Play the Poets. Let Fate Decide.

あなや百人一首



ANAYA Hyakunin-Isshu



“Anaya” is an old Japanese exclamation of surprise or alarm, similar to “Yikes!” or “Eek!”

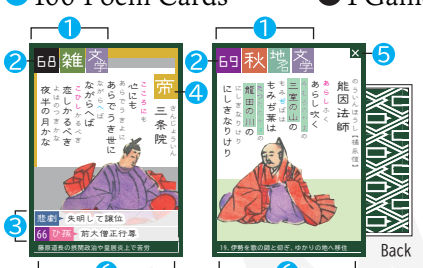


Life is full of “Anaya!” moments.
Play with the poets’ poems and stories in four different ways!

Components & Card Overview

- 100 Poem Cards
- 1 Game Guide
- 1 Host Card





❶ **Topic Icon**	Poem & Poet Info. Icons
❷ **Poem Number**	Number in the Hyakunin-Isshu ■＝殿 /Lord ■＝姫 /Lady ■＝坊 /Monk
❸ **Life Actions**	4 main types + 2 subtypes Some cards have no Life Action.
❹ **帝 Mark**	帝＝Emperor/Empress
❺ **☒ Icon**	Used in Game 1.
❻ **Additional information about the poet.**	



*the minimum number of syllables needed to identify a poem in traditional karuta

- 18 Topic Cards

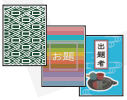


❶ **Topic Icon**	Poem & Poet Info. Icons
❷ **Topic**	The topic shown on the card.
❸ **Description**	Information about the topic.
❹ **Rarity**	How many Poem Cards match the topic, out of 100 (81).
❺ **Topic Points**	Used in Game 4.

LEVEL ★★★☆☆

Game 1

ANAYA Hyakunin-Isshu
あなや百人一首



人数 3-6
時間 40-
年齢 10+

Use the poets' lives to your advantage and collect the most "Scored Cards*"!
Get more cards through Tragedy and Relationships, then face off in Duels!
A Curse or the Emperor's power could turn the game around!

*Poem Cards you have earned during the game.
The player with the most Scored Cards wins.

Game Objective

Play a Poem Card from your hand that matches the Topic and add it to your Scored Cards.
Exchange cards through Life Actions!
The player with the most Scored Cards wins!

Players	3	4	5-6
Poem Cards	82		100
Hand Cards	8	7	6

Game Setup

① Adjust the number of Poem Cards used in the game.
For an 82-card game, remove all Poem Cards marked with an ☒
② Shuffle the Poem Cards and Topic Cards separately,
and place them face down to form two decks.
③ Deal the starting hand from the Poem Card deck. (See the table.)
④ Choose the first Host and place the Host Card in front of them.
⑤ Leave space for the Topic Card and Scored Cards. (See the diagram on the right.)



☒ mark



Game Flow

① The Host reveals a Topic Card to start each round.
The player to the Host's left goes first, and play proceeds clockwise.
② Choose a Poem Card from your hand that matches the Topic (p.3). Read the poet's name and poem aloud if you wish, then play the card face up in front of you.
If you have no matching card, or choose not to play one, say "Pass."
③ Resolve the Life Actions (p.4) on the card in the order shown.
④ The Poem Card played for the Topic, along with any Poem Cards gained through Life Actions, become Scored Cards.
★ Keep your Scored Cards in a face-up pile in front of you. Do not change the order of the cards in the pile.
⑤ Any player whose hand has fewer cards draws from the Poem Card deck until they have their starting hand size again.
⑥ Once all players have completed Steps ②–⑤, the Host passes to the player on their left. Return to Step ①.

Life Actions - Quick Reference

悲劇 *Tragedy*
Get 1 Scored Card from each adjacent player as a gesture of sympathy.

関係 *Relationship*
Gain related Poem Cards from players' hands (include themselves).

対決 *Duel*
Play Rock–Paper–Scissors.
The winner gets
half the opponent's Scored Cards.

呪い *Curse*
Discard another player's Scored Cards.

(See p.4 for details)

SAMPLE

Game End and Winning

The game ends when either of the following conditions is met:

① **A player runs out of Poem Cards in their hand.**

If the Poem Card deck runs out, continue playing with the cards remaining in players' hands. When a player runs out of cards, finish the current round so that everyone has had a turn.

