds to cry increases.



After drawing a 鐘 /Gong card and sliding the board, discard the 鐘 /Gong card.

If you draw 3 鳥 /Birds cards and 1 of them turns out to be a 鐘 /Gong card, place only 2 鳥 /Birds cards in front of you.

If a draw pile runs out, shuffle the discards to form a new draw pile.

2. Play 三味線 /Shamisen cards to reduce birds in front of you.

Play 三味線 /Shamisen cards to reduce 鳥 /Birds cards in front of you as many cards as you like. Used 三味線 /Shamisen cards and killed 鳥 /Birds cards discard and pile next to the draw pile. 三味線 /Shamisen cards can be used in two ways.

- Activate the effect of the card
- Kill one bird (same effect as the 撥 /Pick card)

3. Announce the completion of your turn.

- If 鳥 /Birds cards in front of you are fewer than the specified number of birds to start crying

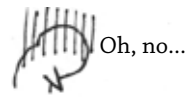
The turn passes to the player on your left. If you have 6 or more 三味線 /Shamisen cards in your hand, discard any 三味線 /Shamisen card(s) to reduce the number of cards in your hand to 5.



- The 鳥 /Birds cards in front of you have reached the specified number.

The birds cries. You must leave the red-light district and go home. Discard ALL 鳥 /Birds and 三味線 /Shamisen cards and drop out of the game.

Time	Kind and number of crying birds
丑 (2 a.m.)	8 鳥 /Crow cards
寅 (4 a.m.)	5 鳥 /Crow cards
卯 (6 a.m.)	3 鳥 /Crow or 2 鷄 /Cock cards
辰 (8 a.m.)	3 鳥 /Crow, 1 鷄 /Cock, or 1 鶯 /Warbler card(s)



※ If several types of birds are listed at the present time on the main board, you'll drop out if any of those of birds reaches the specified number.

The player who manages to stay at the red-light district until the latest hour shall be the winner.

● Card type

○ 鳥 /Birds cards

Kanji	Name	Effect	Pcs
蝙蝠	Bat	:The bat doesn't cry. (never cause a player to drop out) When you attack a bird(s), you must get rid of bat(s) in first. ※ You can use the 露網 /Trap net and 吹き矢 /Blow dart to attack other bird(s) in bats' presence.	5
鳥			16
鳥 - 2	Crow	:(Count as 2 crows.)	7
鳥 - 3		:(Count as 3 crows.)	3
鷄	Cock	:This bird starts crying later than the crow.	6
鷄 - 2		:(Count as 2 cocks.)	3
鶯	Warbler	:This bird starts crying later than the cock.	3
鐘	Gong	:If you draw this card, advance the time.	2

※ To kill or move " 鳥 /Crow - 2," 鳥 /Crow - 3", or " 鷄 /Cock - 2" cards, you must kill / move the matching number of crows at once. (You can't kill only 1 crow in the " 鳥 /Crow × 2" card.) To kill/move birds, you can use several cards at once. (e.g. using 2 撥 /Pick cards)
※ In this game, bats are treated as birds.

○ 三味線 /Shamisen cards

Kanji	Name	Effect	pcs
撥	Pick	Kill 1 bird (No special effect)	3
石礮	Stones	Kill up to 2 birds. (You can select 2 different types of birds.)	2

Kanji	Name	Effect	pcs
吹き矢	blow dart	Kill 1 bird. (You can kill another bird in the presence of bat(s))	2
投網	Cast net	You can choose to exterminate one type of birds in front of you. ●When there are bat(s) in front of you, this card exterminate bats.	2
露網	Trap net	Draw 1 鳥 /Birds card and kill all birds of the type you have drawn in front of you. ●You can kill other birds in the presence of bat(s). ●When you draw 鐘 /Gong card, nothing happens	2
夜鷹	Night bird	Using this card will prevent other birds from crying in your present turn. (You won't drop out in the present turn.)	2
唄い	Singing	You can draw 3 additional 三味線 /Shamisen cards.	2
襖	Fusuma door	You can guard against another player's attack once. ●Use in another player's turn and discard after use. ●You can choose not to use the card.	3
鏡	Mirror	You can reflect other player's attack once to another player. ●Use in another player's turn and discard after use. ●You can choose not to use the card.	2
水鉄砲	Water gun	Move up to 2 birds to another player. (You can also select 2 types of birds. You can only move the birds to 1 target player.)	3
案山子	Scarecrow	Move 1 鳥 /Birds card to another player. e.g.) You can move " 鳥 /Crow × 3" card by using this card, because it's only 1 card.	3
糸切り	Scissors	Select your target player and discard his/her 三味線 /Shamisen card at random.	2
部屋替	Room Change	Exchange all of your 鳥 /Birds cards with those of another player.	1
口笛	Whistle	ALL players draw 1 鳥 /Birds. When a player draw 鐘 /Gong, don't advance the time and discard.	1

※ "Attack" refers to the effect of the following cards: 水鉄砲 /Water gun, 案山子 /Scarecrow, 糸切り /Scissors, 部屋替 /Change room, and 口笛 /Whistle.

● Acknowledgment

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