



Playing time 15min
Ages for play 8 and up
Players 3/4/5

Stable weather attracts various birds. And the birds call their friends. Everyone is trying to dominate in a corner of the small neighborhood.

1 Component

- Cards 50. The numbers "10" to "59" are written on the card. The tens places is the symbol "weather". It has different weather symbols for each number.

10~19 ... sunny	40~49 ... rainy
20~29 ... windy	50~59 ... snowy
30~39 ... cloudy	

The number of ones places is the symbol "bird". It has different birds are drawn for each number.

- | | |
|---------------------|-------------------------|
| 0 ... Nobody | 5 ... Crow |
| 1 ... Sparrow | 6 ... Black-tailed gull |
| 2 ... White-eye | 7 ... Kite (Hawk) |
| 3 ... White wagtail | 8 ... Great cormorant |
| 4 ... Kingfisher | 9 ... Little egret |

2 Term

- **Trick, trick game**
Each player put down a card from their hand in turn. Then, the game decides whether to win or lose according to the rules. At this time, a set of put cards down the players is called "trick" in this game. The game of taking a trick is called "trick game" in this game. The player who wins the game take the cards that were put down, that is, the trick. This is called "taking tricks".
- **Lead**
When the trick game, putting down the first card is called "lead", and that player is called "lead player". The winner of the trick game will be the lead player in the next trick game.

- **Follow**
The other player puts down the card according to the rule of the lead card (described later in "5-②"). This is called "Follow".

3 Purpose and Victory

Each player puts down their hand one by one and decides whether to win or lose (that is, trick game). The player does this until the hand runs out. At the end of the game, the player with the highest score is the winner.

4 Set up

- ① **Preparing cards according to the number of players**
You use the cards according to the number of players (Number of persons x ten).
three persons ... "10" to "39" cards
four persons ... "10" to "49" cards
five persons ... "10" to "59" cards
- ② **Deal the cards**
You shuffle the deck and deal to the players. Each player should be dealt ten cards.
- ③ **Decide the start player**
The person who went bird watching recently is the start player. The starting player will be do the first lead.

5 How to play 1 < basic rule >

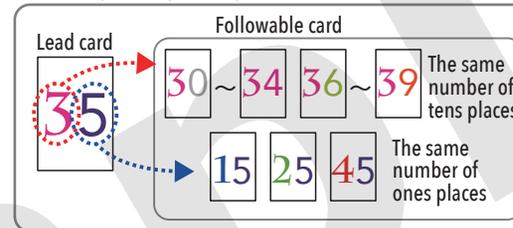
- ① **Face down one card from your hand**
Each player put face down one card from their hand for front. This card is used when the score card is "0" to take a trick. Details will be described later in "6-③".
- ② **Basic flow of trick game**
The lead player put down face up one card to show the number from their hand. The other player put down one card to show the number from their hand too. And, in turn at the clockwise.

The other player puts down the card **the same number of tens places or ones places** in the

number of cards put down by the lead player. **When you have it, you must put down the card** (called **mast follow**). If you have more than matching card, you can put down either card.

If there is no card you can follow, you put down any card. But **you lose in trick games**.

[Case 1] (to play by four persons)
If the "35" card is lead, the cards that can be followed are from "30" to "34", from "36" to "39", "15", "25", and "45".



Who **put the card of highest number** out to lead or followed cards, **the player is the winner of the trick games**. The winner take the trick. Winner will be lead player of the next trick.

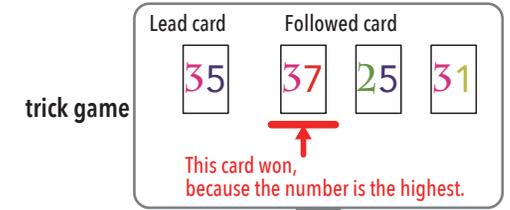
- ③ **Score of tricks**
The score is the lowest number of ones places in the card of the trick. (Also indicated by ● on the top of the card)

For this card, the score is "9 points". In addition, ● indicates 5 points for the larger one and 1 point for the smaller one.

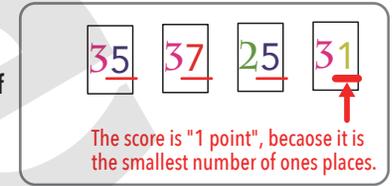


If there are more than cards with the same score, such as "11" and "21", please select the card with the score you like. You put the score card onto the top of trick, then you put down the trick to show the number, in your front.