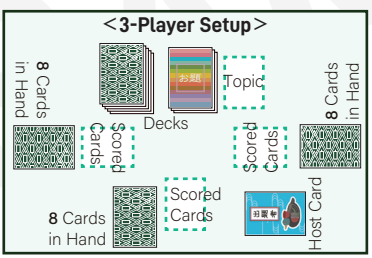
② **All Topic Cards have been used.**

▼ Then the game ends.

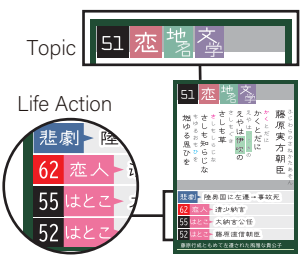
At the end of the game, **resolve any Curse penalties**, then **count each player's Scored Cards**.

The player with the most Scored Cards wins!

> **Curse penalty**
> If you have a Curse Poem Card in your hand at the end of the game, halve your Scored Cards (**rounding up**).Example: **9** Scored Cards → **5**.



Set aside the cards removed during setup.



About Topic Cards

There are **17 different Topic Cards**. Each has one copy, except for the「帝」Topic Card, which has two copies, for **a total of 18 Topic Cards**.

spring 春 | summer 夏 | autumn 秋 | winter 冬 | love 恋 | misc. 雑 | animal 動物 | place 地名 | era 時代 | kasen* 歌仙 | litrature 文学 | editor 編著 | Chomei 鴨長明

*Celebrated Poets

lord 殿 | lady 姫 | monk 坊

On Poem Cards,「殿・姫・坊」are identified by the color below the poem number, not by an icon. Black=「殿」Red=「姫」Purple=「坊」



For example, the Poem Card shown on the left has a black mark below poem number 81, so it is a「殿」card. This card can be played for five different Topics.

殿 夏 動物 文学 鴨長明

The「帝」Topic

emperor/empress 帝 帝

The「帝」Topic appears **twice** during the game.
When you play an Emperor Poem Card for this Topic, you can use「勅撰の詔」(Imperial Anthology Edict) to collect **3 Scored Cards** from **each player** and add them to your own Scored Cards.
Do not resolve any Life Actions (p.4) during「勅撰の詔」.

Life Action

Life Actions are inspired by events in the poets' lives. Resolve them in the order shown on the Poem Card.
Only the Poem Card played for the Topic—the "main character" of the turn—triggers its Life Actions.
Do not resolve any Life Actions on a Poem Card brought into play from another player's hand by a Relationship or Duel action. (Main Character Rule)

Main Character

the summoned character



悲劇 Tragedy

Poets Who Lived Tragic Lives: 11
Receive 1 Scored Card from each adjacent player as a gesture of sympathy.
★ You cannot receive cards from a player with no Scored Cards.

関係 Relationships

Family, Romance, and Colleagues: 56 poets 62 ひ孫 请少納言
Each card lists a related poet's poem number and their relationship to the poet on the card (e.g., child). Call out the poem number (e.g., "Number 65!"). Everyone, including you, checks their hand. If you have the matching Poem Card, give it to the player who played the card. They add it to their Scored Cards.
★ You cannot receive cards from anyone's Scored Cards.
★ If you have a matching card, show it and hand it over. Do not hide it.

対決 Duels

Historical Rivals and Political Enemies: 8 pairs (16 poets) 21 対決 素性法師
Look for the rival's Poem Card by its poem number. If another player has it in their hand, challenge them to rock-paper-scissors!
The winner receives half of the loser's Scored Cards, rounded up.Example: 7 cards → 4 cards.
★ Each player adds the Poem Card used in the Duel to their own Scored Cards. These cards are not included in the half-card exchange.

呪い Curse

Two of Japan's Three Great Vengeful Spirits: No. 24 菅家 and No. 77 崇徳院
The vengeful spirits awaken! All other players' Scored Cards are swept away and removed from the game.
⚠ Curse Penalty: If you still have a Curse Poem Card in your hand at the end of the game, you lose half of your Scored Cards (rounded up). Play it while you still have a matching Topic!

友情 忠義

Friendship and **Loyalty** are not actions. These Poem Cards provide protection when they are **among** your Scored Cards. If your Scored Cards include the corresponding Friendship or Loyalty Poem Card (shown below), you are protected from the Curse's effect, and your Scored Cards are not swept away.



For 24. 菅家 , only Scored Cards that include 26. 貞信公 are protected.



