

Ameno Kirifuda

3~4 15min 10~

A long time ago, there was an island country full of beautiful nature where the "goddess of the four seasons" lived. She brought her "seasonal blessings" to her island, and people lived with faith and gratitude for her. And on this island, "Ameno Kirifuda", a sacred ritual for peacefully distributing "seasonal blessings", is held once a year. You will participate in this ritual as a representative of the clan and aim to gain more "seasonal blessings".

"Ameno Kirifuda" means "Heavenly trump".



32 Seasonal cards



1 game board



16 Blessing cards



28 stones

Game Round

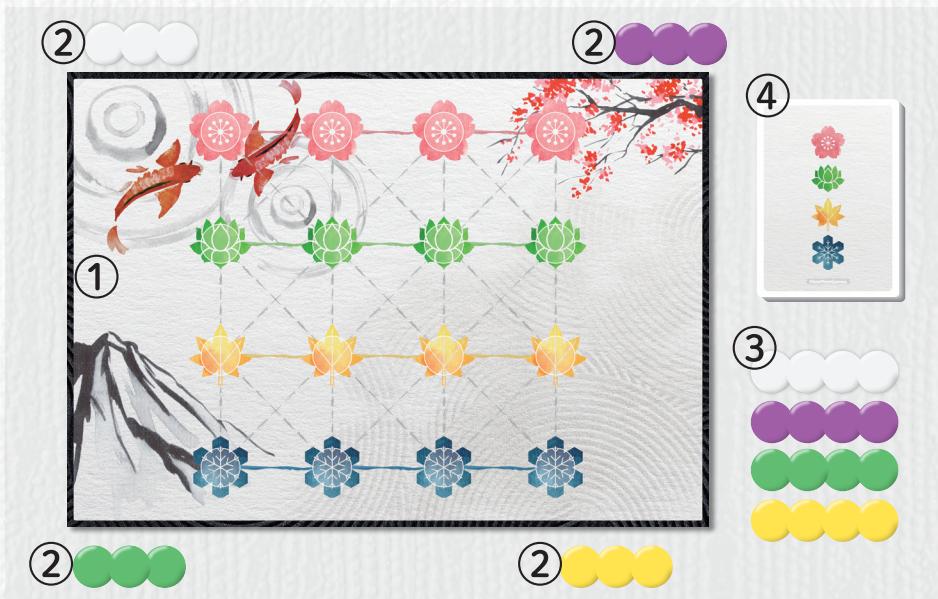
"Ameno Kirifuda" is a trick-taking game.

Players place stones according to the outcome of the trick and aim to get more points, or "seasonal blessings".

The game round consists of three phases: "Round setup", "Trick" and "Achievement." After playing 2 rounds, the score is calculated and the player with the highest score wins.

Setup

- ① Place the game board in the center of the table.
- ② Each player decides his own color and receives 4 stones of your color for 3 players and 3 for 4 players.
- ③ Place all the excess stones on the side of the board.
- ④ Shuffle 16 blessing cards in a bundle and place them on the side of the board with the back side facing up.



Seasonal order



Spring



Summer



Autumn



Winter

Each card has one of "Spring", "Summer", "Autumn", or "Winter" drawn on it. These seasons go around in the order of (spring → summer → autumn → winter → spring ...), and the next season to come from each season is referred to as the “next season” .

Round Setup

- Shuffle 32 Seasonal cards (24 cards excluding 7 and 8 when playing 3 players) and distribute 8 to each player. The cards dealt will be your "hand".
- Place the 8 cards (6 when playing 3 players) from the top of the blessing cards bundle face up on the table.
- Check your hand so that it cannot be seen by other players. And the player who has "Spring 1" will be the first dealer.
- Each player takes one of the face-up blessing cards in clockwise order from the dealer's left side. Then, in counterclockwise order from the dealer, each player takes one of the remaining blessing cards. Also, keep them in a position that can be seen by other players.
- After everyone has picked up the blessing cards, you can discard any number of them you think you don't need. For each discard, you get a new stone of your color from the side of the board. At most, you can use 7 stones. Also, return the discarded blessing card to the box.

Trick Phase

How to proceed with the trick

After the "Round Setup" is done, do the "Trick". When the trick begins, the dealer first plays a seasonal card face up. The rest of the players then play one seasonal card face up in clockwise order. At this time, if you have a card or cards in your hand that is in the same season as the card played by the dealer, you must play one of them. If you don't have a card of the same season as the dealer's, play one of any season cards. After everyone has issued one seasonal card, the winner of the trick is decided. The winner of the trick should place one of your stones on the board according to the "Place Stones" section. And the winner will be the dealer for the next trick. The cards used in the trick are put together on the side of the board and you can't see them until the end of the round.

The trick is done 8 times per round.

Win or lose the trick

In the trick, the card with the next season of the card played by the dealer is the strongest. And the season of the cards played by the dealer is the next strongest, and the seasons that do not correspond to either are the weakest. First, compare the seasons of the cards, and if they are in the same season, the one with the higher number wins.

