

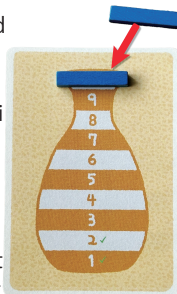


4. Each player picks one card from their hand and places it in front of themselves as a Tokkuri.

Play a card as a "Tokkuri"

Place the card face down and **place a stick on the level "10" on the card.**

There is a picture of a Tokkuri flask on the back of each card. The stick indicates the amount of sake remaining in the Tokkuri. Placing the stick inaccurately makes it difficult to tell the remaining amount of sake remaining in the Tokkuri. Placing the stick inaccurately makes it difficult to tell the remaining amount of sake, so place it accurately. Place the Tokkuri you have played **in front of you** to indicate that it belongs to you. As the game progresses and you play the second or third tokkuri, place them next to the tokkuri you have already played.



5. Take turns clockwise beginning with the start player. On your turn, do one of the following:

- a) **Play a card face down as a Tokkuri**
- b) **Play a card face up and apply its effect**

Play a card face up and apply its effect

Drink from one of Tokkuri in the play area an amount matching the number on the card and move the stick on that Tokkuri card accordingly.

- ✓ You can drink from your Tokkuri or any other player's Tokkuri.
- ✓ You cannot drink in a way to go below 0. For example, you cannot play a card "5" to drink from a Tokkuri with only "4" remaining.
- ✓ If you drink from a Tokkuri to empty it precisely down to 0, take that Tokkuri. (1 pt)
- ✓ To play a card with 2 numbers on it, such as "9+4" and "8+5", you must drink from a different Tokkuri per number. Otherwise, you cannot play such a card. (You can still play it face down as a Tokkuri.)
- ✓ The same applies to a card with 3 or 4 numbers. Thus, such a card can be played only if 3 or 4 applicable Tokkuri are in the play area.

✓ Discard the card face up to the discard pile near the draw pile.

6. After you have emptied your hand, pass turns. Otherwise, you cannot pass.

7. The round ends when everyone has emptied their hand. You earn **1 pt per Tokkuri** you acquire. And you **lose 2 pt per Tokkuri with the remaining level "3" or above** in front of you.

8. The player with the highest total score wins this round. Other players each pay the winner the difference between their score and the winner's score.

In case of a tie, other players each pay the difference in points to both winners.

Ex.1 The points acquired are 2 pt for Player A, 1 pt for Player B, 0 pt for Player C and -1 pt for Player D. To Player A, the winner, Player B pays 1 pt, Player C pays 2 pt and Player D pays 3 pt. Player A receives a total of 6 pt.

Ex.2 The points acquired are 2 pt for Player A, 2 pt for Player B, 1 pt for Player C and 0 pt for Player D. Player C pays 1 pt each to Players A and B. Player D pays 2 pt each to Players A and B. Players A and B receive 3 pt each.

9. Then the start player moves to the left.

Repeat from Step 3 again. The game ends when someone goes bankrupt or after playing a specified number of rounds or everyone is satisfied. The player with the highest score in total at the end wins the game.

Card Description

1+1+1+🎲、3+3+3+🎲

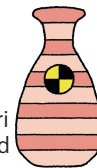
Reduce from each of 3 Tokkuri an amount matching each number. Then everyone passes a card from their hand to the player to their left. This may result in some player emptying their hand or some player with an empty hand acquiring a card.

9+🎲

Randomly pick a card from someone's hand and discard it face up. Then that player draws a card from the deck. If you are the only player left with a hand of card(s), have another player draw a card from your hand and discard it.

The Dummy

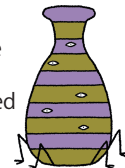
This card can only be played face down, only as a Tokkuri. Such a Tokkuri does not earn any points. When someone empties this Tokkuri card, immediately reveal and discard it. Even if you forget and are not sure as to whether the card is The Dummy or not, you can check it when the Tokkuri is taken. It is worth 0 pt for taking it, but the -2 pt for keeping it with remaining sake is still valid. If this card remains until the end of the round, the penalty (-2 pts) will occur as usual.



The Troublesome

This card can only be played face down, only as a Tokkuri.

Furthermore, it can only be played when it is the last card in your hand. By another card's effect, it is possible to pass this card to another player or discard it.



1~3+📄

You can use this as any number from "1" to "3". Then draw a card from the deck. (This is mandatory.)

7+7+7+★、8+8+8+★

If you use this card to empty multiple tokkuri, you get additional +1 pt (you get this card face down as a point). If one of the emptied tokkuris is the dummy, it is invalid.

Contact for Inquiries

<https://boardgame.web-saito.net/tokkuri/>

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English translation : Saigo

March 2024 First edition published



Brain Brain Games.
Nagasaki

Tokkuri is a traditional drinking vessel from Asia. Drink up Tokkuri flasks of sake and collect the empty Tokkuri. If you don't have enough sake on the table, add more Tokkuri. You can serve them as much as you like. However, you lose points for any Tokkuri with sake remaining in front of you at the end of the party. The player who serves the right amount of sake while collecting as many Tokkuri as possible wins the game.

Components

32 cards, 10 sticks

* Prepare a pen and paper or chips to keep track of scores.

How to Play

1. Start the game with **10 pt in each** player's possession.
2. Determine the start player by whatever way you like.
3. Shuffle all the cards and deal **7 cards to each player**. Place the remaining cards face down as a deck in the center of the table.
(A deck of 4 cards for 4 players, etc.)