守破離 SHUHARI

2-3 | 10+ | 20-40

"Rules and Etiquette, even if you break from them completely, do not forget the principles."

– Sen No Rikyu

Shuhari is a word derived from the waka poetry written in "*Rikyu Doka*" taught by *Sen no Rikyu*. Acquisition of arts and martial arts begins with "obeying" the *kata*, which is the teaching of teachers and schools. Then, by finding your own way, you will gradually be able to "break" the mold. After further training, they eventually reach a stage where they can "leave" the mold and create their own unique expressions of art.

In order for the arts to develop, it is necessary to break the mold, but if a person who has not mastered the foundation does something that deviates from the mold, it is not "breaking of the mold" but "having no mold".

The principles, that is, the basic spirit of the path that is contained within the mold, this is the most important thing to keep in mind.

Contents

Art Cards (60 cards)

表   裏

Preparation Cards (5 cards)

表   裏

Review Cards (5 cards)

表   裏

Stage Display Cards (2 cards)

Shu -> Ha   Ha -> Ri

Quick Reference Charts (3)   Learning Table (1)
Manuals (2)

Game Purpose

Aim to become the most "elegant" person. Players will hone their Japanese Sprit by learning the 5 Japanese arts of Ikebana (Flower Arrangement), Nihon-buyo (Dance), Koto (Stringed Zither), Chado (Tea Ceremony), and Shodo (Calligraphy). You can earn points by properly mastering each of these arts. The player with the highest score at the end of the game wins the game.

Glossary & Card Descriptions

❀ Glossary

Trick – Repeated short matches. After each trick, the winning players earns the trick.

Stage – There are three stages for tricks: The Obey [Shu] stage, the Detach [Ha] stage, and the Separate [Ri] stage. Depending on the stage, the way you play cards from your hand changes. At the beginning of a trick, it always starts with the [Shu] stage, and changes throughout the trick.

❀ Description of Art Cards

Rank – The number shown in the upper left corner of the Performing Art Card. There are ranks from 1 to 12, five of each. The rank represents the strength of the card.
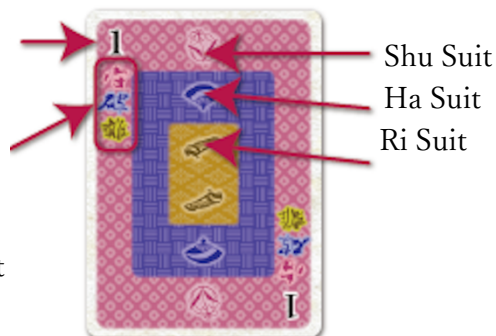
Suit – The type of performing art is called a suit. There are five types of suits: Ikebana, Nihon-buyo, Koto, Chado, and Shodo. There are 3 suits on each card, called the [Shu] suit, the [Ha] suit, and the [Ri] suit from the outside in.

❀ How to Read the Art Card

Rank

Shu/ Ha/ Ri Suit List

Shu Suit
Ha Suit
Ri Suit

Type of Suit

🌹 華道（紅）   🌀 日本舞踊（藤）   🎋 琴（黄）

🍵 茶道（緑）   ✒ 書道（灰）

Ikebana (Pink), Nihon-Buyo (Blue), Koto (Yellow), Chado (Green), Shodo (Gray)

Game Purpose

1. Shuffle all the Arts, Preparation, and Review Cards, and deal 7 cards to each player. This is their "hand". After that, all the remaining cards are placed in a face-down deck in the middle. This is called the "deck".

2. Make sure the back of your hand is always visible to players. Prepare a "field" next to the deck to play cards to, and a "discard pile" next to the deck to discard cards.

3. Distribute one quick reference chart to each player.

4. Prepare a pen to fill out the learning table (make sure to make copies of the learning table!)

5. Discuss and decide the start player, the person with the most harmonious heart.
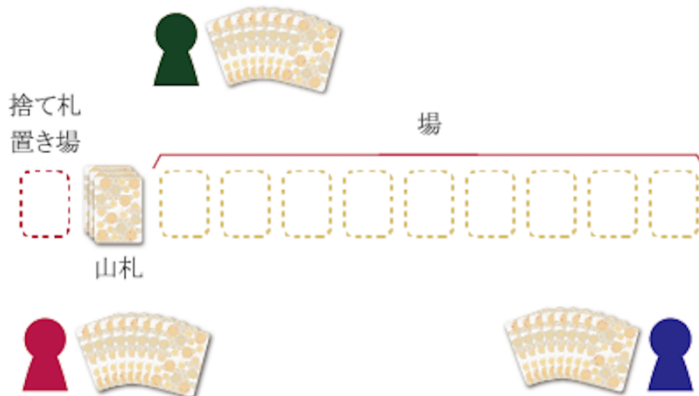
Game Flow

This game repeats tricks consisting of the following four steps until the end condition of the game is met.