For 77. 崇徳院 ❶Duel→❷Curse Activation→❸Protection from the Curse
❶If another player has 76. 法性寺入道前関白太政大臣 in their hand, a Duel takes place. The winner receives half of the loser's Scored Cards (rounded up).
⚠ If the Duel is triggered by 76. 法性寺…, do not resolve the Life Action of 崇徳院 . (Main Character Rule)
❷If 77. 崇徳院 wins: The Curse does not take effect.
If 77. 崇徳院 loses, or no Duel takes place: The Curse takes effect.
❸Any player's Scored Cards that include 86. 西行法師 or 88. 皇嘉門院別当 are protected from the Curse's effect and are not swept away.





FAQ

ANAYA!



[Term]

Deck: The face-down pile of Cards placed near the center of the play area.

Hand: The cards each player holds.

Scored Cards: Poem Cards you have collected. These count toward your score.

Q. I'm supposed to receive Scored Cards from another player, but they have none. What happens?

A. You receive **0 cards**. Too bad!

Q. When I give another player Scored Cards, **can I choose** which cards to give them?

A. No. You must give them the top cards from your Scored Cards pile, **in order**. Whenever you add Scored Cards to your pile, place them on top of the existing cards.

Q. I have a Poem Card another player is looking for, but I don't want to give it to them. Do I have to?

A. Yes, you must give it to them. In this game, cards keep changing hands. You might get it back someday!

Q. I have the Poem Card of the rival in my own hand. What happens?

A. No Duel takes place. Skip it and move on.

Q. Another player took my Friendship or Loyalty Poem Card, which protects my cards from the Curse. What happens?

A. These cards only work while they are among your Scored Cards. Having one in your hand does not protect your cards from the Curse.

Q. Can 26. 貞信公's Friendship protect me from 77. 崇徳院's Curse?

A. No. Each card protects against a specific Curse, and they cannot be used interchangeably.

Q. I am 崇徳院 . 76. 法性寺入道前関白太政大臣 challenged me to a Duel, and I lost at rock-paper-scissors. Can I trigger the Curse?

A. No. In this game, only the Life Actions of the Poem Card played in response to the Topic Card—the main character of the turn—can be resolved.

This applies to all Life Actions, not just the Curse. You cannot resolve the Life Actions of a poet brought into play by another player's action. (See p. 4.)

Q. I was saving my Curse Poem Card for the end of the game, but the game suddenly ended when another player ran out of cards in their hand. What happened?

A. Be careful not to hold on to your Curse Poem Card for too long! You might end up shooting yourself in the foot.

Q. I drew a Curse Poem Card from the deck near the end of the game, but there are no Topic Cards left that I can play it on. Does that mean I'll have to take the Curse Penalty?

A. Unfortunately, yes! That's ANAYA!—talk about bad luck! But now that you've used up your bad luck, maybe some good fortune is just around the corner.

Q. Do you have any tips for choosing which Poem Card to play?

A. You might want to pay attention to how rare a Topic is, or think carefully about when to use Tragedy... Try different strategies and have fun experimenting!

SAMPLE

LEVEL
★☆☆☆☆
Game 2

新・坊主めくり

The New Monk-Drawing Game

人数 3-6
時間 20-
年齢 8+

Tragedy, Curses, and Semimaru.
Easy party fun, powered by luck and fate!



10. Semimaru

Game Objective

Reveal Poem Cards and collect as many as you can.
The player with the most cards at the end wins!

Game Setup

①Shuffle the Poem Cards thoroughly, then divide them into four roughly equal face-down piles.
②Play rock-paper-scissors to decide who goes first. Play proceeds clockwise.

How to Play & End of the Game

①Reveal the top card from any one of the piles and follow the effect shown below.

Basic Monk-Drawing Game Rules

殿 **Load**→Take the card and keep it as a Scored Card.
坊 **Monk**→Return the card to the play area along with any Scored Cards you have collected.
姫 **Lady**→If there are any cards in the play area, collect them as Scored Cards.

Additional Rule: Life Actions

悲劇 **Tragedy** → Receive 1 Scored Card from each adjacent player.
呪い **Curse** → All other players' Scored Cards are swept away and removed from the game.
友情 忠義 **Friendship / Loyalty** → The Curse written on the card has no effect.
10.Semimaru → Skip your next 3 turns. Watch the travelers coming and going at the Osaka Barrier

②Keep revealing cards and resolving their effects. The game ends when all four piles are empty. The player who has collected the most cards wins!

