

[Wabi] : Represents the **inner beauty** of the mind that accepts simplicity and imperfection

[Sabi] : Represents **outer beauty**, including the decay that comes with age

"WabiSaby" is a pure Japanese-style card game that boldly expresses the unique Japanese aesthetic concepts of "Wabi" and "Sabi" on the front and back of cards.

The game challenges players to exchange cards to pursue the pinnacle of Japanese beauty.

Game Components

○Number Cards: 48
(8 cards each for values 1 through 6)



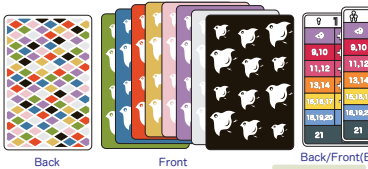
○WabiSabi Cards: 3



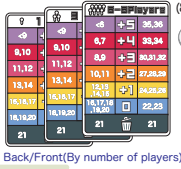
○Die: 1



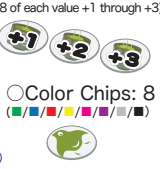
○Color Cards: 8 (Back/Front)



○Score Cards: 3



○Score Chips: 24
(8 of each value +1 through +3)



○Color Chips: 8



1. Game Objective

- At the start of the game, all players declare a **target total score**. The game proceeds over multiple rounds until one player reaches target score (**guideline: +6 points in 20 min**).
- Your score in each round is determined by the sum of numbers on your "target's" cards, which leads to a complex gameplay experience as it is not always based on your own hand.

2. Round Preparation (Setup)

- Players cooperate to prepare for the round as follows:
 - Number Card Deck Setup:
 - Gather number card sets equal to the number of players (e.g., 24 cards for 4 players). A single set consists of 6 cards (values 1-6)
 - Shuffle all number cards. Swap **3 random number cards with the 3 WabiSabi Cards**. Place the 3 number cards that were removed (in exchange for the WabiSabi Cards) **face-up on the table as "showcase cards"**.
 - Reshuffle the remaining cards and place them face-down as a pile
 - Color Card/Chip Setup:
 - Prepare color cards and matching color chips for all players
 - Each player selects one color chip as their permanent player color for the entire game
 - Score Card Setup:
 - Place the appropriate Score Card face-up, visible to all players.
 - Determine Nerai (Secret Target Color):
 - Each player draws one Color Card to secretly determine their **"secret target" color** for the round. This target color changes each round.
 - Keep your drawn Color Card hidden from other players (faced-down).
 - If you draw a Color Card matching your own Color Chip, your own cards become your scoring target.
- Number Card Distribution:
 - Deal **6 shuffled number cards** face-down to each player.
 - From your cards, choose **3 arbitrary cards to keep face-down**. The remaining 3 cards in your hand are face-up, so opponents can see their numbers.
- Determine Maximum Appraisal Actions:
 - The start player is determined by rock-paper-scissors.
 - The start player rolls the die; the result sets the maximum number of "appraisal" (Mekiki) actions available to all players for that round.
- Round Start! At the start of the round, the situation is as follows: ★See Fig. A

★Fig. A



3. Round Play Flow (Player Turn)

- Play proceeds clockwise from the start player.
- On your turn, choose one of the following three actions:
 - Exchange Cards with Another Player**
 - Exchange with a Showcase Card**
 - Perform "Mekiki (appraisal)"**
- 1) Exchange Cards with Another Player:
 - Exchange 1 of your cards with 1 card from any other player. When exchanging, **do not change the face-up/face-down orientation** of either card. (★See Fig. B)
- 2) Exchange with a Showcase Card
 - Exchange 1 of your cards with 1 of the 3 "showcase cards" on the table. The exchange method is similar to action 1), but when placing a card from your hand as a "showcase card" **always place it face-down**.
- 3) Perform "Mekiki (appraisal)":
 - Only you may privately **inspect the face-down cards in your hand**. If you choose the "Appraisal" action, you cannot perform any other action this turn. The sequence of steps for the appraisal is as follows:
 - How to perform "Appraisal"
 - Place the die in front of the person conducting the appraisal (without changing the number)
 - Execution of "appraisal"
 - Once the appraisal is complete, players proceed in order from the next player, and **another appraisal cannot be performed by anyone** until one full round has passed.
 - After one full round of turns, the die roll is reduced by 1. If the die was 1 before this reduction, it becomes 0, **ending the round**.
 - The player who performed the last "appraisal" action cannot perform it consecutively.

