

Molly Page

GAME-601

Non-Digital Midterm: 漢字危険 (Kanji Chaos)

Final Rules

漢字危険

Kanji Chaos

ゲームを準備して！

Get the Game Ready!

1. Choose a gameboard (blue or red). Flip each of the doors on the gameboard up and set the board on a flat surface in front of you. Your opponent does the same.
2. Shuffle the category card deck. Take the card on the top of the pile and place it within the card slot on your gameboard. Your opponent does the same.
3. Place the remaining category cards to the side. You will not need these cards again until a new game begins.
4. Retrieve the timer, the kanji dictionary, and the answer keys from the game box. Place the timer on a flat surface, ensuring that it is visible to both you and your opponent. Set the kanji dictionary and answer keys to the side - you will not need them until the final round of the game.
5. Retrieve an answer booklet and writing utensil from the game box. Place them to the side - you will need them as soon as the first timed portion of the game ends.
6. Once all game materials have been assembled, you are ready to play.

ゲームをして！

Play the Game!

There are five category card types within the category card deck: noun cards, verb cards, adjective cards, time cards, and wild cards. The type of category card drawn before starting the game indicates the type of *kanji* you will identify and utilize throughout the game. If a wild card is drawn, it is up to the player that drew the card to select which type of *kanji* they would like to identify throughout the game. For example, a player with a wild card may choose to make their wild card a verb card; thus, they will play through the game identifying and utilizing verb *kanji*. Wild cards may only be used for one word type.

Both gameboards are equipped with a set of 24 randomly organized *kanji* characters. There are 6 *kanji* for each of the four categories: verbs, adjectives, nouns, and time words. It is important to note that, as indicated by the answer keys, some *kanji* may double-count towards other categories; thus, there is a possibility of flipping down more than 6 cards on the gameboard depending on the category card originally selected.

Each game is divided into three parts. The first two parts are timed, while the third is not.

Part 1: Identification. Flip the cards!

1. Start the timer for one minute (60 seconds). This can be done by either you or your opponent.
2. Flip down each of the *kanji* that correspond to the category card you selected before beginning the game. For example, if you selected the “verb” card, flip down each of the *kanji* that can be found in, or used to create, Japanese verbs.
3. Once time is up, stop flipping your cards. Retrieve your answer booklet and writing utensil and wait for the next part to begin.

Part 2: Transcription, Pronunciation, Translation, Generation. Write and translate your cards!

1. Once both you and your opponent have retrieved your answer booklets and writing utensils, start the timer for two minutes (120 seconds). This can be done by either you or your opponent.
2. As quickly and thoroughly as possible, fill the columns in the answer booklet with answers corresponding to the *kanji* you previously identified.
 - a. The columns are as follows:



1. Transcription: Re-write the character of each *kanji* you’ve identified (flipped-down on the gameboard)



2. Pronunciation: Write each *kanji*’s respective *furigana* reading in *hiragana*



3. Translation: Write each *kanji*’s respective meaning (in English)




4. Generation: Create a Japanese word (within the category of your category card) with each *kanji* you’ve identified, and translate that word into English

- b. **Note:** Some *kanji* may have *furigana* readings and English meanings *outside* of the category card you selected. Thus, *only* provide *furigana* readings and English meanings *within the context of the category card you selected* for each *kanji*.
3. The first column of the answer sheet (re-writing the *kanji* characters you flipped previously) *must* be completed for any points to be rewarded per correct *kanji*. However, due to increasing difficulty, the remaining columns do *not* have to be completed, nor do they have to be completed in order.
 - a. For example:
 - i. You may choose to *only* complete the first (Transcription) column and the last (Generation) column. Or, you may attempt to complete only the first (Transcription) and second (Pronunciation) columns. Or, you may attempt to fill out all four, etc.
 - ii. The way that you play is up to you, your skill level, your playing strategy, and your race against the timer!


4. Once time is up, take your category card from the gameboard, place it within your answer booklet as a bookmark, and close the booklet. Pass your booklet to your opponent. Your opponent does the same with their own. Wait for the third part of the game to start.

Part 3: Scoring. Check your answers and receive your points!


1. Using the *kanji* answer keys provided, check your opponent's answers.
 - a. Points are attributed for correct answers in the following manner:

- i.  **Transcription** - *kanji* is written correctly *and* falls within the category of your opponent's category card.


1. 1 point

- ii.  **Pronunciation** - the *kanji* character's pronunciation is written correctly with *hiragana* characters in the context of your opponent's selected category card.

1. 2 points

- iii.  **Translation** - the correct meaning of the *kanji*, within the context of your opponent's category card, has been given (in English).