1. Start Trick

The start player chooses a card to play and sets it in the field. This is called the "lead card". When playing the lead card, please refer to the "How to Play Cards" section. Then add the top card from the deck to your hand.
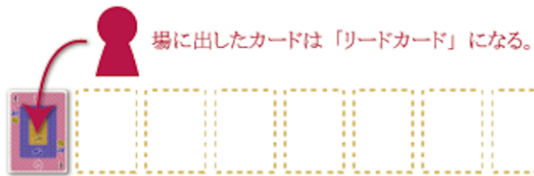
Then, starting with the player to the left of the start player, each player takes their turn clockwise.
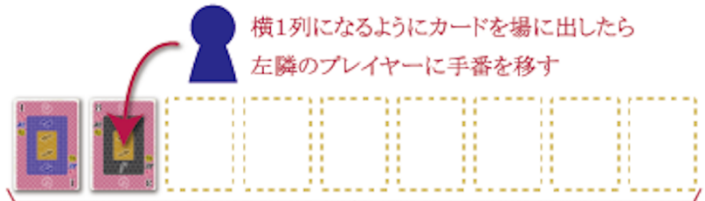
2. Each Player's Turn

Each player, including the start player, when it is their turn, chooses a card to play. At this time, this card is played next to the previous card played, arranging it in a horizontal row. Also, when playing a card, please refer to the section "How to Play Cards". After that, add the top card of the deck to your hand. When the deck runs out, shuffle the discard pile to create a new deck.

After your turn is over, the player to your left plays. Continue this flow until the number of cards, as shown below, have been played. The trick will end at this point. In other words, in a 2-player game, each player will have 4 turns, and in a 3-player game, each player will have 3 turns.

2–players: 8 cards   3-players: 9 cards

When the number of cards in play reaches the specified number, the trick ends (in this case 9 cards)

3. Finishing the Trick

After the trick is completed, refer to the "Mastering Arts" section. Check each player's mastery and fill in the chart.

Then refer to the "End of Game/Scoring" section to see if end conditions have been met. If they have, the game ends and scores are calculated. If not, move to [4. Preparing for the Next Trick].

4. Preparation for the Next Trick

Move all cards in play to the discard pile, after that, the start player moves to the player to the left. Then, start a new trick from [1. Start Trick].

How to Play Cards

🏵 Playing a Lead Card

Play any art card from your hand into play. At this time, the [Shu] suit of the lead card becomes the "Lead Suit" of this trick and refers to the art that you

are trying to master. In addition, the lead card is treated as a "Shu Stage Card".

*Preparation Cards/Review Cards cannot be played as a lead card.

Example:
The outermost suit of the card is the [Shu] suit. The start player plays a card with Ikebana as [Shu] suit as the lead card. This trick aims to master the art of Ikebana.

🏵 Playing an Art Card (Common)

There are 3 types of art cards that can be played, common to all stages, this is determined by the cards in your hand.

Practice - Playing an art card with the same stage suit as the lead suit is called "Practice".
Rest – When you can't practice (not follow), you can play any card. This is called "Rest"
Breaking the Mold – Playing a card that progresses to the next stage is called "Breaking the Mold"

Cards in Hand	Can Break the Mold	Can't Break the Mold
Can Practice	Practice or Break	Practice Only
Can't Practice	Rest or Break	Rest Only

*If you can practice, you can't rest.
*If you can do both practice and break the mold, you can practice or break the mold.
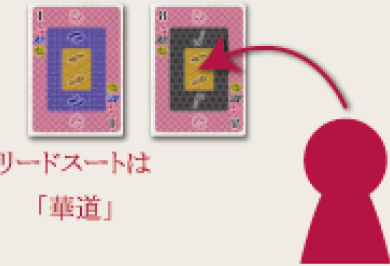*If you can't practice, but can break the mold, you can rest or break the mold.

🏵 Playing an Art Card (By Stage)

🏵 [Shu] Stage

The stage at the start of the trick is the [Shu] stage. In this stage, the player who played the highest rank art card learns the art of the lead [Shu] suit. (Learning will be discussed later.) Also in this stage, refer to the outermost [Shu Suit] of the arts card.

―――― Practice ――――

A card with the same [Shu] suit as the lead suit is played. If you have more than one art card that can be practiced, you can choose any.

―――― Rest ――――

When you can't practice, declare a rest and put any art card on the field. Place it sideways so that you can see that a rest has been declared. Arts cards put into play during rests are treated as invalid.

―――― Break the Mold ――――

Declare a breakthrough and put into play any art cards that satisfies the following two conditions:

Condition 1: The same [Ha] suit as the lead suit.
Condition 2: Rank equal or higher than the highest ranked arts cards already played (excluding rest cards),

If both of these are met, the current [Shu] stage will transition to the [Ha] Stage. When you move to this stage, place the stage display card on top of it so that you can see the boundary between the stage.

After breaking the mold, the game continues according to the [Ha] Stage.

✿ [Ha] Stage

In the [Ha] stage, the player who played the lowest rank performance card learns the art of the lead [Ha] suit. Also, in this stage, refer to the second [Ha Suit] of the arts card.

———————— Practice ————————

A card with the same [Ha] suit as the lead suit is played. If you have more than one art card that can be practiced, you can choose any.

