



Some animals are playing traditional Japanese instruments, but they seem to be stuck. With your help - using Rest and Technique Cards - you can guide their music.

In the world of traditional instruments, numbers are expressed as sounds. In this game, numbers (Note Cards) are played in a way reminiscent of games such as *Sevens* or *Solitaire*.

Your goal is to weave the sequence together, use performance techniques, play all your cards and complete the performance.

When the performance ends, a fan illustration will appear.

Enjoy the changing fan patterns that emerge with each playthrough.

## Contents

Note Cards  
(22 x 2 types)

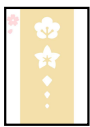


Plum &  
Nightingale



Full Moon  
Rabbit

Rest Cards  
(18)



A set of 22 Note Cards (1 type)  
+ 9 Rest Cards = 31 cards.  
This makes up one "Beginner's  
Songbook".

Technique Cards  
(34)



Card backs  
(shared design)



Tokens  
(2)



Rulebook: 2 sheets  
Supplement: 1 sheet

Score Sheets (play mats)  
(2)



## Table of Contents & Terminology

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### Terminology

Perform (Ensemble): To play the game  
Opening Note: The first turn of the game  
Performer: Player

## Basic Rule

One player completes a fan on their own. (3 minutes)

### [Setup]

Place the Score Sheet (play sheet) in the center.

Prepare the mini song deck (choose one type of Note Cards:  
22 cards + 9 Rest Cards, totaling 31 cards).

Shuffle the deck thoroughly and place it face down as the draw pile  
(Score Deck). Draw 8 cards from the deck as your starting hand and  
check them. If there are 2 or fewer different note numbers in  
your hand, reshuffle and redraw from the beginning.

### [Playing Procedure]

Repeat steps A-C below (steps A-C together count as one turn).

### A. Play

Opening Note: Choose any Note Card and place it on the  
Score Sheet.

From the following turn onward, choose one of these actions:

Play one note card that is either one number higher or lower than  
the last note played (see B below).

Play any number of Rest Cards along with one Note Card that skips the  
same number of notes from the current note.

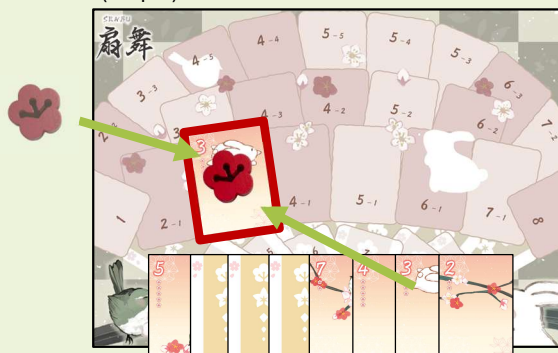
### B. Weave the Melody

Place your token on the Note Card you played in Step A. The number  
on the Note Card with the token is called the current note ( ).

### C. Draw from the Score Deck

Refill your hand so that it contains the **same number of cards as  
your starting hand**.

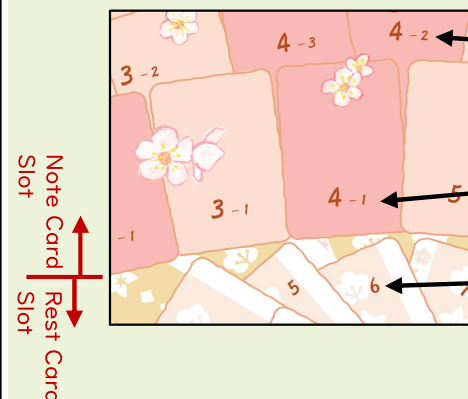
At the start of the song (when nothing is on the Score Sheet), choose  
**one Note Card** and place it on the sheet (Step A), then place your  
token on it (Step B).



The placement of each card is indicated on the Score Sheet.

**Note Cards** are used to decorate the fan pattern and are placed in the  
**Note Card slots** at the top of the sheet, such as "2-1" or "5-3."

**Rest Cards** are placed in the **Rest Card slots** at the bottom of the sheet,  
such as "3" or "7," representing the handle of the fan.



Where to place the  
"4" Note Card  
when playing it for  
the **second** time.

Where to place the  
"4" Note Card  
when playing it for  
the **first** time.

Where to place the  
Rest Card when  
playing it for the  
**sixth** time.

