

Ameno Kirifuda

Long ago, changing facial expressions throughout the year, there was a beautiful country full of nature. It was a small country governed by the goddess who governs the four seasons, and people lived peacefully while sharing the "four seasons" Omegumi given by the goddess. However, at one point, those who lived in remote lands that could not benefit from it began to rob "Omegumi" from the lands of other tribes. The goddess who saw the situation forgot about them and created "a way to peacefully determine the distribution of Omegumi without bleeding." Since then, once a year, representatives of the land have been invited to the heavens, and the "Ameno Kirifuda" ritual that determines the distribution of Omegumi has been held that year.

1. Contents

32 seasonal cards (1-8 in 4 suits), 16 Omegumi Cards, 1 Omegumi board, 28 Victory Stones

2. Game flow

"Ameno Kirifuda" is a ritual created to determine the distribution of "Omegumi" in the four seasons. In this game, you will play cards multiple times aiming to get more points than other players. Each time everyone plays a card once is called a "trick". This is a type of game is called "trick-taking".

The game progresses in the flow of three steps [**preparation → trick → scoring**]. The completion of the three steps is called a "round". After two rounds, the score is calculated, and the player with the highest score is the winner.

3. Before starting the game

- 3.1) Place the Omegumi board in the center of the table.
- 3.2) Each player chooses a color and takes 3 victory stones of that color for 4 players or 4 victory stones for 3 players.
- 3.3) Place all the remaining victory stones to the side of the board.
- 3.4) Shuffle the 16 Omegumi cards into a facedown deck and place them next to the Omegumi board.

4. Seasonal (Card) Order

The cards used in this game depict one of the *spring, summer, fall, or winter* seasons. These seasons go around in the order of (spring, summer, autumn, winter, spring, summer, and so on). The coming season is referred to as the "next season". The feature of this game is that the strength of the cards changes as the seasons change.

5. Preparation

- 5.1) Shuffle the 32 seasonal cards (only use 24 cards, removing the 7 and 8 in each suit, when playing with 3 players) and deal 8 cards to each player. The dealt cards becomes that player's "hand".
- 5.2) Turn the top 8 cards (6 with 3 players) face up from the top of the Omegumi deck and put them in a place that everyone can reach.
- 5.3) The player who has "Spring 1" card is the lead player.
- 5.4) Going clockwise and starting with the player to the left of the lead player, one at a time, players will select one Omegumi card from the 8 (6 with 3 players) that were placed face up earlier. When it gets to the lead player, they will select two cards in a row. Then going counterclockwise from the lead player, everyone else will select their second card. *Translator Note: This whole process is known as a snake draft.* At this point, all Omegumi cards that were face up should be in the player's possession, with each player having drafted exactly two cards.
- 5.5) You cannot score points just by taking the Omegumi card. Place the Omegumi card sideways in front of you to show it has not be scored. However, do not place it in a position that is not visible to other players, or place it face down.
- 5.6) Once everyone has selected their Omegumi cards, you can discard any number of Omegumi cards you think you don't need. Take one victory stone of your color from the side of the board for each discarded Omegumi card. The discarded Megumi card will be stored in the box. The maximum number of victory stones that each player can have is 7.

6. Trick

Trick taking flow and rules

6.1) After Preparation is over, "tricks" will be performed to compete for victory or defeat by playing the dealt seasonal cards. When the trick begins, the lead player plays any seasonal card in their hand. After that, one seasonal card will be played one by one in the clockwise order.

6.1.1) At this time, if you have "a card with the same season as the card played by the lead player" in your hand, you must play it (if you have more than one, play any one of them). This is known as "must follow".

6.1.2) If you don't have a card in your hand that is in the same season as the lead player, play a card of any season.

6.1.3) After everyone plays one seasonal card, the winner will be decided. The player who wins the trick places his or

her victory stone on the board according to [Placement of Victory Stone] and becomes the lead player for the next trick. The cards used in the trick are put together by the side of the board and cannot be seen until the end of the round.

6.1.4) Repeat this until you play all cards in hand (8 times for 4 player or 6 times for 3 player).

6.2) Win or lose the trick

6.2.1) First of all, compare the strength of the seasons, and if it is still tied, compare the numbers and the larger one wins. For each trick, the card with the "season next to the lead player's card" is the strongest, followed by the card with the "lead player's season". If there is a card with "the next season of the card played by the lead player", the player who played the card with the highest number in the "season played by the lead player" is the winner.

6.2.2) First example in the rulebook, the lead player starts by playing "Spring 1". Then, "Spring 7", "Spring 2", and "Winter 8" were put into play respectively. Since the lead is spring, and there is no summer card (which is "the next season of spring"), the person who played the large number "Spring 7" wins the trick.

6.2.3) Second example in the rulebook, the lead player starts by playing "Spring 8". Then, "Spring 3", "Summer 2" and "Autumn 6" were put into play respectively. Since the lead is spring, the person who played "Summer 2", which is the "next season of spring", wins the trick.

7. Trick

7.1) The player who wins the trick will place a victory stone on any space on the Omegumi board matching the seasonal card they played. However, in principle, victory stones cannot be placed in spaces where other victory stones have already been placed (*with exceptions which will be explained below*). Example in the rulebook shows the player won with a "Spring 8" card, so they place their victory stone in the Spring section.

