

Omoishirote yagotekana shiki abunekana by Basho NATSUMI*

How to play Ukai

The goal of the game

Ukai is the traditional art of cormorant fishing. This game challenges players to fish as many "Ayu" (sweetfish) as possible and sail to the goal area, all before the 8 torch matches burn out.

The player who catches the most fish wins.

Game setup

Each player chooses his or her own Ukai fisherman (black matchstick). Shuffle the cards well and then draw cards to place into 6 rows of 5 cards. Place each fisherman match at the bottom of the first, third, and fifth columns of cards, opposite of the goal area. (See diagram 1.)

Use rock, paper, scissors to decide the starting player. The playing order goes clockwise from the starting player.

What to do during your turn

Move your fisherman to another card. (Movable directions: forward straight or forward diagonal, left, or right - a total of 5 possible directions. See diagram 2.) Flip over the card that you move onto. If the card is an Ayu card, add it to your hand. If this card is a special card, apply its effects and then add it to your hand.

Cards with markings on their back tend to have favorable outcomes. Pay attention to these markings when moving your fisherman. On the same note, in case you are the target of the "A bit peckish" card, it is advisable to hide the star markings of the cards in your hand from your opponents. (See diagram 3.)

The final player of the round removes one bonfire match (red matchstick) from the game each time.

The end of the game

When no torch matches remain, the fire can no longer be lit and therefore the game is over. At this time, all players that have not made it to the goal area suffer a penalty depending on distance of cards between their fisherman and the goal area. (See diagram 1.)

Total the amount of points from each card in your hand and subtract the penalty if necessary. The player with the most points wins the game.

If there are any missing components from your game set, we ask you to please contact us at the email address printed on the back of this sheet.

*: I was interested in ubune, but gradually became sad.

Play time: 20 minutes

Recommended number of players: 3 people



Diagram 1) Game setup and penalties

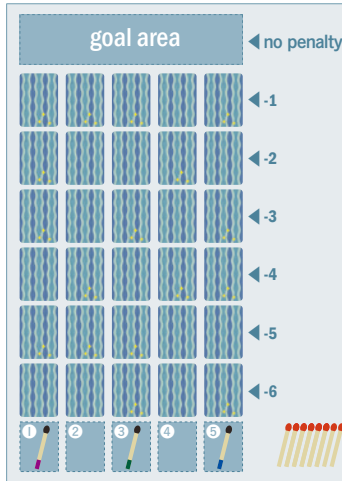
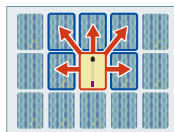
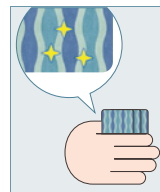


Diagram 2) Directions to move your fisherman



Can't move the place where other fishermen are here and outside 5 columns.

Diagram 3) Hiding card markings in your hand



Designed by *decmee*

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decmee is a design unit based out of Gifu and Kichijouji. The members gather inspiration from their hometowns to make sundry items.



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Cards and Contents



A bit peckish* ×3

Take one card unseen from a player of your choice and add it to your own hand.



Black bass* ×2

Discard one card from your hand. Remove the discarded card from the game.



Eyes of a fisherman* ×1

You may look at one card amongst the cards that you are able to move to in the next turn. Without showing this card to any other players, return it face down to its original position. You may not move during this turn.



The cormorant are in high spirits* ×1

You may make one additional move, flipping over the card you move onto. The player who draws this card receives 1 bonus point during scoring at the end of the game.



Dancing boat* ×1

Subtract one turn from the remaining turns left in the game. When this card is drawn, remove one bonfire match. The player who draws this card receives 1 bonus point during scoring at the end of the game.



Ayu (1fish) ×4



Ayu (2fish) ×5



Ayu (3fish) ×4



Ayu (4fish)* ×3



Ayu (5fish)* ×2



Rock (Small)* ×2

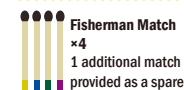


Rock (Medium)* ×1

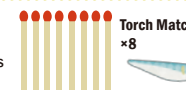


Rock (Large)* ×1

The numbers written in the bottom-left corner of the cards represent the points to be added or subtracted for that card during scoring.



Fisherman Match ×4
1 additional match is provided as a spare.



Torch Match ×8

*Cards with the asterisk symbol have a marking on their backsides. Pay attention to these markings when moving your fisherman.