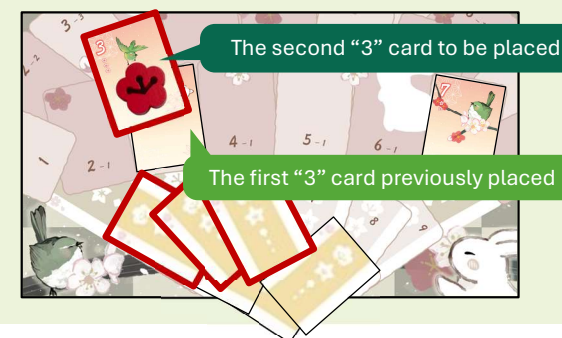
For subsequent Step A plays, the placement of Note Cards depends on  
the position of your token. In the diagram below, the token is on 3, so if  
you play a 2 or 4 Note Card, place it normally and move your token onto  
it. If you play a 5 Note Card, moving from 3 → 5 skips one number, so you  
must use 1 Rest Card. If you play a 7 Note Card, moving from 3 → 7 skips  
three numbers, so you must use 3 Rest Cards.



Skip three numbers

Play three Rest Cards  
together

Even if the illustration on a previously played card is partially covered,  
place the new card **on top of it**.



The second "3" card to be placed

The first "3" card previously placed

When the draw pile is exhausted, skip Step C and continue with Steps A and B.

[End of Performance Conditions]

The performance ends when **any** of the following conditions are met:

If you cannot perform Step A while still holding cards in your hand

→ **Performance Failed** 🐰

If you have no cards left in your hand (including rest cards)

→ **Performance Successful** ✨

Common Mistakes

- 1 (minimum) and 8 (maximum) are not directly connected.
- Rest Cards can only be used to skip numbers in one direction. (For example, if your token is on 7, you cannot use 1 Rest Card to “skip” to 8 and then loop back to play 7)
- You cannot end the performance using only Rest Cards. It must finish with a Note Card

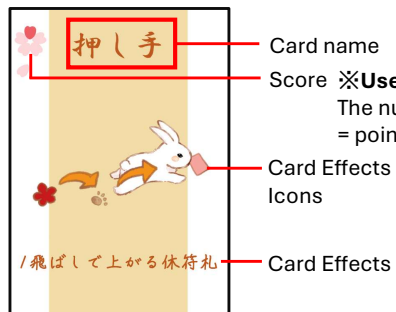
About Technique Cards

In the following modes, you may use **Technique Cards** by exchanging them for **Rest Cards**. Technique Cards have various effects that expand your performance options. The following instructions will be added to Step A described earlier:

If available, you may use a **Technique Card**.  
Place the Technique Card in a **Rest Card slot**.

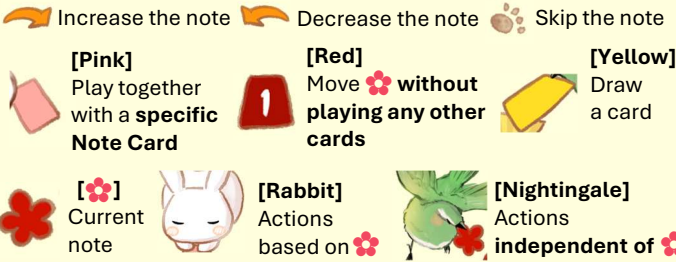
**Technique Cards cannot be played together with rest cards or other Technique Cards (even if they have an effect that allows them to be treated as a Note Card).**

Cards that are treated as Note Cards are still considered **Technique Cards** until they are played, and only take effect as note cards once played.

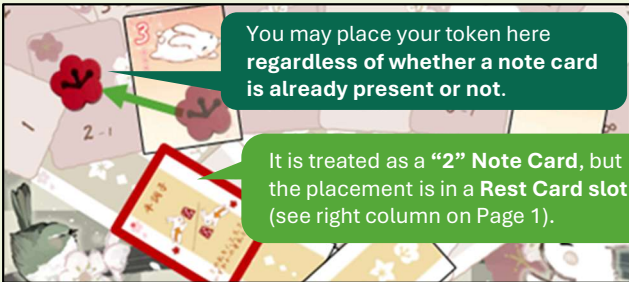


For detailed information on each Technique Card, please refer to the supplement.

Card Icon Meanings



For example, when 🌸 is 3, you play *Hirajoushi* (see Supplement for its effects and usage) as a **2 Note Card** (Step A).  
Move your token to the position where the **2 Note Card** should be placed (Step B).  
Since only one card was used in Step A, draw **one card** to refill your hand (Step C).



[Tips]

- On the **Opening Note** (first turn), you may only play **one Note Card**.  
You **cannot** start the performance with a Technique Card.
- It is fine to end the performance using a Technique Card that is **treated as a Note Card**.

Solo Challenge Mode

After completing the following setup, play according to

**Basic Rule** : Choose a song from the list on the back of the supplementary materials.

Prepare the Score Sheet and the mini song deck (31 cards).

