

# 林間学校のしおり



## ■ GAME OVERVIEW

During a nighttime test of courage at forest school, a boy and a girl are spirited away in the mountains. Players are divided into Guardian Spirits, who guide the children, and an Evil Spirit, who tries to lead them astray. HYŪDORO few draw is a push-your-luck card game with a hidden-role element.

**Ages 10+ / 3-4 players / 15 min.**

## ■ COMPONENTS

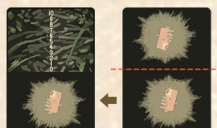
- 24 Path Cards  
ranks 1-8, three copies of each



- 1 Evil Spirit Card (X)
- 1 Charm Card (☆)



- 4 Score Cards
- 2 Score Markers



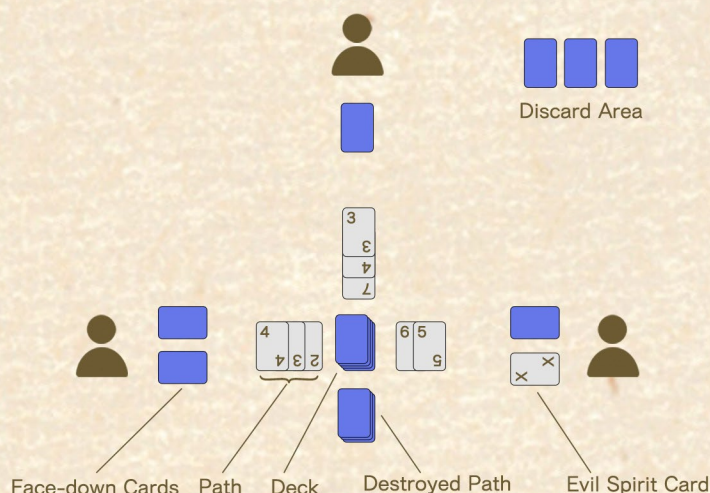
Before your first game, separate the two Score Markers as shown in the illustration. If your score goes above +10 or below -10, flip the marker over and continue counting.

## ■ SETUP

- ① Give each player a Score Card and a Score Marker.
  - ② Prepare the cards according to the number of players.  
3 players: 23 cards  
(ranks 1-7 × 3, 1 Evil Spirit Card, and 1 Charm Card)  
4 players: 25 cards  
(ranks 1-8 × 3 and 1 Evil Spirit Card)  
Return all cards not listed above to the box.
  - ③ Shuffle the play deck face down and place it in the center of the table. Players may not count how many cards remain in the deck.
  - ④ Draw four cards and place one face up to the north, south, east, and west of the deck. Each line extending from the deck is called a Path.
- If an Evil Spirit Card or Charm Card is drawn, or if two or more Path Cards of the middle rank are drawn (rank 4 in a 3-player game; ranks 4 or 5 in a 4-player game), reshuffle and deal the four starting cards again.
- ⑤ The player who stayed up the latest last night becomes the starting player for the first round. Take turns clockwise.

The game lasts three rounds. After Round 3, the player with the highest total score wins.

## 【CARD LAYOUT】



## ■ ON YOUR TURN

Choose one of the following: **Extend a Path** or **HYŪDORO**

### ★EXTEND A PATH

Whether you are a Guardian Spirit—or the Evil Spirit pretending to be one—you guide the children along a Path leading back to the human world.

#### ① DRAW CARDS

Draw at least one card from the deck into your hand. After looking at the card, decide whether to stop or draw another. You may continue drawing one card at a time, but the more cards you draw, the more Face-down Cards you may end up with.

#### ② PLAY ONE CARD

Play exactly one card from your hand to the end of one of the four Paths.

When the second Path Card is added to a Path, that Path becomes either ascending or descending.

**Ascending:** each new number must be higher than the previous number.

**Descending:** each new number must be lower than the previous number.

The difference between adjacent numbers may be any amount, but equal numbers may not be placed next to each other. Once a Path is ascending or descending, its direction cannot be reversed.

- 3 ▶ 4 ▶ 5 ▶ 6 ▶ 7 Consecutive — OK
- 1 ▶ 2 ▶ 4 ▶ 5 ▶ 7 Skipping numbers — OK
- 1 ▶ 2 ▶ 4 ▶ 5 ▶ 5 × Same number — NOT OK
- 6 ▶ 5 ▶ 3 ▶ 2 ▶ 4 × Reversing direction — NOT OK

If you have no card in your hand that you can legally play, return to ① **DRAW CARDS** and continue drawing.

Only if the deck runs out may you proceed to the next step without playing a card.