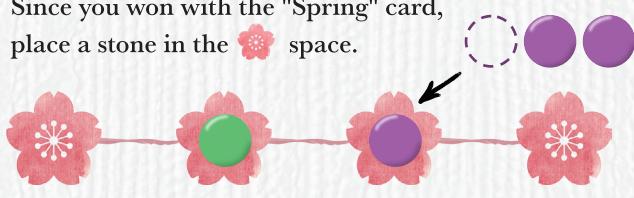
James became the first dealer because he has a "Spring 1". James played "Autumn 2". Following that, Katie played "Autumn 3" and Tom played "Autumn 8". Naomi didn't have an autumn card, so she played "Winter 1". She wins the trick because she only played the dealer's next seasonal card. If she was playing a spring or summer card, Tom who played "Autumn 8" would be the winner.

Place Stones

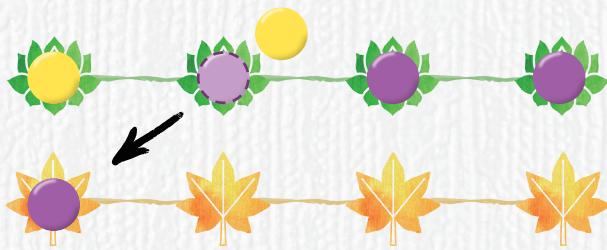
The winner of the trick will place one of your stones in any space on the board where the season of the card you played is drawn. However, it cannot be placed in the space where the stone is already placed.



Since you won with the "Spring" card, place a stone in the space.



When a row on the board is full and you can't place your stone, choose a stone in that space and move it to the next season. Then place your stone in the space vacated by the move. When moving a stone, if there is no free space in the next season, move it to the next season.



You have won with the "Summer" card. But that space is full, so move one stone in that row to the next season. Then place your stone.

Bad Karma

If you win the trick without having any stones, the goddess will be angry with you as a greedy person. In other words, it will be a "Bad Karma". No one can put a stone on the trick that caused "Bad Karma". In addition, the player who generated "Bad Karma" must immediately return 3 of your stones from the board.

Achievement Phase

Check "Number of your stones on the board for each season" and "blessing card requirements". And you will achieve all your blessing cards that meet the requirements.



① The points you will get at the end of the game if you achieve this.

② It means "blessing card requirements". It is determined by the number of stones and the season.

For example, this card can be achieved with just two of your stones in the space .

The blessing card depicts the symbols of the four seasons created by the goddess.

For example, this card is achieved if there are no stones in the space.



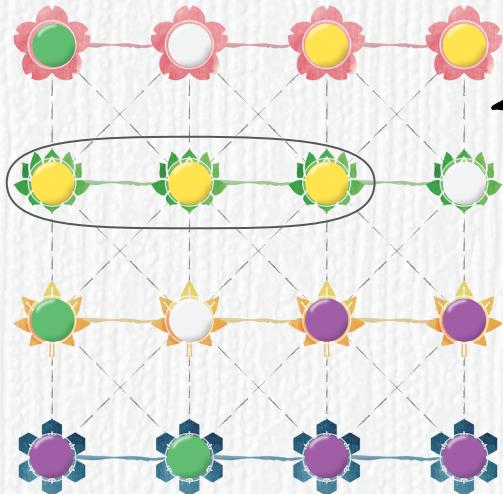
After completing the "Achievement Phase" of the first round, perform the "Round Setup" again to start the second round. At this time, do not return the stones placed on the board. Also, the blessing cards that could not be achieved will be carried over to the next round.

Score calculation

After the second round of "Achievement Phase", the score will be calculated. The winner is the player with the highest score after calculating and summing each of the following two items. In the case of the same store, it will be a draw and both parties will share the blessings.

① Stones score on the board

Count your stones on the board and the stones adjacent to each other in a row. Then multiply those numbers.



There are 5 yellows on the board.
In addition, three of them are adjacent in a row. Therefore, the yellow score is $3 \times 5 = 15$ pt.

The same goes for other stones ...

$$=3 \times 1 = 3 \text{ pt}$$

$$\textcolor{green}{\bullet} =3 \times 2 = 6 \text{ pt}$$

$$\textcolor{purple}{\bullet} =5 \times 2 = 10 \text{ pt}$$

If you have multiple columns with adjacent stones, only the one with the largest number will be referenced.

② Achieved blessing cards score



Sum up the points of achieved blessing cards !

Placing unachieved blessing cards sideways will help you distinguish them.

Capture

Secound Round Setup

As in the first round, randomly deal seasonal cards and take two new blessing cards. If you discard the blessing card and convert it to a stone, you can also discard what you earned in the first round. Similarly, you can discard the blessing card you've achieved, but keep in mind that if you do, it won't be included in your score.

Achieved blessing cards

Achieved blessing cards will remain in that state until the end of the game, unless you discard them in "Round Setup". Therefore, it is not necessary to meet the blessing card requirements achieved in the first round again in the second round. In addition, the score of the blessing cards is calculated only once at the end of the game. Even if it was achieved in the first round.

Tips

Plan and play

It is important to develop a play strategy from randomly dealt seasonal cards. The trick is to remember that the next season is the trump card. Think about which season you should win from your hand, and then draft the blessing cards based on that.

Beware of Bad Karma

It's best to avoid causing Bad Karma by winning too many tricks. Bad Karma's penalties are very severe. To avoid this, you should always consider the option of defeating the trick. If done well, you may be able to drive other players into Bad Karma.



MowMowGames

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