For each Technique Card listed, exchange **one Rest Card**.

For cards specifically for the draw pile, place the designated cards in any order at the **bottom of the deck**, then shuffle the remaining cards thoroughly and place them on top.

For modes with a time limit, draw **8 cards** as your starting hand

and start the stopwatch **without looking at the cards**.

You may track the 🌸 without using a token.

Co-op Mode

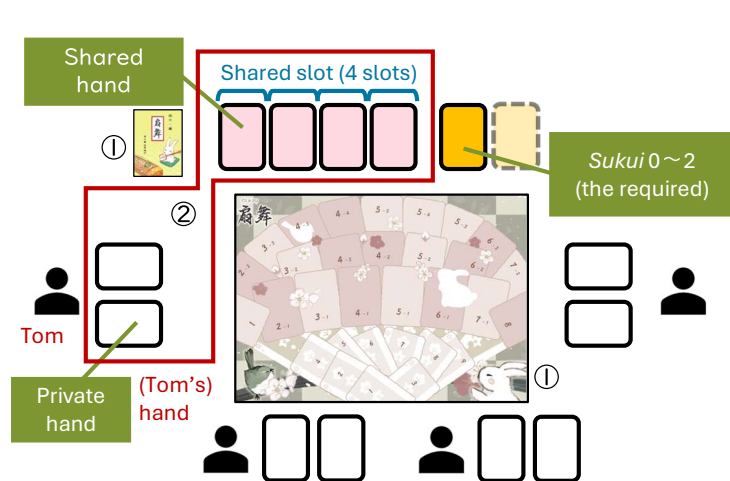
Complete one fan together.

(2-6 players, 20 minutes, no discussion allowed)

- ① Prepare one Score Sheet and a thoroughly shuffled Beginner's Songbook (31 cards).
- ② Each player draws 2 cards from the draw pile as their **private hand**. You must never reveal or show your private hand to other players. Then, place 4 cards face-up on the table as the **shared hand** for all players. The four positions of these shared cards are called **shared slots**. When playing with 4 or more players, place one *Sukui* Technique Card next to the shared slots.
- ③ Starting with the first performer determined by Rock-Paper-Scissors, take turns **clockwise**, performing steps **A-C** from **Basic Rule** as one turn. In **Step A**, your **hand consists of your 2 private cards plus the 4 shared cards, for a total of 6 cards**. Except for the **opening turn (Opening Note)**, you may combine cards from both your private hand and the shared hand when playing. In **Step C**, draw new cards from the deck equal to the number of cards you used, **replenishing first the shared hand, then your private hand**.

For example, if the 🌸 is 2, and your **private hand** contains 6 and 7, while the **shared hand** contains **three Rest Cards**, you may play the **three Rest Cards** from the shared hand **together with your 6** from the private hand. After that, **replenish three cards to the shared hand and one card to your private hand**.





### Using the “Sukui” Card

If the *Sukui* card is still available on the table, the active player may choose to use it instead of performing steps A–C. In that case, the player selects any 1 card from the cards they have already played (including Rest Cards and Technique Cards) and places it on top of the *Sukui* card. Then, play passes to the next player. The position of the Current Note does not change. From this point on, during any player’s turn, they may treat the card placed on the *Sukui* as part of their hand, in addition to the common hand. After the card on top is used, the *Sukui* card beneath it is removed from the game.

### When the Deck is Empty

After the active player has played their cards, if the draw deck has run out *and* there are empty spaces in the common slots, the player may place any number of cards from their own hand into those empty slots (the *Sukui* space is **not** considered a common slot. Also, you cannot place cards in this way immediately after using the *Sukui* action).

### Winning the Performance

If all cards have been played by the end of the game, the performance is considered a success. If there are any cards on the *Sukui* space, they must also be played. However, it does not matter if the *Sukui* card itself remains unused.

### ■ Co-op Challenge Mode

From the song list on the back of the reference sheet, choose a song you would like to play. During Setup Step ①, **replace one Rest Card in the small piece deck with each Technique Card** listed for the chosen song. This modified deck will be used for the performance. If all cards are played, the performance is a success.

