

Life talking in the anus

3-5 people, 15 mins, 8+

Story

Various acts are unrelenting. Always insane. The implicit experience of a person's blemishes in life. By accumulating, it rises to the top of life and eventually falls. In this game, the player has an anal-enlightened life and devours the offering.

Contents

58 cards

- 10 scoring cards (Osonae which loosely means "Offering")

(1 point X 4 cards, 2 points X 4 cards, 3 point X 2 cards)

- 48 experience cards (Numbers 1-5 x 8 cards each, 4 Monkou-sama, 4 servants)

5 scoring sheets

Game preparation

- Shuffle the scoring deck and place it face down near the playing area.
- Separately, shuffle the experience card deck and deal out 5 cards to each player
- Give each player a score sheet and marker
- The player who seems to be the most "experienced" will be start player. If you are not sure, play rock-paper-scissors or any preferred method.

Game progress

The game lasts 6 rounds. At the beginning of each round, take the number of scoring cards from the deck equal to the number listed under Osonae (1 in Round 1, 2 in Round 4, 3 in Round 6, etc.) and place them face up in the middle of the play area. The player who wins this round will receive the face up cards.

Talk about "experience"

From the start player, in clockwise order, put out **two** experience cards from your hand (to show the experience value of your own experience). There are 6 types of numbers from "0" to "5", and according to the rules described below, declare a 2-digit (or 3-digit in some cases) number, and arrange the experience cards in front of you so that it will be that number.

The rules for talking about "experience"

- For example, if you are playing "2" and "3" cards, the number you declare can be "23" or "32". Once declared, the number cannot be changed later. If you declare "23" put the cards side by side in front of you in that order.
- When playing a "0" card, it will be used as second digit. So, if you play a "0" and a "5" it will be "50".
- Only when two "0" cards are played, the number to be declared is three digits (aka 100).

Compare "experience" and receive a gift

The most experienced player wins the round and receives this offer. If the experience points are the same, the later player will receive it. (The same applies to the special victory judgements below).

-- *A special victory if "Monkou-sama" or "Servant" is in play. Make a judgement.*

1) When there is a "Monkou-sama"

The player who plays a "Monkou-sama" card can't win, unless all players play a "Monkou-sama". In that case, the player with the higher experience points wins.

2) When there is a "Servant"

The player who plays a "Servant" card wins, unless all players play a "Servant". In that case, the player with the higher experience points wins.

3) When there are both "Monkou-sama" and "Servant"

The player who plays a "Monkou-sama" card wins. If there are multiple players who play a "Monkou-sama", then the player with the higher experience points wins.

Fill in the “experience points” on the sheet

Once the winner of the round is decided, but before receiving the offer, all players will write down their own “experience points” that they played for that round on their own sheet.

Finish the round and replenish the story for the next round

When the winner of the round receives the offer, the round is over. The experience cards used in the round are all discarded. Then, each player, starting with the winner, draws 2 cards (bringing their hand back up to 5). If you run out of experience cards, shuffle the discard pile and create a new draw pile. The winner of the previous offer will lead the next round.

Last talk

The sixth round is the final round. The game progresses in the same way as in the previous round, but the three experience cards left in your hand at the end of the sixth round are very important! Using those cards, enter the “experience points” you talk about last in the bottom column under the **LAST EXP** section on your sheet so that you reach the maximum value.

-- For example, you have “0”, “2”, and “5” left in hand, so your maximum value is “520”. In the unlikely event you have three “0” cards left in hand your maximum value is “1000”.

Score calculation

Those who are over experienced

After the Last talk, calculate your entire experience (from Round 1-LAST EXP) and write the total in the **SUM** area on your sheet. *The player(s) with the highest total experience points lose sight of the win because they are “too experienced” and are eliminated from the game.*

Determine winner

Between the non-eliminated players, the player with the highest total value on their offerings wins. If there is a tie, get along and share the victory please!

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