1. 3 points

- iv.  **Generation** - using the *kanji* dictionary provided, check your opponent's answers for the fourth column (Generation).

1. For each correctly-created and written word, award your opponent 4 points.
 - a. For each word translated correctly, award your opponent an additional 4 points.
 - i. Players cannot receive points for translation if generated words are written or created incorrectly.
 - b. Partial credit is not awarded for any of the columns.

2. Once all answers have been checked, tally up the points for your opponent, and pass their answer booklet back to them. Your opponent does the same.

ゲームに勝って！

Win the Game!

1. The player with the most amount of points at the end of the third part wins the game.
 - a. Ties are possible. If tie-breakers are desired, reset the game components, and start a new game.

制勝ゲーム

Championship Series

Challenge yourself (and your opponent) to additional gameplay with the Championship Series! To engage in the Championship Series, play a total of five games. With each win, move the yellow point slider on the game board to the corresponding point marker (i.e., if you win a game, slide your point slider to "1." With the next win, slide it to "2," and so on). At the end of the fifth game, the player with the higher amount of wins is named the champion!

ヒント

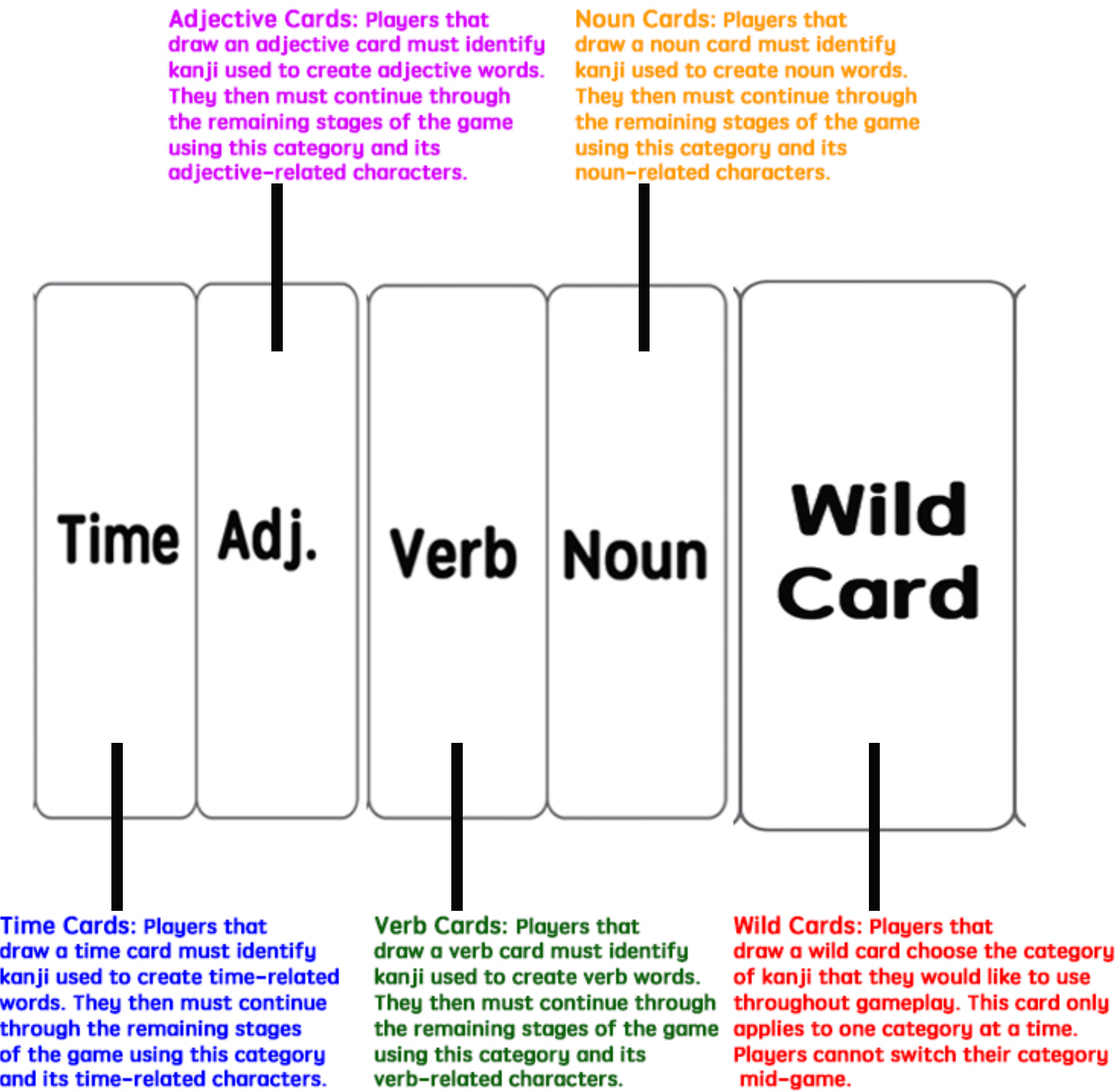
Hints

This game is all about building, utilizing, and testing your Japanese language skills by facing off against your opponent. Within the short amount of time granted by the timer per round, it's up to you to decide where your Japanese skills are the strongest - are you a master of translation and pronunciation and can fill those columns the quickest for a lump sum of points at the end, or do you have a large vocabulary you're eager to show off via the generation rounds, so you skip the rest in favor of generating a few new words for the hard-hitting points? The way you play and earn the most points is up to you, but be sure to devise a points-earning strategy against the clock for the most success! Challenge yourself, and have fun!

頑張って！ Good luck!

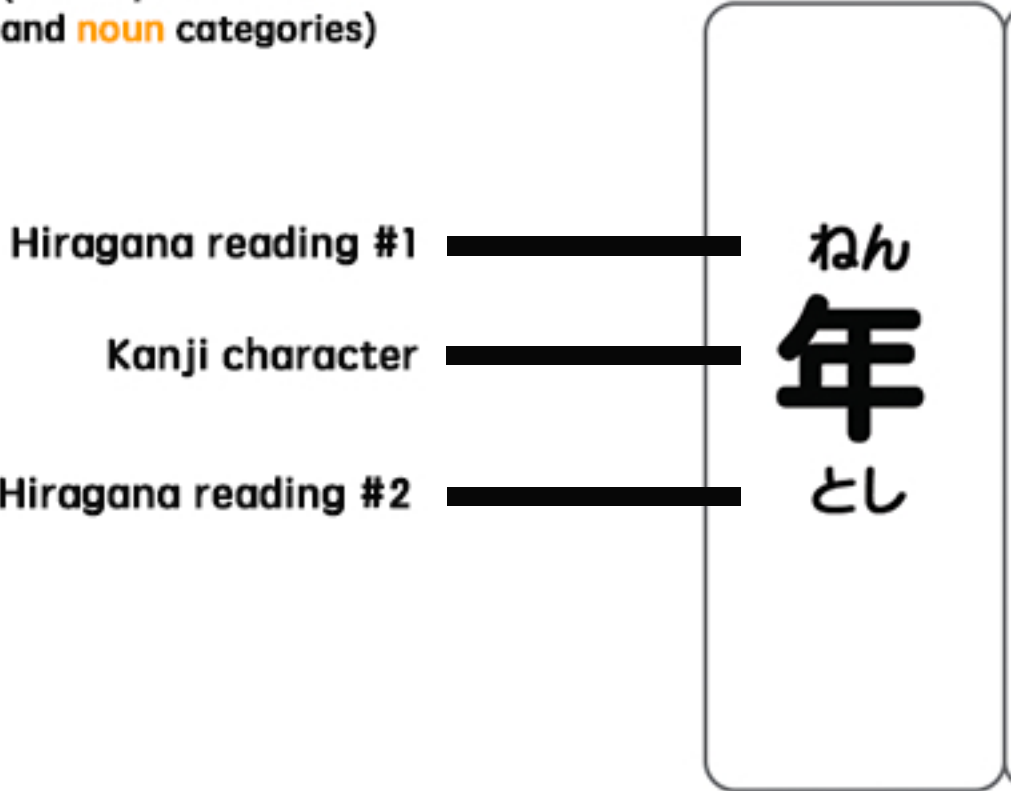
CARD SUMMARY

Category Cards: Drawn by players at the start of the game. Dictates the type of kanji they will be identifying, transcribing, translating, pronouncing, and forming new words with.