## Versus Mode

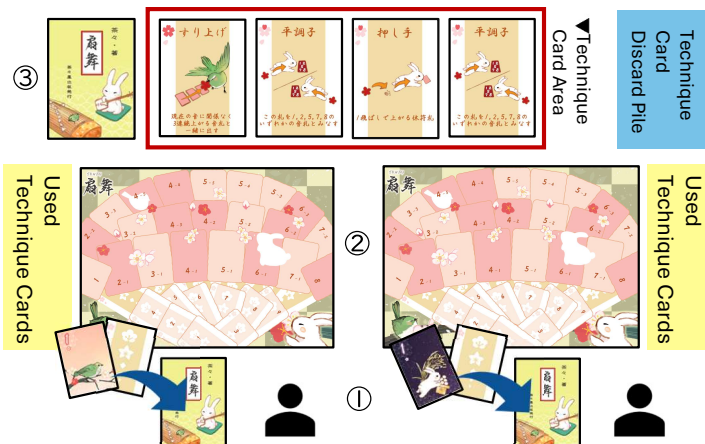
Players **compete for points** by collecting **Technique Cards** from the table and **completing their own fans**.  
(2 players / approx. 10 minutes per player per game set)

- ① Each player takes one **Beginner’s Songbook** (31 cards) containing the *Plum & Nightingale* Note Cards, and one **Beginner’s Songbook** (31 cards) containing the *Full Moon Rabbit* Note Cards. Shuffle them well to form your draw deck.
- ② Each player prepares a **Score Sheet** and their **animal token** in front of them.
- ③ Shuffle the 34 **Technique Cards** well, then draw 4 and place them face up in the Technique Card Area. Place the remaining cards face down in a pile beside it.  
(For up to 4 players, use 34 cards from one game set.  
For more players, use Technique Cards from  $\text{number of players} \div 4 \text{ game sets}$ .)
- ④ Each player draws 8 cards from their deck as their starting hand. If a player has **one or fewer Rest Cards** in their hand, they must reveal their hand, reshuffle the cards, and redraw.
- ⑤ The winner of Rock-Paper-Scissors goes first, and play proceeds clockwise. On each turn, a player may perform **one** of the following actions:

- Place **one Rest Card** from your hand onto your **Score Sheet**, and take **one Technique Card** from the Technique Card Area into your hand. Then, shift the remaining three Technique Cards to the right, and draw 1 new card from the Technique deck to place on the far left of the Technique Card Area.
- Perform **one turn of play** according to **Basic Rule**.  
(However, if you use a Technique Card, do not place it on the Score Sheet—set it aside next to your Score Sheet instead. These will be used later in scoring.)  
After that, move the rightmost Technique Card in the Technique Card Area to the discard pile, shift the remaining 3 cards to the right, and draw 1 new Technique Card to place on the far left of the Technique Card Area.

When no players can perform either action, the performance ends and scoring begins. Add up the points from the Technique Cards you successfully used, then proceed with the following calculations. The player with the highest score is considered to have delivered the most skillful performance and is declared the winner.

Played all cards from hand	: +3 points
Leftover Note Cards / Rest Cards	: -2 points per card
Leftover Technique Cards	: -5 points per card



### [Tips]

- It is perfectly fine to skip performing on your first turn in order to gather Technique Cards you want to use later.
- If the Technique Card deck runs out, shuffle the discard pile and form a new deck.

## Team Battle Mode

Choose your starting Technique Cards, complete your team’s fan and compete for points.

(2–3 players per team, 2 teams / approx. 20 minutes per box)

We recommend having at least one experienced player per team.

Be sure to read the **Co-op Mode** rules along with the **Basic Rule** beforehand.

Sit together so your teammates are close.

- ① Remove the two *Sukui* technique cards and shuffle the remaining 32 Technique Cards thoroughly. Each team draws four cards and checks them privately among their team members.
- ② Divide the four cards each team drew into two pairs, then temporarily pass the two pairs to the team on your left.



- ③ From the two pairs of Technique Cards received from the team on your right, choose one pair to keep as your team’s cards. Place the pair you didn’t choose face down and return it to the team on your right.



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Teams with a leftover hand or deck cards must apply the following penalties. Additionally, if there is a difference in team size, the smaller team receives a 2-point bonus.

Played all cards from hand	: +3 points
Leftover NoteCards / Rest Cards	: -2 points per card
Leftover Technique Cards	: -5 points per card

The player with the highest score is considered to have delivered the most skillful performance and is declared the winner.

### [Optional]

If you have your own chips, you can use them after reading the instructions on the back of the supplementary material. They make it easier to keep track of the shuffled Technique Cards. As an extra fun option, the winning team may take chips equal to their score and place them on their fan to make it more extravagant.

## Other Rules

If you find the game too difficult, you may apply the following simplified rules:

Swap Rest Cards with the *Sukui* or *Sakabachi* Technique Cards. In Co-op Mode, increase the number of *Sukui* Cards.

Additionally, tips for each mode are provided in the "Strategy & Tips" section on the Bodgema page (see QR code below, only available in Japanese).

