



# Kanji-zushi Rulebook

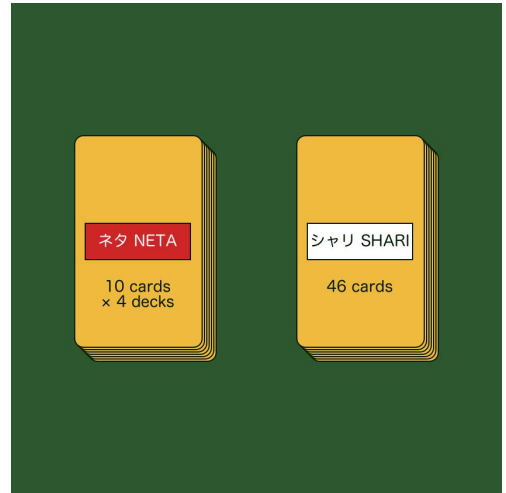


# Summary and Components

**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).

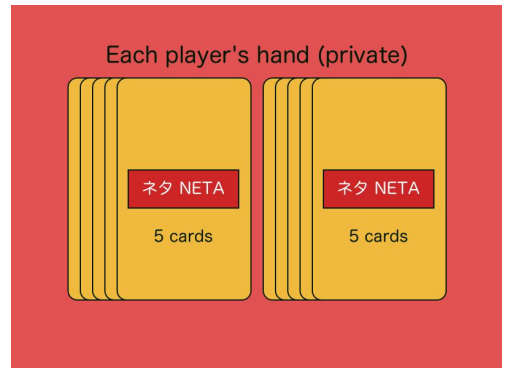
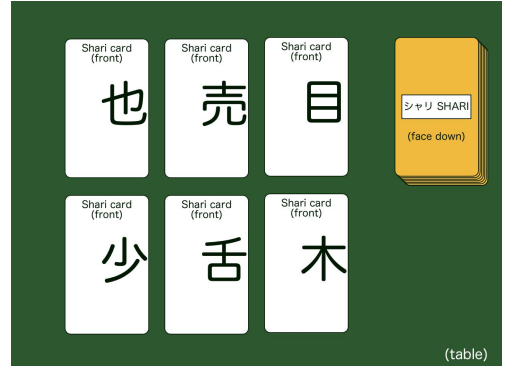
The components of the game are as follows:

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



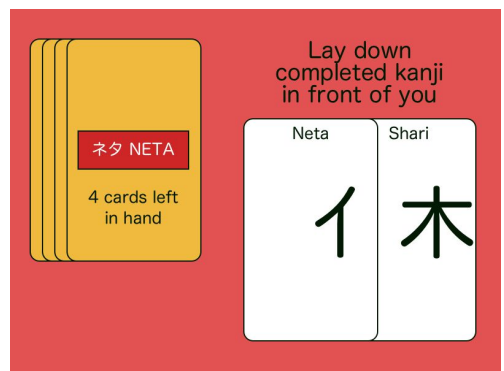
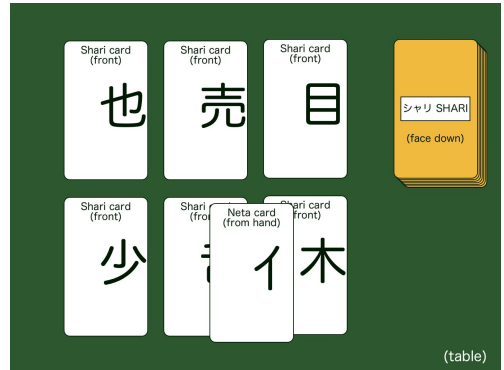
# Starting your Game

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 starts a turn



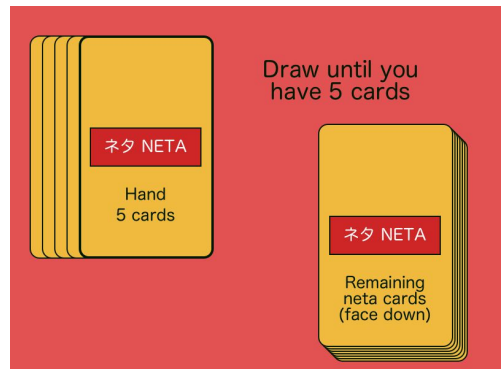
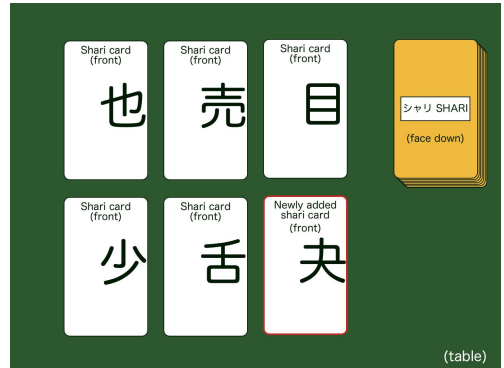
# Playing Your Turn (1)

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



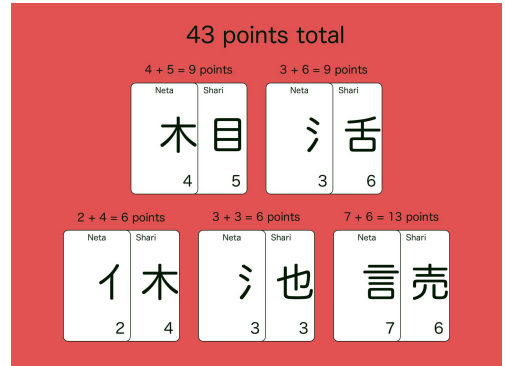
# Playing Your Turn (2)

1. The active player puts 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
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 starts a turn as the new active player (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 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



# Correct kanji

- The following kanji are regular-use ones

休 何 作 体 化 他 侮 侍 仮

池 汽 海 活 決 河 没 湯 清 濯 沙 汁

行 後 役 待 地 場 坂

打 投 指 持 捨 括 揚 抄

村 林 校 板 相 梅

明 時 晴 曜 暗 科 秋 和 秒 租

紙 細 組 繪 線 絞 紀 続

計 記 話 語 読 詐 設 詩 訂 詣 請

- The following are not regular-use, so they are not correct for this game

伎 佃 什 沐 汀 泪 沮 洩 徂 珂 扱 抖 扣

柯 柞 楊 杪 粗 桧 椋 梧 暘 晤 紗 訣 詛

