



# JAPANESE CASTLE

建築

## RULES OF THE GAME

### What does a Japanese Castle consist of?

Building a Japanese Castle you will use cards of walls – *Heki*. There are four types of *Heki*, they differ in images and numbers depicted on them. *Heki* with numbers from 1 to 4 have the same size that's why in most of cases it doesn't matter which card to use. Only in a few variations of the game numbers will matter and only in this case you will have to be careful which *Heki* it would be better to take.



HEKI

You will also have big cards – *Gamen* which have number 0 on them. They are twice bigger than *Heki* and you can use them for building both walls and floors.



SIMEGU

We will normally use special cards *Yanegae* as floors in your castle. There are two types of *Yanegae* – big and small ones. *Yanegae* have special recurring – *Simegu*. You should recurve them in advance before the game starts.

*Heki*-walls will lean on *Simegu* and bear a load of new floors. Small *Yanegae* have three pillars (*Simegu*), but as a rule only two of three (outside ones) are used. Using them the simplest construction can be built – a V-shape hut of two *Heki*. Such a castle consisting of three cards is called *Karigoya*.

Big *Yanegae* have a lot of *Simegu*, and you can set the *Heki*-walls the way you like. In most cases they are big *Yanegae* cards which are used in the game.



KARIGOYA



ANTEI

### How to build a Japanese Castle

The base of each castle should be the construction *Antei* which made of two big *Yanegae* and four *Heki*. One *Yanegae* is the basis of the construction, another *Yanegae* is its roof. You set *Heki* two by two in the form of V-shape huts which lean on *Simegu* with their bases. *Karigoya* are set perpendicularly to each other.

*Antei* can be raised one upon other, so the upper *Yanegae* of one *Antei* becomes the base of the following *Antei*. *Heki* of the following floor must be set in an alternate way to the previous one. Such formation of the *Heki*-walls guarantees steadiness and the balance of the construction.

You may not follow the *Antei* rule while building huge constructions. You may set *Yanegae* and *Heki* the way you like according to your ideas.

### Variety of games

**Siote.** 2-4 players.

**Each player gets** 4 big *Yanegae*, 1 small *Yanegae* and 18 *Heki*.

**Task:** construct a 4 level building of *Antei*. The upper level must be completed with *Karigoya* consisting of the small *Yanegae* on which you should set two last *Heki*.

If one or two players have great experience in constructing Japanese Castles, they should build 5 levels of *Antei* taking additional cards.

The winner is the player who finishes the building first.

**Nanatsu.** 2-3 players.

**Each player gets** 6 big *Yanegae*, 1 small *Yanegae* and 26 *Heki*.

**Task:** construct a 6 level building of *Antei*. The upper level must be completed with *Karigoya*.

The winner is the player who finishes the building first.

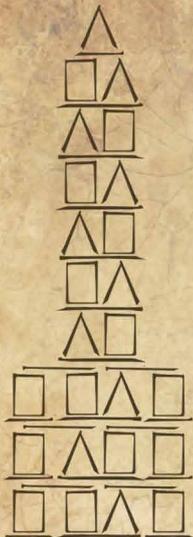
**Issyo.** Two teams of two players each.

**Each team gets** 7 big *Yanegae*, 1 small *Yanegae* and 30 *Heki*.

**Task:** construct a 7 level building of *Antei*. The upper level must be completed with *Karigoya*.

The winner is the team which finishes the building first.





**Kentikussi.** 2 players.

**Each player gets** 9 big *Yanegae*, 7 small *Yanegae*, 6 *Gamen* and 50 *Heki*.

**Task:** construct a **9 level building of Antei**. The upper level must be completed with *Karigoya*. Also, the castle must be supported from flanks with three levels of *Karigoya* set on small *Yanegae*. They should be connected to the central levels of *Antei* with *Gamen* set horizontally.

The winner is the player who finishes the castle first. The image of the castle built according to the *Kentikussi* rules is shown on the back side of the game box.

**Hakkobu.** 2-4 players.

**Each player gets** 4 big *Yanegae*, 1 small *Yanegae* and 18 *Heki*.

The players sit round the table. Each player must construct one level of **Antei** then take the constructions into his/her hands carefully trying not to break **Antei** and stand up from the table. After that the players move round the table clockwise. Each player should take the seat of the neighbor on his/her left and put his/her construction on the table.

Those who managed to do it build one more upper level of **Antei** and again carry the renewed construction. If the castle falls down during the building or carrying, the player quits the game. The players go on building new upper levels and carrying their castles, moving around the table, leaving the game one by one in case of breaking their castles. The last player remaining with the undamaged castle is considered to be a winner.