If you are having trouble successfully completing a performance, please refer to the page above. On the other hand, if you find the game too easy, try improving your success rate in Challenge Mode. This game is balanced so that failures due to luck are almost nonexistent, meaning that with the right strategy, you can succeed at performing consistently.

There are also hidden rules not included in the instruction manual. If you want to explore more, please check the Game Market page (only available in Japanese).



Bodgema  
(Strategy & Tips)



Game Market Page  
(Hidden Rules)



Contact(X)

④ After returning a pair in Step 3, check the contents of the cards returned from the team on your left, and add them to your team's Technique Cards.

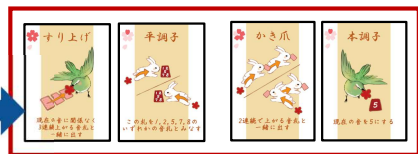
⑤ Use the 22 Note Cards, 5 Rest Cards, and the 4 Technique Cards obtained in Steps 3 and 4 as each team's Score Deck. Shuffle the deck thoroughly.

Cards returned by the team on your left

Cards received and chosen from the team on your right



Your team's four Technique Cards are finalized



⑥ Each team receives one *Sukui* Technique Card.

⑦ Each team prepares their Score Sheet and pieces in front of them.

⑧ Each team sets up just like in **Co-op Mode**.

Each player draws two cards from their deck as their personal cards, and place four cards face up in the shared slot as the common hand.

*Note: Regardless of the number of players, each team receives only one *Sukui* card.*

⑨ Place a timer within reach, but do not start it. Each team begins performing at the same time. Follow the same performance rules as in **Co-op Mode**.



⑩ When a team finishes their performance, regardless of success or failure, the members of that team manage the timer. From this point on, teams that have not yet finished must complete each turn within 20 seconds. If a team fails to complete a turn within 20 seconds even once, their performance is considered finished at that moment.

Once all teams have finished their performances, proceed to scoring. Add up the points for the Technique Cards that were used.

Origin of Terms

The terms not listed below (such as the song titles in Solo Challenge Mode) have been assigned either actual song names or words that seem suitable, including ones unrelated to traditional Japanese instruments.

