

いやす (Iyadosu)

Number of players: 3 to 5

Play time: 30 min.

Ages :12 years old and up

Do you know why oirans are able to keep their customers captivated? They are always positive about everything. If they do too much, the customer will get tired of it, so they make an effort to refuse occasionally. Let's aim to be good oirans (courtesans) who give off a scent of "I refuse" at the right moments.

COMPONENTS: 60 number cards (15 number cards in each of 4 colors); 5 Insert cards (1 in each of 5 colors); 5 Declaration cards (1 in each of 5 colors); 1 rulebook

PREPARATION: Depending on the number of players, the number cards used in the game will vary.

3 players: 1~9

4 players: 1~12

5 players: 1~15

Do not use any cards outside of the number range above. An insert and declaration card of the same color should be distributed to each player; any extra of these cards are not used.

The player who recently declined something becomes the start player.

DISTRIBUTION OF CARDS: *There are restrictions on the rearrangement of cards in your hand within this game.* (See: DIVISION OF YOUR HAND, below)

Shuffle all of the number cards to be used face down and deal them evenly to the players; everyone should have 12 cards.

Each player should carefully pick up the cards they have been dealt, and fan them as shown in the diagram in the rules; they should not be fanned in the opposite direction.

DIVISION OF YOUR HAND: Each player should add their Insert card into their hand so that they can see the front of the card. From now on, the number cards on the left side of the Insert card are called the normal cards, and the number cards on the right side are called the refuse cards (see figure in the rules).

The initial number of refuse cards must not be 0 or more than 7. Also, note that the initial number of refuse cards should also be an estimate of the number of tricks you will win. (See: Score Calculation, below)

Declaration cards are placed in front of you such that the initial number of refuse cards is known.

Perform the steps up to this point in counterclockwise order from the player to the right of the start player. (The start player will be last.) When everyone is done, proceed to the next step.

The cards in your hand must not be rearranged until the hand division is completed. However, after the hand division is completed, you can rearrange the normal cards and the refuse cards within their areas, but cards cannot change type (do not move any cards to the other side of the Insert card.)

TRICK PROGRESSION: The start player leads to the first trick, and in clockwise order, everyone plays a card from their hand face up to the table. It should remain clear who played which card.

The color of the number card played by the lead player is denoted as the lead color. The following rules must be followed when playing cards:

For the lead: Any card is played from the player's normal cards. If they have no normal cards, they play their insert card face down on the table. They cannot play a refuse card.

For the followers:

- A. If you have a card of the same suit as the lead suit among your normal cards, play either a normal card of the lead suit or say "I refuse" and play a refuse card.
- B. If you have no cards of the lead color among your normal cards, you may play any of your normal cards; you may not play a refuse card.
- C. If you have no normal cards, play your Insert card face down.

	Condition	Normal	Refuse	Insert
Lead	-	✓	✗	If you have no normal cards, it will be played
Follower	Can follow the lead suit	Lead suit only	✓	✗
Follower	Cannot follow the lead suit	✓	✗	If you have no normal cards, it will be played

✓ : Can be freely played regardless of color

✗ : Cannot be played.

For those who are accustomed to trick-taking: "Must follow" with normal cards. It is possible to "refuse" only when you could follow. Only use the Insert card if you have no available plays.

SPECIAL RULES:

Submission - When a player runs out of refuse cards, they immediately put their Insert card face up on the table. Any subsequent Insert cards played to the table are placed on top of those already present, and shift slightly so that it can be seen who has played them and in what order.

Useless - Any player who plays an Insert card face down to a trick (not a Submission) is immediately eliminated from the hand and does not participate in any subsequent tricks. They will not win the trick. The remaining cards from their hand are kept face down. If the lead player is eliminated, the next person to play a card becomes the lead for that trick.

TRICK RESOLUTION: When all players (who have not been eliminated from the hand) have played a number card, the winner of the trick is determined.

If at least one black numbered card was played, the person who played the highest ranked black card wins the trick.

If no black number card was played, the person who played the highest ranked of the lead suit wins the trick.

In both cases, it is irrelevant if the card had been a normal or refuse card.

The winner of the trick puts the number cards from the trick face down in front of themselves in such a way as to track how many tricks they have won.

This flow, beginning from TRICK PROGRESSION and up to this point, is repeated one trick at a time until at least one of the following round end conditions is met. For the second and subsequent tricks, the winner of the previous trick will be the lead player.

END OF ROUND: The round ends when either 12 tricks have been completed (all numbered cards have been played except for those in the hands of players that were eliminated), all players have been eliminated, or all but one player has been eliminated.

At the end of the round, proceed to the score calculation.

Note: If the round ends because of player eliminations, there is no need to determine the winner of the last trick.

(See: Score Calculation, below)

SCORE CALCULATION: Players who are not eliminated will have the following three scores calculated:

- Perseverance Points: 1 point for each Insert card below yours in the stack
- Domination Points: 1 point for each player eliminated in this round.
- Declaration Points: Points for the difference between the declared number of tricks to be won and the number of tricks actually won. (Subtract the smaller one from the larger one)

Each player adds their points for Perseverance and Domination, and subtracts the Declaration points. If the result of the calculation is negative, the score is instead zero. Also, players who were eliminated from the hand score 0 points.

Exception: If everyone except you is eliminated in a round and you are not, your Declaration Points will be 0, regardless of the number of tricks you won.

The round ends when each player's score is recorded. The start player is moved to the next player clockwise, and play starts again from DISTRIBUTION OF CARDS.

Also, after a number of rounds equal to the number of players, the game is over. The player with the highest total score wins; if there are multiple players, the player with the highest score in the final round will be the winner. If this is still a tie, share the victory.

Q&A:

Q: Can I check the cards played to previous tricks?

A: No, you cannot.

Q: Do I have to disclose how many points I have?

A: Yes. Anyone can check at any time during the game.

Q: I am always eliminated. Please give me a hint.

A: If you reduce the variety of colors you have in the normal cards, it will be harder to play the refuse cards.

Q: I would like to see a reversal element.

A: One option is that only in the last round, if a player scores 0 declaration points they gain additional points equal to their initial declaration. A second option is that a player immediately wins if they score points equal to the number of players in the game. Please play with any combination you like.

CREDITS:

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