[Example 2] (to playing with four persons)
The lead card is "35". "37", "25", "31" were put down. The highest number of the cards is "37", so the player who put down this card is the winner. Of the four cards, the card of the lowest number of ones places is "31", so the score is "1 point".

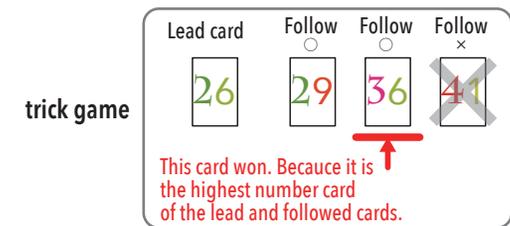


scoring of tricks

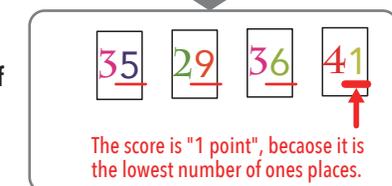


[Note!] **Unfollowed cards will not be used for tricks. However, it is used to determine the score card.** So, if you can't follow, one of the strategies is to put down a card of a lower number of ones places so that you don't give score as much as possible a winner.

[Example 3] (to play by four persons)
The lead card is "26". "29", "36" were put down. and a players put down "41", because no have a card that tens places is [2] and ones places is [6]. The card with the highest number is "41", but this card cannot use in the trick game because it can't follow. Of the cards lead and followed, the card of the highest number is "36", so the player who put down this card is the winner. Of the four cards, the card of the lowest number of ones places is "41", so the score is "1 point".



scoring of tricks



6 How to play 2 < Exception >

① Exception in trick game case 1

The game when the card of tens places is [1] put down. (that is from "10" to "19" card)

Among the cards that are lead or followed, if there are both the tens places is [1] and the tens places is the highest (that is, [3] for 3 players, [4] for 4 players) card, the strength of the card is reversed, and the card of lowest number wins.

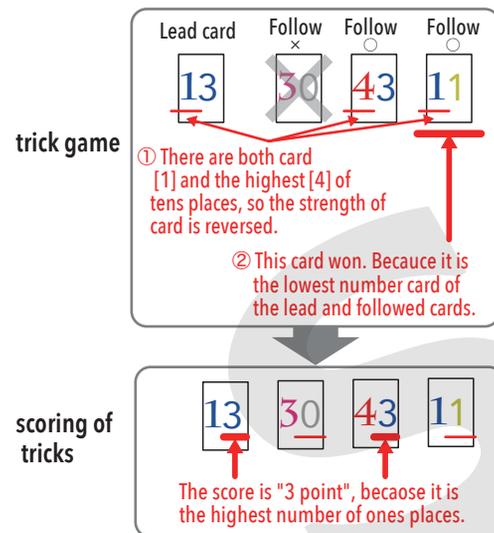
Also, at this time, the score is reversed, and the highest number of ones places is the score.

[Example 4] (to play by four persons)

Lead card is "13" . "30", "43", "11" cards were put down.

There are both cards, [1] and the highest number of [4] of the tens places, so the strength of card is reversed, and the player who put down card of lowest number "13" is the winner.

The card of highest number of ones places is "43" , so the score is "3 points" .



[Note!] The strength of cards is reversed only if the card of lead and followed has both [1] and a [highest] of the tens places. In addition, cards that are not followed are not used for trick game, so they are not used for cards with a reverse judgment.

② Exception in trick game case 2

The game when the card of ones places is [0] put down.

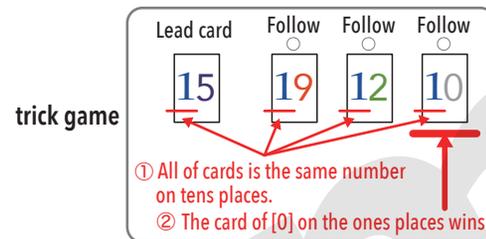
If, when had put down the all of the cards is the same number is tens places, there are the card of that ones places is [0], the card of [0] wins.

At this time, as basic rule, the score is card of the smallest number, that is [0], but the score card will change according to the exception rule of "6-③" described later.