Name	Origin
糸方 Itokata	Refers to traditional Japanese string instruments, such as the <i>koto</i> and <i>shamisen</i> .
調絃(Tuning) Chogen	The <i>koto</i> and <i>shamisen</i> each have the ability to change the pitch of each string. Unlike a piano or wind instrument, where a specific key or position always produces the same note (e.g., “C”), the first string on a <i>koto</i> or <i>shamisen</i> might be “D” one time and “G” another. Adjusting the pitch of each string is called <i>chōgen</i> (tuning).
平調子 Hirajyoshi	This is a representative <i>koto</i> tuning used for pieces such as <i>Sakura Sakura</i> . It is composed of the notes E ♭ , F, G, A ♭ , and B, corresponding to the “1-2-5-7-8” scale on the <i>shamisen</i> (the effect is named after this scale. Note that technically, a tuning indicates only the relative pitch intervals of each string, so Hira-chōshi is not necessarily E ♭ –F–G–A ♭ –B. However, this is the most commonly used arrangement. The same applies to shamisen scales, where exceptions exist).
本調子 Honchoshi	This is a representative <i>shamisen</i> tuning. In this tuning, the open string of the second string (the middle string) produces the same note as the fifth note on the third string (the thin lower string), which is why it is referred to as the “5” note in the game. Even today in Japan, the phrase “hon-chōshi ga denai” (“the main tuning cannot be achieved”) is used when something cannot perform at full capacity. This expression originates from the <i>shamisen</i> .
さわり Sawari	When the second or third string of the <i>shamisen</i> is played at a certain frequency, the first string resonates, producing a lower note. This effect is named after this phenomenon, as a beautiful harmony causes the first string’s note to sound alongside the others.
ヨナ抜き Yonanuki	Traditional Japanese music is often said to use the <i>yonanuki</i> scale. This scale omits the 4th and 7th notes (F and B) when counting C as 1 and D as 2, resulting in the notes C–D–E–G–A. In practice, much of the music uses the <i>Hira-chōshi</i> scale, but some children’s songs and simpler pieces can be played using the C–D–E–G–A scale.
はじき/さかはじき Hajiki/Sakahajiki	A <i>shamisen</i> technique where the strings are plucked with the fingers instead of using a <i>bachi</i> (plectrum). It often produces the same note as the one played immediately before, which is the basis for this effect. <i>Sakahajiki</i> is a slightly more advanced <i>shamisen</i> technique. Normally, plucking is done by gripping the string with the middle or ring finger, but in <i>Sakahajiki</i> , the hand is sequentially opened from the little finger, allowing for consecutive plucks. Although it can produce four consecutive notes, in the game it is represented as three consecutive notes.
押し手/引き色 Oshide/Hikiiro	<i>Oshide</i> is a basic <i>koto</i> technique where pressure is applied to the left side of the string to increase its tension, producing a note one step higher than the original pitch. <i>Hikiiro</i> is a basic <i>koto</i> technique where the left side of the string is pulled to the right, reducing tension on that side and producing a note slightly lower than the original pitch.
二上がり/三下がり Niagari/Sansagari	<i>Niagari</i> is a representative <i>shamisen</i> tuning in which the second string is raised by one note from the standard tuning. It is used in pieces such as <i>Sakura Sakura</i> and the <i>Tsugaru shamisen</i> piece <i>Jōngara-bushi</i> . <i>Sansagari</i> is a representative shamisen tuning in which the third string is lowered by one note from the standard tuning.
かき爪 Kakizume	A <i>koto</i> technique where two adjacent strings are plucked or swept at the same time. The notes are always played in an upward direction.
すり上げ/すり下げ Suriage/Surisage	<i>Suriage</i> is a <i>shamisen</i> technique where the left hand gradually moves down the neck while repeatedly striking the strings with the <i>bachi</i> , producing a gradually rising pitch. The opposite technique ( <i>surisage</i> ), producing a gradually falling pitch, is otherwise known as a descending glissando.
裏連 Uraren	A <i>koto</i> technique where the final high note is played <i>tremolo</i> (rapid repeated plucking of the same string), then glides down through intermediate notes to the lowest note (in practice, it may start or end on an intermediate note).This technique is often used as a sound effect for <i>koto</i> in TV programs.
すくい Sukui	A technique used on both the <i>koto</i> and <i>shamisen</i> . The string is plucked and then returned in the opposite direction of the initial stroke, producing a distinct sound.
合わせ爪 Awasezume	A <i>koto</i> technique where the right-hand thumb and middle finger pluck two non-adjacent strings simultaneously. The index finger may be used to pluck adjacent strings, but more often the notes are spaced apart, which is why this effect is applied.
さかばち Sakabachi	On the <i>shamisen</i> , strings are usually plucked from top to bottom. In this technique, the <i>bachi</i> is flipped to strike the strings from below, lifting it upward. Because the motion resembles lifting, the effect in the game is represented as drawing three cards from the deck (score sheet).
散らし Chirashi	In <i>koto</i> music (and traditional Japanese instrument music), a <i>chirashi</i> refers to a passage with a distinctive melody that appears between sung sections, often giving the impression of a key change. In this game’s Solo Challenge Mode, the term <i>chirashi</i> is used literally, as it involves “scattering” cards to the bottom of the deck rather than a modulation.
歌い出し Utaidashi	In <i>koto</i> music, there is no conductor, but the beginning of the piece is coordinated by a single representative (the “top”) singing the first phrase. This initial phrase is called the <i>utaidashi</i> .
Fun Facts	The backs of the cards in this game are designed to resemble the covers of traditional Japanese instrument scores. The rabbit character has something red on its hand—this is a <i>yubisuri</i> , a cloth used to smoothly slide the left hand along the neck of the instrument. It can also be seen in scenes of a certain Japanese-style manga where a lightning-themed character plays the shamisen.



## 【 Supplement 】 Quick Summary & Effects and Usage Examples of Each Technique Card

### A. Play

Turn 1: any Note Card. Then: choose 1 of 3.

- Play  $\pm 1$  Note Card from the
- Play a Note Card **with Rest Cards**
- Use a **Technique Card**

### B. Weave the Melody (Move a token)

### C. Draw from the Score Deck

Solo/Versus : Maintain a hand of 8 cards

Co-op/Team battle :

Maintain a hand of 2 cards + 4 shared cards

Number of Cards in the Set

Name 1 2 3 4 5 6 7 8 rest

Quantity 1 2 3 **5** 5 3 2 1 **9**

In some modes,  
remove Rest Cards  
equal to the number  
of Technique Cards.

### Common Mistakes

- First turn: play 1 Note Card only.
- 1 and 8 are not connected.
- Rest Cards skip numbers in one direction.
- Cannot end turn with only Rest Cards.
- Technique Cards cannot be played with Rest or other Technique Cards.