#### ③ PLACE THE REST FACE DOWN

After playing one card, place every remaining card in your hand face down in a personal pile in front of you.

These are your Face-down Cards.

You may look at your own Face-down Cards at any time.

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## ★HYŪDORO

Use spiritual power to remove a Path Card leading toward despair—or perhaps toward hope.

Declare "HYŪDORO!" and remove the most recently played card from the end of any one Path.

However, a Charm Card cannot be removed.

The removed card becomes a discard. Place it face down beside the play area without overlapping the other discarded cards. Your turn then ends.

If three or more cards accumulate in the discard area, spiritual power overflows: at the end of the round, only Guardian Spirit players receive +1 point.

If HYŪDORO removes the first card of a Path and leaves that Path empty, from the next turn onward, players may place any card on the empty Path.

## ★EVIL SPIRIT CARD

At the beginning of each round, all players are **Guardian Spirits**. However, a player who draws **the Evil Spirit Card** from the deck immediately becomes **the Evil Spirit**.

The Evil Spirit Card cannot be placed on a Path like a Path Card. Instead, once per round, after any player's turn—including your own—the Evil Spirit may use its power to destroy one Path.

If you draw the Evil Spirit Card during your own turn, you may use this power immediately after that turn ends.

When you draw the Evil Spirit Card, keep it secret from the other players. During 3. PLACE THE REST FACE DOWN, place it face down with your other Face-down Cards.

### ☆ USING THE EVIL SPIRIT CARD — DORODORO

Declare "DORODORO!" and reveal the Evil Spirit Card from your Face-down Cards.

Choose one Path to destroy, stack all cards in that Path together, and turn the stack face down.

No cards can be played on a destroyed Path.

Keep the used Evil Spirit Card face up in front of you.

A used Evil Spirit Card does not count as a Face-down Card when scoring.

## ★CHARM CARD \*Not used in 4-player games.

A special card that can connect to any number.  
The Charm Card may be placed next to any number.

The Charm Card cannot be removed with HYŪDORO.  
Otherwise, treat it like a Path Card. If it becomes one of your Face-down Cards, it counts as a penalty when scoring.

A Path containing the Charm Card can be destroyed with DORODORO.

1 ► 2 ► C ► 4 ► 5

7 ► 5 ► C ► 3 ► 2

1 ► C ► 2 ► 4 ► 6

6 ► 4 ► 3 ► C ► 2

1 ► 3 ► 5 ► 7 ► C

4 ► 3 ► 2 ► 1 ► C

Ascending or descending  
across the Charm — OK

Beyond the rank limits — OK

## ■ END OF THE ROUND

The round ends at the end of the turn in which either of the following victory conditions is met.

Once a victory condition has been met, DORODORO cannot be used.

If the Evil Spirit Card is still among a player's Face-down Cards when the round ends, reveal it.

For scoring, it is treated as an ordinary Face-down Card.

### ■ GUARDIAN SPIRIT VICTORY

If any Path reaches **5 cards in a 3-player game** or **6 cards in a 4-player game**, a Path back to the human world is completed and the Guardian Spirits win.

### ■ EVIL SPIRIT VICTORY

If the deck runs out and no Path has been completed by the end of the turn of the player who drew the final card, the way back is closed and the Evil Spirit wins.



## ■ SCORING

After the round ends, each player calculates their score as follows and moves the marker to the corresponding number on their Score Card.

### ■ Guardian Spirit Victory

(If the Evil Spirit Card was not drawn from the deck, the points below

are halved.)

- Guardian Spirit who completed the Path: **+4 points (+2 if halved)**
- Other Guardian Spirits: **+2 points (+1 if halved)**

### ■ Evil Spirit Victory

- Evil Spirit: **+4 points**

### ■ Bonuses and Penalties

- If 3 or more cards have accumulated in the discard area: Guardian Spirits only **+1 point**
- Each Face-down Card: **−1 point**  
(An unused Evil Spirit Card or Charm Card is treated as a Face-down Card.)

## ■ PREPARING THE NEXT ROUND

Pass the starting-player role to the player on the left and begin the next round using the same procedure.

Play a total of three rounds. The player with the highest total score wins.

## ■ CREDITS

Game Design / Artwork: Kunihiko Tsuchiya  
Rules Editing / Proofreading: Gram

**Room 404** is the website of Kunihiko Tsuchiya, who creates horror-themed games and illustrations.

It is also the circle name used when participating in events.

Visit the site for the latest news and support.



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## ■ ABOUT THE TITLE

The title "HYŪDORO few draw" is a play on "hyūdoro," a traditional Japanese sound effect for the appearance of a ghost, and "few draw," referring to drawing fewer cards.