[Example 5] (to play by four persons)

The lead card is "15" . "19", "12", "10" cards were put down.

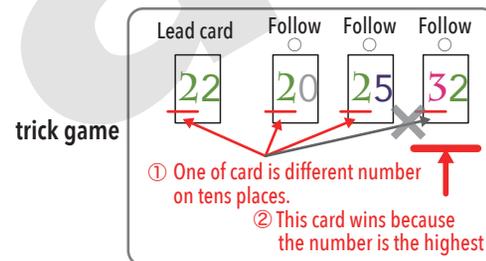
The player who put down the "10" card is the winner, because the all of card of [1] of tens places.



[Example 6] (to play by four persons)

The lead card is "22" . "20", "25", "32" cards were put down.

All put down cards are following, but one of them has a different number of tens places. Therefore, it is the usual way to decide to win or lose. The card of the highest number "32" wins.



③ Exception when scored card is "0"

If the ones place of the scoring card is [0], you choose and take one of the cards that each player put face down at the game start (As described in "5-①") . The number of ones places of the card is scored.

You may get the cards that other players face down it.

Taken cards (that is, scoring cards) are put together at the top and put in front of you, just like a basic rules.

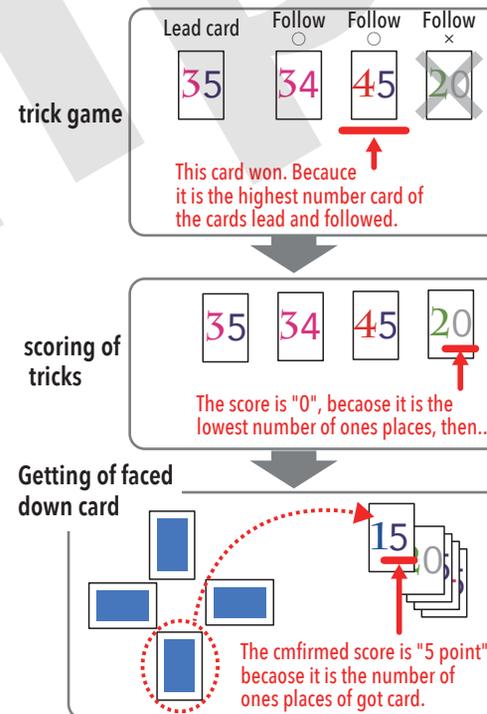
If the ones place of the card chosen here is [0], the score is "0 point". Again, you can't take the face down card.

[Example 7] (to play by four persons)

The lead card is "35" . "34", "45", "20" cards were put down. Since "20" cannot be followed, you determine to win or lose by other three cards. The player of the highest number "45" is the winner.

The scoring card is "20", because the lowest number of the ones places is [0]

The exception rule of the ones place of [0] is applied, and the winner of trick is taken one faced down card , and this card is the scoring card. The taken card was "15" , so the winner scored "5 points" .



④ Exception when cards of "1" and "max number" of ones places are put down
When it to win or lose is decided by the exception rule of "6-①" mentioned above, regardless of

whether you can follow or not, the number of the highest number of ones places is the scoring card.

7 End of game and scoring

The game is over when the hand is gone. (In other words, it will be a game with nine tricks per game) Each player totals the points scored, and the player with the highest score is the winner of the game.

8 Supplementary

If possible, you would be nice to play the number of times by the number of players, because it will reduce the imbalance at the time of card deal. In the case of, you would be to do in the total sum of the scores of the played the games.

9 Advice

If it is difficult to understand tricks and scoring procedures, please consider them separately as described below.

- To wins or losses of trick are determined only by the cards of lead and followed.
- The score is determined by the number of ones places on all cards regardless of whether or not you can follow.

10 Postscript

As you may have already noticed, the birds and weather on the cards have little to do with the content of the game.

By the way, I chose the kind of bird that can be seen well around Kamakura City. And since all of these birds are almost familiar birds in Japan, you may be able to see them in your neighborhood.

If the weather is nice, you can take a walk as you change your mind and go bird watching. If you look closely at familiar birds, I think that there are characteristics and personalities, and that there are new discoveries.

Game design IZAKA Makura
Art work
Produced 10-Shiki GameWorks
First Edition 2019/11/23

WEB site <http://10shikigameworks.sakura.ne.jp/>
E-mail contactus@10shikigameworks.sakura.ne.jp