★Fig. B 1) Pass the card with the number

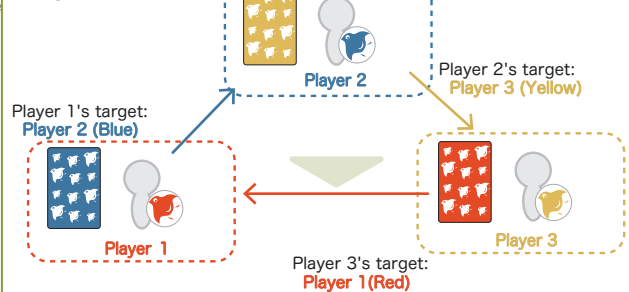
side/back side visible



2) Receive the card with the back side/number side visible.

- If all 3 showcase cards become face-down due to card exchange, immediately reduce the die roll by 1 and turn all 3 showcase cards face-up. If the die roll was 1 before reducing it at this time, it becomes 0, and the **round ends** there.
- This is a game in which players exchange cards to increase the total value of cards held by their scoring target (the player whose color chip matches their secretly drawn color card). (★See Fig. C)
- Check the score table written on the "Score Card" corresponding to the number of players for points that can be acquired based on the card total.
- Each player can rearrange the order of cards in their hand from left to right without changing their face-up/face-down orientation (e.g., to confuse others when their WabiSabi cards might be targeted).

★Fig. C



- The **secret target player** will be the subject of your score calculation. Players should exchange cards **to increase their target's card score**.
- Only when you draw a color card of the same color as your color chip (**you = target**), play to increase **the points of your hand cards**.

4. At the End of the Round

- The round ends when the die roll becomes 0.
- All players reveal their hand cards and place them on the field.
- All players simultaneously reveal their color cards, making each player's target color known to all.
- Each player calculates their card total and checks the acquired points by referring to the score card. Each player acquires score chips. The acquired points are determined by the sum of numbers on the target's cards.
- ★At this time, also check "5. Special Rules"

5. Special Rules

- Your score is based on the target's cards, but in addition, at the end of the round, you gain **1 point** for each **"Wabi Sabi card"** you hold **yourself**. (★See Fig. D)
- Note that since these Wabi Sabi cards do not have numbers written on them, they are counted as "0" during calculations.

★Fig. D

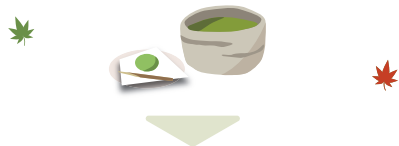


6. Next Round Preparation

- Once all players' scores have been counted, first remove the Wabi Sabi cards used in this round, then shuffle all number cards, including the showcase cards.
- If no player has reached the total points declared as the target score, continue to the next round by performing "2. Round Preparation (Setup)".

7. Game End

- The game ends when a player reaches the **total target points** declared at the beginning of the game by repeating multiple rounds. Rankings are determined based on the points acquired at that time.