Increase the note Decrease the note Skip the note

**[Pink]**  
 Play together  
with a **specific**  
**Note Card**

**[Red]**  
 Move **without**  
**playing any other**  
**cards**

**[Yellow]**  
 Draw  
a card

**[Flower]** Current  
note **[Rabbit]** Actions  
based on **[Nightingale]** Actions  
**independent of**

### Redraw if:

**Solo:**  $\leq 2$  Note Card types

**Versus:**  $\leq 1$  Rest Card

### [Versus / Co-op Scoring]

Used Technique Cards total

+

All cards played  $\rightarrow +3$

Remaining Note/Rest  $\rightarrow -2$  each

Remaining Technique  $\rightarrow -5$  each

### ▲ Card Effects Icon Meanings

Pts	Card Name & Icon (some)	Effects
1	平調子 Hirajyoshi 	<b>Playable as Note 1, 2, 5, 7, or 8.</b> Counts as a Note when played; cannot be played with Rest or other Technique Cards (same rule applies to all listed Technique Cards). $\text{flower} = 3 \rightarrow$ adjacent Note can only be 2, so $\text{flower} = 2$ $\text{flower} = 6 \rightarrow \text{flower}$ can be played as 5 or 7 $\text{flower} = 5 \rightarrow$ cannot be used, as adjacent numbers 4 and 6 are invalid
1	本調子 Honchoshi 	<b>Regardless of <math>\text{flower}</math>, can be played as Note 5 only.</b> $\text{flower} = 1 \rightarrow$ moves token to 5 $\text{flower} = 5 \rightarrow$ token stays at 5
1	押し手 Oshide 	<b>Counts as 1 ascending Rest Card.</b> "Skip 1" $\rightarrow$ difference of 2 with previous Note Card. $\text{flower} = 2 \rightarrow$ Play this card with 4, $\text{flower}$ moves to 4.
1	引き色 Hikiiro 	<b>Counts as 1 descending Rest Card.</b> "Skip 1" $\rightarrow$ difference of 2 with previous Note Card. $\text{flower} = 4 \rightarrow$ Play this card with 2, $\text{flower}$ moves to 2.
2	さわり Sawari 	<b>Regardless of <math>\text{flower}</math>, can be played as Note 1 only.</b> $\text{flower} = 5 \rightarrow$ moves token to 1 $\text{flower} = 1 \rightarrow$ token stays at 1

Pts	Card Name & Icon (some)	Effects
2	ヨナ抜き Yonanuki 	<b>Counts as Rest Card only when skipping 4 or 7</b> $\text{flower} = 3 \rightarrow$ Play this card with 5, $\text{flower}$ moves to 5 $\text{flower} = 8 \rightarrow$ Play this card with 6, $\text{flower}$ moves to 6
2	二上がり Niagari 	<b>Counts as 2 ascending Rest Card.</b> "Skip 2" $\rightarrow$ difference of 3 with previous Note Card. $\text{flower} = 2 \rightarrow$ Play this card with 5, $\text{flower}$ moves to 5.
3	三下がり Sansagari 	<b>Counts as 3 descending Rest Card.</b> "Skip 3" $\rightarrow$ difference of 4 with previous Note Card. $\text{flower} = 6 \rightarrow$ Play this card with 2, $\text{flower}$ moves to 2.
4	かき爪 Kakizume 	<b>Two successive cards in ascending order from (<math>\text{flower} \pm 1</math>).</b> $\text{flower} = 2 \rightarrow$ (this + 1, 2 $\rightarrow \text{flower} = 2$ ) or (this + 3, 4 $\rightarrow \text{flower} = 4$ ) $\text{flower} = 5 \rightarrow$ (this + 4, 5 $\rightarrow \text{flower} = 5$ ) or (this + 6, 7 $\rightarrow \text{flower} = 7$ )
5	すり上げ Suriage 	<b>Play with three ascending consecutive cards, regardless of <math>\text{flower}</math>.</b> $\text{flower} = 7 \rightarrow$ Play this card with 2, 3, 4; $\text{flower}$ moves to 4.
5	すり下げ Surisage 	<b>Play with three descending consecutive cards, regardless of <math>\text{flower}</math>.</b> $\text{flower} = 6 \rightarrow$ Play this card with 6, 5, 4; $\text{flower}$ moves to 4.
6	裏連 Uraren 	<b>When <math>\text{flower}</math> is 8 and you have this card and a 1 in your hand, you may play them together. At that time, you may also play one Note Card each for notes 7 down to 2 (Note Cards only; Technique Cards that count as Note Cards are excluded).</b> With $\text{flower}$ at 8 and a hand of [Reverse Run, 6, 5, 5, 5, 3, 2, 1], you can play them in order Reverse Run, 6, 5, 3, 1. (You may only play one 5, and you may choose to skip playing the 2.)
6	さかはじき Sakahajiki 	<b>Regardless of <math>\text{flower}</math>, with three identical Note Cards.</b> $\text{flower} = 7 \rightarrow$ Play this card with three 5s, $\text{flower} = 5$ $\text{flower} = 5 \rightarrow$ Play this card with three 5s, $\text{flower} = 5$
0	はじき Hajiki 	<b>Play when playing the same Note Card as the previous one.</b> $\text{flower} = 5 \rightarrow$ Play this card with 5; $\text{flower}$ stays at 5.
0	合わせ爪 Awasezume 	<b>Treat as a rest card that skips one or more notes.</b> At least one note must be skipped, but you may skip any number. $\text{flower} = 3 \rightarrow$ Play this card with any Note Card except 2 or 4; $\text{flower}$ moves to the note you played.
0	すくい Sukui 	<b>Pick up any one card from the discard pile.</b> Note, Technique, or Rest Cards can be picked. $\text{flower}$ does not change. $\text{flower} = 3 \rightarrow$ If you pick up 7, $\text{flower}$ stays at 3. $\text{flower} = 3 \rightarrow$ If you pick up 3, $\text{flower}$ stays at 3.
0	さかばち Sakabachi 	<b>Discard this card and draw 3 cards.</b> Hand temporarily becomes 10 (6 in Co-op). Cannot draw again until below normal hand size (8 / 4). If deck has $\leq 2$ cards, draw all remaining.

