



Kanji-zushi Rulebook



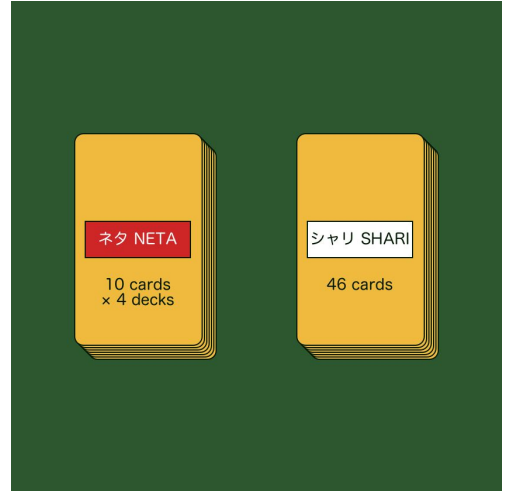
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Summary and Components

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).

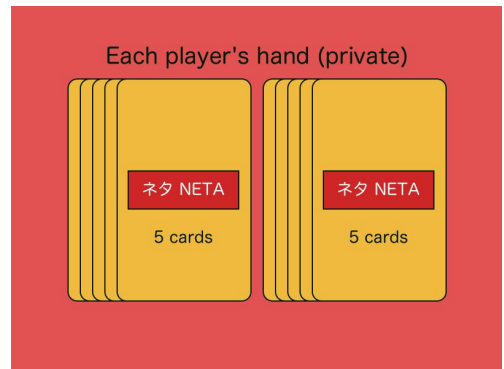
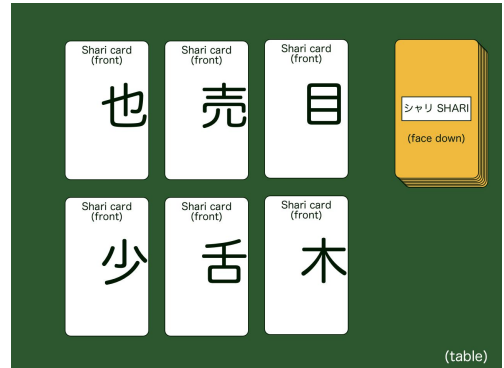
The components of the game are as follows:

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



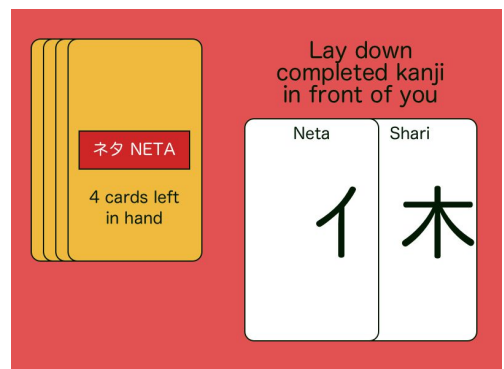
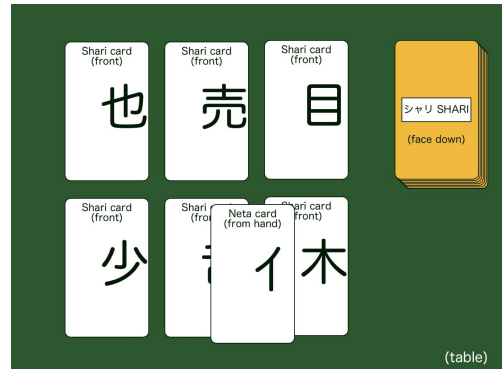
Starting your Game

1. 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
5. Each player draws 5 cards from their own neta deck — this will constitute their starting hand
6. The active player plays their turn



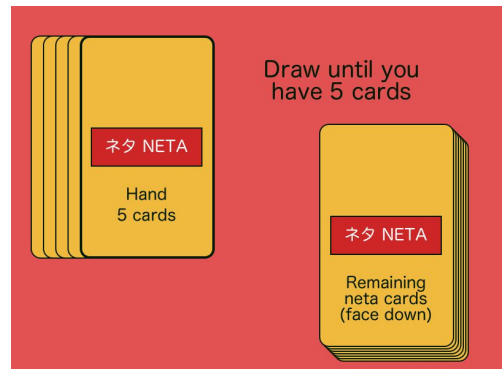
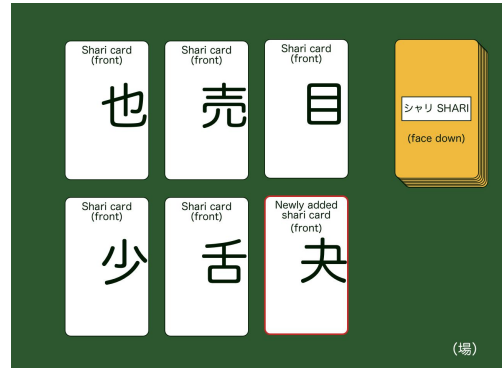
Playing Your Turn (1)

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 cards from the top of the shari cards face up on the table until there are 6 of them
2. Each player draws from their neta deck until they have 5 cards
3. If all players have completed 5 kanji, move on to ending the game
4. 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 becomes the new active player (pass the turn clockwise)



Ending Your Game and Scoring

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

43 points total					
4 + 5 = 9 points			3 + 6 = 9 points		
Neta		Shari	Neta		Shari
木		目	彳		舌
4		5	3		6
2 + 4 = 6 points		3 + 3 = 6 points		7 + 6 = 13 points	
Neta		Shari	Neta		Shari
イ		木	彳		也
2		4	3		3
言		売	7		6