ANAYA Hyakunin-Isshu
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ANALOGUE COURT

Please feel free to contact us at the address below with any comments, opinions, or if you notice any issues with the card.

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E-mail Website X Instagram

Materials used: *Kajin-ga* (paintings of poets) by Kanō Tan'yū (Source: Wikimedia Commons)

SAMPLE

LEVEL ★★★☆☆

Game 3

六人一首

Rokunin-Isshu

人数 3-6
時間 20-
年齢 10+

A mini-mahjong game using the Hyakunin-Isshu!
Collect quickly or take your time.



In this game variant,
10. 蝉丸 can be used as **a wild card.**

Game Objective

Collect **a six-card set** ("yaku") by matching the card types in your hand.

Game Setup

①Shuffle the Poem Cards and deal 5 to each player; the rest form the deck.

②Leave space for a discard pile.

③Play rock-paper-scissors to decide who goes first. Play proceeds clockwise.

How to Play & End of the Game

①Draw 1 card, then discard 1 of your 6 cards.
The next player may take your discard **instead of drawing.** If they do, they **must discard 1 card** from their hand. **Keep 5 cards in hand.**

②When your hand is one card away from a six-card set, turn one discard sideways and declare "**Reach**!" After Reach, take any player's discard to win ("**Ron**!"), or draw the winning card yourself ("**Tsumo**!").

⚠After Reach, you **cannot change** the set you are trying to complete.

"Reach"



★Stack discards upright so everyone can see what has been discarded.

③**The first player to complete a set wins!** Enjoy the six-card set!

Collect Quickly: Sets Based on **Topic Icons**	**Collect Strategically**: Sets Based on **Life Actions**
● **Basic Sets** (easiest first; numbers show how many cards are available) 【殿】67【文学】64【恋】43【地名】38 【編著】29【歌仙】26【雑】25【姫】21 【鴨長明】21【秋】16【時代】15【坊】12 ● **More Challenging Sets** 【春夏秋冬恋雑】【殿殿姫姫坊坊】 ● **Extremely Challenging Sets**: Topics with Very Few Cards 【帝】8【動物】7【春】6【冬】6 ~~【夏】4~~	Examples only; invent your own unique sets. ● Sets Based on the **Same Life Action** 【Parenthood】【In Love】【Tragic Lives】 etc. ● **Three pairs**: Family, Romance, Duels, and More 【Family Pairs】【On a Date】【Duels】 ● **Extremely Challenging Sets**: Six-Card Sets with Only Six Available Cards 【藤壺の女房 Ladies Fujitsubo】【Curse Connections*】 *24.菅家/26.貞信公/76.法性寺入道前関白太政大臣/77.崇徳院/86.西行/88.皇嘉門院別当

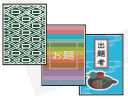
SAMPLE

LEVEL ★★★★☆

Game 4

あてる歌合

Poem Match Challenge



人数 3-6
時間 30-
年齢 12+

Find the connection between two poems and score points!

Go with your gut and race to answer—or take your time and aim for a higher score!

Game Objective

The Host reads a poem aloud. The other players try to guess the poet or the poem's meaning and find a Poem Card in their hand that shares a connection with it.

Game Setup

①Shuffle the Poem Cards and deal 5 cards to each player. Place the remaining cards face down to form the Poem Card deck.

②Lay out all the Topic Cards face up and evenly spaced, except for the Emperor Topic Cards. The circle (●) in the lower-left corner shows the points awarded for a correct match.

③Prepare paper and a pen to keep score. Write down each player's name.

④Choose the first Host and place the Host Card in front of them as a reminder. Play

How to Play & End of the Game

①The Host chooses a Poem Card from his/her hand and **reads only poem** aloud.

②Each player searches their hand for **one Poem Card that shares a connection** with the poem read by the Host, then places it **on the matching Topic Card**.
If you want a new hand, discard all your cards and draw 5 new ones.

③Once everyone has answered, check the answers and calculate the Topic Points and Speed Bonus.

④Record the points on paper. Discard the Poem Cards played by the other players and the card read by the Host, then replenish everyone's hands. Pass the Host Card to the next player.

⑤The game ends after everyone has been **the Host twice**.

Add up the points. **The player with the highest score wins!**



Speed Bonus : The first player to place a Poem Card on a Topic Card earns **1 bonus point for each** Poem Card placed on that same Topic Card afterward.