Mission Song List & Performance Record

Create the deck by replacing Technique Cards in the song list with Rest Cards (See manual, p.2).

If you have optional chips (sold separately) or other markers, prepare them as follows. This lets you track remaining cards in the deck and play more strategically.

- 1. Prepare Technique Cards and turn over this sheet to see the supplement.
- 2. Place a chip matching each card to the supplement table.
- 3. Build the deck by swapping in the Technique Cards and start.
- 4. Remove a chip each time a Technique Card is played.

Remove when used (or place on the fan)

札の名前とアイコン(一部)

平調子 ひらちょうし		この奏法札のみで、1,2,5,7,8いずれかの音札として出す。出した後は音札とみなすが、出す前は奏法札であるため、 <b>休符札や他の奏法札と一緒に出すことはできない</b> (以降記載の奏法札も全て同様)。 ☆が3→☆の隣の音は2しか当てはまらないので、☆は2 ☆が6→☆を、5あるいは7のどちらにでもできる ☆が5→この札は隣の数字4,6に出来ないなので使用できない
本調子 ほんちょうし		☆に関係なく、この奏法札のみで、「5」の音札として出す。 ☆が1→この札を出すことで☆駒を5に移動する ☆が5→この札を出しても☆駒は5のまま

Place one chip per card used.



For two teams in Versus, use separate chips to manage each team.

For the “Poetry Composition” song available in Solo and Co-op, You can either select all Technique Cards randomly, or pick 3–4 randomly and then add 1–2 more of your choice based on total points or effects.

The fan’s design changes each time you play. Rabbits may wave to each other, gaze at the moon, or face the bush warbler—every performance weaves a new story. When your fan is complete, please share it on social media with #扇舞 (#SENBUN). We’d also love to hear when you’ve performed a composed piece.



Solo Challenge Mode

One success isn’t the end—play multiple times to improve your rate. Target success rates are over 10 plays. Skill, not luck, is needed. Strategies may vary by song—enjoy finding the best tactics!

Song	Contents	Single Success	Target Success Rate	Success Rate
1.Beginner’s Songbook	Standard Solo Play (9 Rest Cards)	✓	10	
2.Sakura Sakura	平調子×2		10	
3.Koto practice	すくい、合わせ爪、押し手、引き色、ヨナ抜き		8	
4.Shamisen practice	すくい、はじき、さかばち、さわり、本調子		10	
5.String Player Duet	平調子×2、二上がり×2		10	
6.Retuning	三下がり×2、二上がり、本調子		10	
7.Middle Scatter	Deck with 10 Note Cards (4 and 5) at bottom		10	
8.Scatter	Deck with 1 and 8 at bottom		8	
9.Miyako Dance	Deck with three 6 Note Cards at bottom		8	
10.Silence	Deck with 9 Rest Cards at bottom		7	
11.Sarashi-style Technique	平調子、押し手、合わせ爪、かき爪、裏連、すくい Max: 3 minutes		10	
12.Cha-ondo	裏連、二上がり、さかはじき、はじき		–	
13.Eternity	Deck with five 5 Note Cards at bottom		–	
14.Rokudan no Shirabe	押し手、引き色、さかばち、合わせ爪、平調子、裏連、はじき、本調子、すくい Max: 2.5 minutes		–	
15. Poetry Composition	5 Technique Cards of your choice (total ≤15 points recommended)		–	
16. Memorization	Remove 3 random Note Cards and play without knowing which were removed (use a 28-card deck).		–	