Q&A

- Q. I had two Wabi Sabi cards at the end of the round, can I gain +2 points?
- A. Yes, points can be added for each Wabi Sabi card you hold. Furthermore, Wabi Sabi cards add points for each card you hold, regardless of whether the scoring target is yourself or another player.
- Q. If the total of numbers is 21, there's a trash can mark 🗑️ on the score card, what does it mean?
- A. Unfortunately, 21 is the average value of six cards, so it's neither high nor low. Therefore, if your scoring target becomes 21, the points acquired for this round will be forfeited, resulting in 0 points for the round. Please be careful.
- Q. What is the advantage of performing an "appraisal"?
- A. You can reconfirm the back of your unknown cards yourself. However, since the total number of appraisals available to the entire field decreases, use it strategically.
- Q. Does the die roll immediately decrease when all 3 "showcase cards" are face-down?
- A. Yes, it immediately decreases by 1. Also, since there's a restriction that appraisals cannot be performed consecutively, this is also effective if you want to advance the game using methods other than appraisal, so please utilize it.
- Q. I want to earn points with Wabi Sabi cards, is there a way to identify them?
- A. Actually, you can't tell in your own hand, but when other players are exchanging cards, if a "face-down card" remains a "face-down card" even after being passed, there's a high possibility that it's a Wabi Sabi card. Check carefully.
- Q. It's very difficult to control other players' cards that are the target. Is there a good way?
- A. Indeed, if you too obviously pass cards to the scoring target player, your target will be identified. One technique is a tricky strategy of "reducing the points of your hand cards that are not the scoring target".
- Q. If you look closely, are the designs for number cards 123 and 456 different?
- A. 123 are designed with a **green base as small number cards**, and 456 are designed with a **red base as large number cards**. Try to collect cards of the same color **as a guide to earning higher points**. (By the way, the numbers have Kintsugi applied ^w^)

1-Player Special Game Rules

- Prepare a deck consisting of 3 sets of number cards (values 1-6), totaling 18 cards.
- Add 3 Wabi Sabi cards, shuffle all 21 cards (**with a mix of face-up and face-down cards**) thoroughly, and compile them into a single deck.
- Take 6 cards from the top of the deck, **keeping their face-up/face-down orientation**, and make them your hand.
- Roll the die to determine the **number of skip turns** (**for 1-player game only**, the die roll represents the number of skip turns, not appraisal counts).
- Draw cards one by one from the top of the deck and decide whether to exchange them with any card in your hand.
- If exchanging with a hand card:**
If exchanged, place the card taken from your hand next to the deck. At this time, you take the card drawn from the deck into your hand without changing its face-up/face-down orientation. Therefore, if you draw a face-down card from the deck into your hand, **you won't know its number**.
- If not exchanging with a hand card = Skip:**
Place the drawn card next to the deck. This action counts as a "skip" and reduces the die roll by 1. Once the die roll becomes 0, "skips" are no longer possible.
- For the 1-Player Game, one round ends when all 15 cards in the deck have been processed.
- Refer to the 1-player score table and calculate acquired points by adding the following: "Per Wabi Sabi card = +1P".
- Compete to see **"how many points can be acquired in 3 rounds"**. If you acquire a high score, it means you have fully understood the Wabi Sabi aesthetic (Challenge target: **+10P in 3 rounds**).
- If you acquire a higher score, post your acquired points on SNS with **"#WabiSaby"**!



Finally, a summary of the main points of this game.

- At the start of the round, swap 3 number cards with **"Wabi Sabi cards"** which have a back design on both sides.
- Your scoring target is **the player holding the color chip that matches the color card you drew**. It is not necessarily your own cards.
- On your turn, exchange one of your cards with one card from another player or a showcase card, **without changing their face-up/face-down orientation**.
- The die roll decreases by one under the following conditions:
 - When one full round of turn after "appraisal" action is performed.
 - When all three "showcase cards" become face-down.
- For multi-player games, a round ends when the die roll becomes 0.
- The points acquired at the end of the round are determined **by referring to the score card for the total value of the target's hand**.
- If you have **"Wabi Sabi cards"** in your hand at the end of the round, regardless of the target, you gain **"+1P" for each card you hold**.



ver.1.0

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←Watch explanation video from this QR code.

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Caution(Please Read)

Risk of choking. Do not give to children under 3 years old.

Do not leave in high temperature or high humidity locations; may cause degradation.

Do not place near fire; may cause deformation or fire.