**Namatsu.** 2-4 players.

**Each player gets** 6 big *Yanegae*, 6 small *Yanegae*, 4 *Gamen* and 34 *Heki*. If there are four players, each player gets 4 big *Yanegae*, 4 small *Yanegae*, 3 *Gamen* and 25 *Heki*.

**Task:** to construct a building as solid as possible.

The players sit round the table. Each player must construct a castle not less than three levels. Then the players start shaking the table all together trying to destroy castles which belong to their competitors.

The winner is the player whose castle kept its balance and resisted or whose castle was destroyed last.

**Idzzi.** 2-3 players.

**Each player gets** 6 big *Yanegae*, 6 small *Yanegae*, 4 *Gamen*. All *Heki*-cards are divided into four decks according the numbers depicted on them and put in the center of the table.

The players sit round the table and construct castles the way they like. *Heki* cards with number **1** can be used only on the first level, **2** – only on the second one, **3** – only on the third one and **4** – only on the fourth and higher levels. The game finishes as soon as *Heki* cards with the number **4** are over. *Heki* cards with numbers **3** and **4** used during the building give **1 winning point each**. The player with the highest score is considered to be a winner.

If a player's castle falls down during the process of building, the player must return all used *Heki* cards into the decks in the center of the table and only after that he/she can begin to restore his/her castle.

The players must build their castles in such a way that all *Heki* cards giving points looked like independent vertical elements of the construction. They can't lie on the floors or on each other forming the same element. As soon as the game is over you may destroy the castle to count all *Heki* cards giving winning points.



**Saiten.** 2-3 players.

**Each player gets** 6 big *Yanegae*, 6 small *Yanegae*, 4 *Gamen*. All *Heki* cards are divided into four decks according the numbers depicted on them and put in the center of the table.

The players sit round the table and construct castles the way they like. However, they can't take a *Heki* card with a bigger number until all *Heki* cards with smaller numbers are used. For example you can't take *Heki* cards with number **2** till all *Heki* cards with number **1** are over and *Heki* cards with number **3** can't be used till all *Heki* cards with number **2** are over too. The game finishes as soon as all *Heki* cards with number **4** are over.

Each player gets winning points only for those *Heki* cards which were used in the building on the **two upper levels**. Count the sum of all numbers depicted on the *Heki* cards used in the building on the **two upper levels and multiply the sum by the quantity of the levels** of the castle. The player with the highest score is considered to be a winner.

If a player's castle falls down during the process of building, the player collects all his/her *Heki* cards and uses them to restore the construction. Only after he/she has used all his/her *Heki* cards he/she can take the new ones from the decks in the center of the table.

The players must build their castles in such a way that all *Heki* cards giving points looked like independent vertical elements of the construction. They can't lie on the floors or on each other forming the same element.

**Yakata.** 1 player or a team of several players.

**The player (the team) gets** 18 big *Yanegae*, 18 small *Yanegae*, 12 *Gamen* and 102 *Heki*.

**The task:** construct a castle as tall as possible.

**Keudzyou.** 2 players or 2 teams of 2 players each (in this case two sets of the game are required).

**Each player (or each team) gets** 18 big *Yanegae*, 18 small *Yanegae*, 12 *Gamen* and 102 *Heki*.

**The task:** construct a castle using all the cards.

The player (the team) who finishes the building first is considered to be a winner.

**Kitzune.** 1-4 players.

Separate 6 small *Yanegae* and all *Heki* cards with number **4**. Shuffle the rest of the *Heki* cards and put them into the pile in the center of the table. *Heki* cards may lie at random on each other in several layers, which is more preferable.

Then make six common *Karigoya* of chosen *Yanegae* and *Heki* cards and set them on the *Heki* cards scattered on the table. The task is to drag all *Heki* cards scattered on the table without damaging/destroying any of the *Karigoya*.

You should be very careful as no *Karigoya* must fall down. The first player drags one card, then the next clockwise player does the same and so on.

The players collect the cards they dragged. If a player accidentally ruins one of the *Karigoya* while trying to drag a *Heki* card, he/she must take the both *Heki* cards of the fallen *Karigoya* instead of the *Heki* card which he/she intended to take. He/she puts those cards (*Heki* cards of the fallen *Karigoya*) separately and in the end of the game they will be considered as **fine cards**. The *Yanegae* which was the base for the destroyed *Karigoya* is also taken away from the table.

The game is over when all *Heki* cards are on hands or the last *Karigoya* falls down. The players count the points by adding the numbers depicted on the *Heki* cards and deducting fine points (4 points for each *Heki* card from *Karigoya* which fell down through their fault). The player with the most points is considered to be a winner.

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