

Simura Club(シミュラ倶楽部) — Detailed Rules

■ Game at a Glance

Players: 3–4 Play time: 30+ minutes Ages: 13+

■ Components

Cards: 30 Start token: 1 Magnifying-glass tokens: 4 Answer-right tokens: 4

Score tokens: 16

■ Setup

1. Give each player a Magnifying-glass token and an Answer-right token. Place Answer-right tokens face up.
2. Shuffle all cards and place them face down as the draw deck.
3. Place the Score tokens in a pile next to the deck.
4. Choose the first dealer (the Parent player): “the person who recently had an experience of seeing a face pattern in something,” or decide by any method.

Give that player the Start token to begin.

■ Dealer (Parent Player) Actions

1. First, have the Child players close their eyes so they cannot see the table setup.
2. Draw 6 cards from the deck and lay them out face up on the table in any arrangement.
3. Check the back side of the deck (the prompt). Using that prompt as a reference, find a “face made of eyes and a mouth” among the laid-out cards.

The face may be within a single card or span across two cards.

At this time, you may hold the Magnifying-glass token over the cards to confirm whether it actually looks like a face while you search.

4. Once you decide the answer, return the Magnifying-glass token to yourself.

Announce the prompt out loud and give the signal: "Start!"

■ Player (Child Player) Actions

1. At the signal, Child players open their eyes. All players search at the same time for the face the Parent player described.

2. In order of who calls out "Found it!" first, each Child player places their Magnifying-glass token on the spot they believe is the answer and explains "which parts are the eyes and which part is the mouth."

3. If the answer is incorrect, that Child player flips their own Answer-right token face down. They cannot guess again in that round until everyone else has finished guessing.

4. If everyone is incorrect, restore everyone's Answer-right tokens face up. Then the dealer removes 2 cards from the table that are not related to the correct answer and gives the "Start!" signal again.

5. If someone answers correctly, the dealer and the correct Child player receive Score tokens according to the scoring chart.

Cards on the table	6 cards	4 cards	2 cards
Dealer	1 point	2 points	3 points
Collect Player	3 points	2 points	1 point

Scoring chart

■ End of Round & Win Condition

1. A round ends when someone answers correctly, or when the number of cards on the table reaches 2 and everyone is still incorrect.
2. The player to the dealer's left becomes the next dealer. They lay out 6 new cards and start the next round.
3. The game ends once everyone has been the Dealer once. The player with the highest score wins.

■ Q&A

Q. The prompt is too difficult. Can I come up with my own?

A. The prompt is only a reference, so feel free to announce any prompt you like.

Q. Can I stack the cards (like building a playing-card tower)?

A. Any placement is fine as long as it does not hide the correct answer.

Q. After playing, I'm scared because lots of things start looking like faces...

A. That's the **Simulacra** phenomenon.