7.2) Exception: If you win a trick but don't have enough space to place a victory stone, choose one victory stone already placed in that season and move it to the "next season". Then place a new victory stone in the empty space. When moving the victory stone, if there is no empty space in the "next season", move it to the "next next season", and if there is no empty space there, move it to the "next next next season". Example in the rulebook shows the player won with a "Summer 8", but the Summer row was full. So they chose and moved another victory stone to the "next season" and then placed their victory stone.

8. Bachiatarari

8.1) If you win a trick without any victory stones in hand, you will be considered to have tried to monopolize Omegumi and will anger the goddess. This is called "Bachiatarari". No one can place a victory stone in the trick that caused the Bachiatarari. In addition, the Bachiatarari player instantly picks three of their victory stones on the board and returns them to become the lead player of the next trick.

Translator Note: From a Google search, Bachiatarari means cursed or damned.

9. Score

9.1) Each player checks the number of their victory stones placed on the Omegumi board in each season and the scoring conditions for the Omegumi card before scoring. Then, "score" all the Omegumi cards that meet the scoring conditions, turn them vertically, and put them in your hand.



① Omegumi card score: This is the score you will get if you score this card.

② Scoring conditions: It represents the number of victory stones and the season required to score this card. The card on the left is in the Spring space on the board. If you have 2 victory stones in Spring, you will score.

The number of winning stones shown in the scoring conditions means "only when that number is exactly that".

For example, the scoring condition for the card on the right is: No one's victory stone is placed in the Autumn row.



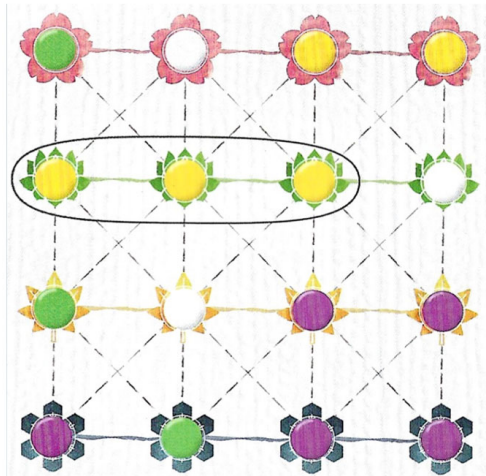
**Translator Note: The 4pt card on the right says "No one's victory stone", but I believe it is supposed to just be "none of yours"*

9.2) After completing the first round of [scoring], return to [preparation] and start the second round. At this time, the victory stones and the Omegumi cards will not be restored, and the state at the end of the first round will be maintained going into the start of the next round.

10. Score calculation

10.1) After the second round of [scoring] is completed, the score will be calculated. The following two items (listed below in 10.1.1 and 10.1.2) are calculated respectively, and the player with the highest total wins. If there is a tie, the tied players share the victory and will share the four seasons of Omegumi.

10.1.1) First scoring item is: *(Number of victory stones on the board) × (Number of victory stones lined up adjacent to each other in one of the vertical, horizontal, and diagonal row).* *If there are multiple rows of victory stones next to each other, only refer to the one row that has the largest number.* Count the number of your victory stones on the board and the number of them adjacent to each other in a row. Then multiply those values.



Yellow Player: There are a total of 5 victory stones on the board, and 3 are adjacent to each other in a row in the area surrounded by the line. Therefore, the yellow player's score is $5 \times 3 = 15$ points.

If you calculate the other stones in the same way...

White Player: $3 \times 1 = 3$ points

Green Player: $3 \times 2 = 6$ points

Purple Player: $5 \times 2 = 10$ points

10.1.2) Second scoring item is: *Total score of scored Omegumi cards.*



11. Catch

11.1) Preparation for the second round: As in the first round, deal seasonal cards to each player and take two new Omegumi cards (see [Preparation] for how to take Omegumi cards). After that, if you discard Omegumi cards to get victory stones, you can also discard any Omegumi cards obtained in the first round. You can discard a card that has been successfully scored, but keep in mind that the discarded card is not included in the final score calculation.

11.2) About scored Omegumi cards: Cards that have been successfully scored once will be maintained in that state until the end of the game, unless they are discarded in [Preparation] step. Therefore, it is not necessary to meet the scoring conditions for cards that have been successfully "scored" in the first round again in the second round.

Omegumi cards obtained in the first round will be carried over to the next round (unless they are discarded).

12. Game tips

12.1) Let's identify the seasons that are likely to win: In this game, "how many cards of which season are in your hand" is an important hint. In particular, if you have 3 or more cards, you should be careful because the "next season" card will most likely be played for that card. On the contrary, "the season when there is no card in your hand" there is a chance to use the card of "the next season" to win.

12.2) Be careful of "Bachiatri": If you win too many tricks, you may be in a disadvantageous situation at once due to "Bachiatri". To avoid this, it is important to set a goal of "how many times in which season you want to win". Your Omegumi cards can serve as a guide for this goal setting.

Produced by: MowMowGames **Game Design:** Sencha **Box Design:** warmtail

Unofficial English translation: Ryan Campbell