

Kanji-zushi Rulebook

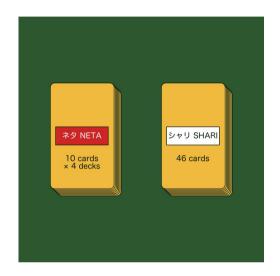


Summary and Components

Kanji-zushi is a game where players complete Japanese *kanji* characters by combining a *neta* card from their hand (left half) and a *shari* card on the table (right half).

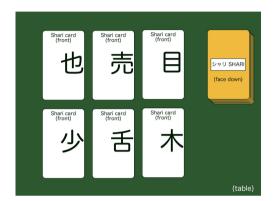
The components of the game are as follows:

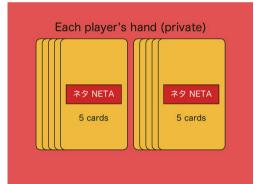
- A neta deck for each player, comprised of the same 10 cards
- A common shari deck comprised of 46 cards



Starting your Game

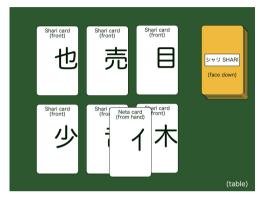
- Choose a player at random to be the active player
- 2. The active player shuffles the *shari* deck, and puts it on the table face down
- 3. The active player takes the top 6 cards from the *shari* deck and lays them down on the table in two rows, face up
- 4. Each player shuffles their own *neta* deck, and puts it on the table face down
- Each player draws 5
 cards from their own
 neta deck this will
 constitute their starting
 hand
- 6. The active player starts a turn

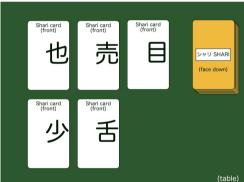


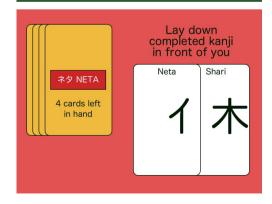


Playing Your Turn (1)

- The active player completes a kanji using 1 neta card from their hand and 1 shari card on the table
- 2. If the kanji is not within the 2,136 regular-use characters, both cards are put back and the turn ends
- 3. If the kanji is a regular-use character, the active player puts both cards in front of themselves, face up



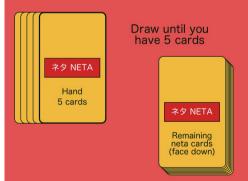




Playing Your Turn (2)

- 1. The active player puts a card from the top of the *shari* cards face up on the table so that there are 6 of them
- 2. The active player draws 1 card from their neta deck so that they have 5 cards
- If all players have completed 5 kanji, move on to ending the game
- If the active player has completed 5 kanji, they will get no more turns
- 5. When the turn ends, the player on the active player's left starts a turn as the new active player (clockwise)





Ending Your Game and Scoring

- Each player's score
 is the sum of strokes
 for all kanji they
 completed
- The player with the highest score wins the game
- 3. If two or more players are tied for the first place, the player with the single kanji with the highest stroke count is the winner
- 4. If two or more players are still tied, the game is a tie