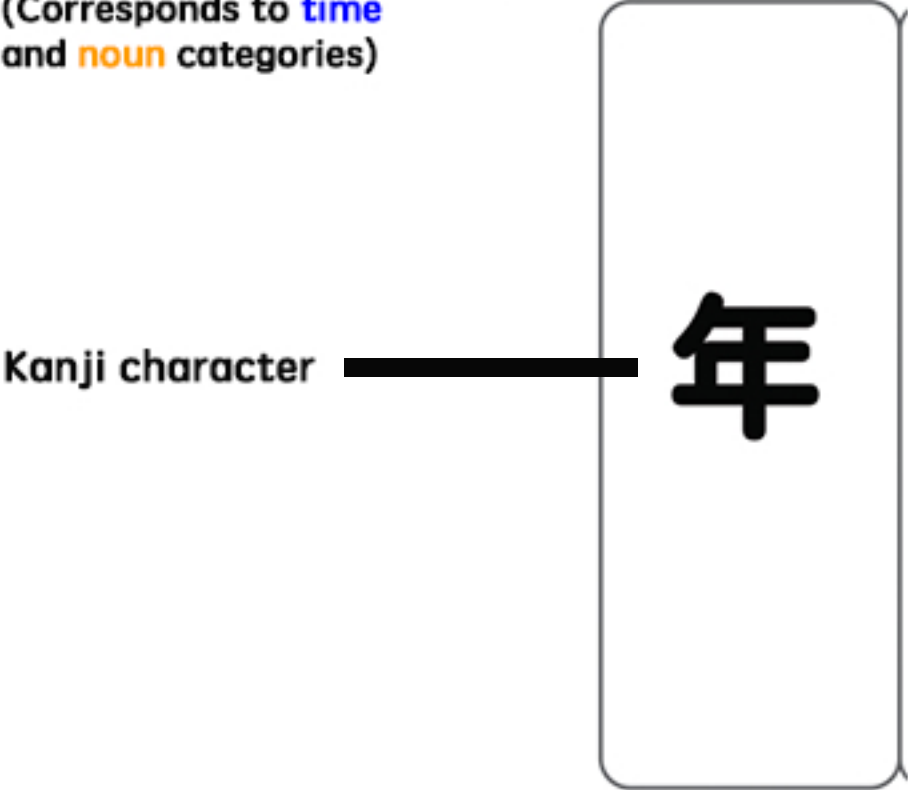


Kanji Cards: Situated within the gameboard. Two types of kanji cards may be used in the game, depending on level of difficulty desired: Easy (complete with appropriate hiragana pronunciations) and Difficult (no hiragana provided. Only kanji characters.)

Easy kanji card example:
(Corresponds to **time** and **noun** categories)



Difficult kanji card example:
(Corresponds to **time** and **noun** categories)



GAME SUMMARY

Part 1: Identification. Flip the cards!

1. Start the timer (60 seconds).
2. Flip the cards corresponding to your category card.
3. Once time is up, stop flipping your cards. Wait for the next stage of the game to begin.

Part 2: Transcription, Pronunciation, Translation, Generation!

1. Start the timer (120 seconds).
2. Fill the columns in your answer sheet with answers corresponding to the kanji you flipped in the Identification stage.

Descriptions of each column's answer-types are located on the right side of this page.

NOTE: Only the Transcription column is mandatory. The remaining columns are NOT required; it is up to you to devise an answer strategy to obtain as many points as possible within the time limits and your skill level.

3. Once time is up, retrieve your category card from the gameboard and place it within your answer booklet as a bookmark. Close the answer booklet, and pass it to your opponent. Wait for the next stage of the game to begin.

Part 3: Scoring. Check your answers, get points!

1. Using the kanji answer keys provided, check your opponent's answers for the first THREE columns (Transcription, Pronunciation, Translation).
2. Using the kanji dictionary provided, check your opponent's answers for the fourth column (Generation). NOTE: This process can be time-consuming.
3. Once all answers have been checked, tally up your opponent's points. Pass their answer booklet back to them, and take your answer booklet back. Check your points, and determine the winner of the game!

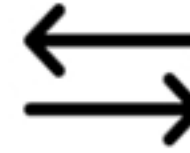
Point values attributed for each correct answer category are listed to the right of this page.



1. **Transcription:** Re-write the character of each *kanji* you've identified (flipped-down on the gameboard)



2. **Pronunciation:** Write each *kanji's* respective *furigana* reading in *hiragana*



3. **Translation:** Write each *kanji's* respective meaning (in English)



4. **Generation:** Create a Japanese word (within the category of your category card) with each *kanji* you've identified, and translate that word into English

Note: Some *kanji* may have *furigana* readings and English meanings *outside* of the category card you selected. Thus, *only* provide *furigana* readings and English meanings *within the context of the category card you selected* for each *kanji*.

Point System

1. Transcription: kanji is written correctly and falls within the category of your opponent's category card. 1 POINT.
2. Pronunciation: kanji character's pronunciation is written correctly with hiragana characters in the correct context of your opponent's category card. 2 POINTS.
3. Translation: the correct meaning of the kanji character has been given within the context of your opponent's category card. 3 POINTS.
4. Generation: words created by your opponent are written correctly, fall within the context of your opponent's category card, and have been translated correctly. 4 POINTS FOR CREATED WORD, 4 POINTS FOR TRANSLATION. 8 POINTS TOTAL POSSIBLE.

NOTE: Partial credit for any of the categories is not awarded. Each answer must be fully correct within the specified column's requirements.