———————— Rest ————————

When you can't practice, declare a rest and put any art card on the field. Place it sideways so that you can see that a rest has been declared. Arts cards put into play during rests are treated as invalid.
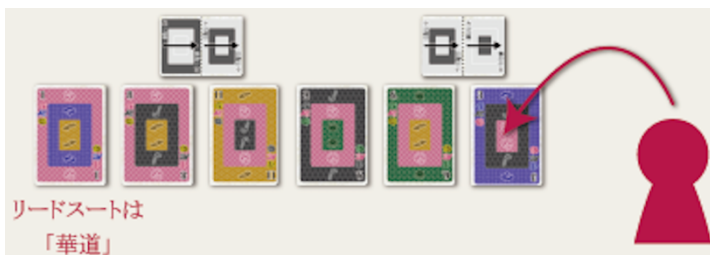
———————— Break the Mold ————————

Declare a breakthrough and put into play any art cards that satisfies the following two conditions:

Condition 1: The same [Ri] suit as the lead suit.
Condition 2: Rank equal or lower than the lowest ranked arts cards already played (excluding rest cards),

If both of these are met, the current [Ha] stage will transition to the [Ri] Stage. When you move to this stage, place the other stage display card on top of it so that you can see the boundary between the stage.

After breaking the mold, the game continues according to the [Ri] Stage.

✿ [Ri] Stage

In this stage, the player who played the highest rank art card learns the art of the lead [Ri] suit. Also in this stage, refer to the innermost [Ri Suit] of the arts card.

It is not possible to "break the mold" in this stage.

———————— Practice ————————

A card with the same [Ri] suit as the lead suit is played. If you have more than one art card that can be practiced, you can choose any.

———————— Rest ————————

When you can't practice, declare a rest and put any art card on the field. Place it sideways so that you can see that a rest has been declared. Arts cards put into play during rests are treated as invalid.

✿ Playing Preparation/Review Cards

•Preparation Card

You can play this card on your turn to use it If this is used, instead of adding 1 card from the deck to your hand at the end of your turn, look at the top 4 cards of the deck and choose 1 of them to add to your hand. Return the remaining 3 cards to the bottom of the deck. Then end your turn.

•Review Card

You can play this card on your turn to use it If this is used, instead of adding 1 card from the deck to your hand at the end of your turn, add 1 art card from the discard pile with a rank of 2 to 11 to your hand. Then end your turn. This card cannot be used when there are no cards in the discard pile.

Mastering The Arts

After completing a trick, check each player's mastery of arts and fill in the mastery chart. In each stage, the player who played the cards shown below learns a different art. Once you have mastered an art, write the stage you learned that art in under the lead suit of the mastery chart.

[Shu] Stage – Highest Rank [Shu] Suit
[Ha] Stage – Lowest Rank [Ha] Suit
[Ri] Stage – Highest Rank [Ha] Suit

*The art cards played during a "Rest" are invalid

*If the trick ends in the middle of the [Shu] or [Ha] Stage, you only learn the tricks up to the stage reached.

*If you learn an art again on a stage where you have already learned an art, nothing will be written in the learning table

| 1 | 4 | 11 | | 6 | 4 | | 12 |
| Max | | | | Min | | | Max |

←----------→←------------------→←------------------→
　　[Shu]　　　　　　[Ha]　　　　　　　　[Ri]
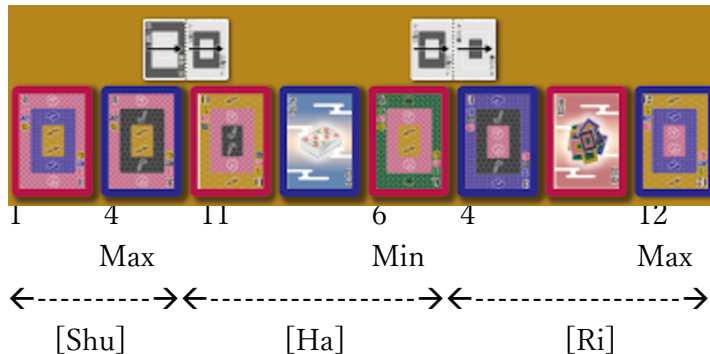
Red: Mastered Ikebana in the [Ha] Stage
Blue: Mastered Ikebana in the [Shu] and [Ri] Stage

🏵 Full Mastery

When a player learns 1 type of art in all stages. This is a "Kenkyokaiden" a Full Mastery. Once a full mastery is achieved, no one else can learn that art. If a subsequent trick has a lead suit for an art that has been fully mastered, the trick is played out. But on completion, no learning occurs.

End Conditions/Scoring

🏵 End Conditions

The game ends when a Full Mastery is achieved in 2 different types of arts, it can be the same player or different players. Scoring is done after writing down everyone's mastery for the trick that triggered the end.

🏵 Scoring

Earn points according to the stages you have mastered for each art. After adding up all the points, the player with the highest score is the winner.

Learning Stage			Points
			0
[Shu]			1
	[Ha]		-1
		[Ri]	-1
[Shu]	[Ha]		3
[Shu]		[Ri]	2
	[Ha]	[Ri]	1
[Shu]	[Ha]	[Ri]	5