

日本名所 Nihon Meisho – Andrewz version

1. I have the card game , and I have played by the rules that come with it ...
2. ..but I didn't really like them . Play is just too slow when players attempt to play a second card – that of a neighboring area (It doesn't even necessarily have to be in the same area as the first card played .)
3. So , here is how I play :
4. Shuffle the remainder well . Deal 6 cards to each player .
5. Do Rock, Scissors, Paper , or use some other means , to determine who starts . Play then begins clockwise .
6. Turn over the top card of the deck (the remaining cards) face-up . Place to one side of the deck . From this card play begins .
7. On each card there are both a category and an area . There are 4 categories , and 6 areas .
8. On your turn you may play one card from your hand that matches either the area or the category - but see ' Two Card Play ' , below .
9. The objective of the game is to be the first to rid yourself of cards .
10. If you cannot play a card that is either of the same category or area , you say ' PASS' , and you must take a card from the top of the deck . Add this card to your hand . You cannot play the card immediately . You must wait until your next turn .
11. Even if you can play a card , you may elect to say ' PASS '
12. When you have only one card , you must say ' Nihon Meisho ' . This last card cannot be a Reverse or +Plus 2 card . This last card must also be played on its own – you cannot , for instance , play a Hokkaido area card , say (because you now have only one card left) ' Nihon Meisho ' , then play your final card on the same turn . If you do not say ' Nihon Meisho ' before the next player has had their turn , you must take another card on your turn . You cannot play a card on that turn either .
13. Cards are usually played in ' Sets ' . There are 4 cards to a category set , but just 3 cards in an area set .
14. When 4 of the same category cards are placed consecutively , or 3 of the area cards , ALL the cards in the face-up pile are placed aside . They may be shuffled to be re-used later , if necessary .
15. ' Two Card Play ' : In order to complete a set , a player may play 2 cards of the same category or area – Note ' In order to complete .. ' This means that **by playing the 2 cards , a set has been completed** .
16. Example : The face-up card is Kinki (Orange) area . A player may play 2 Kinki area

cards , to complete the set (Area sets comprise 3 cards) . When the set is completed , all face-up cards are immediately placed to the side , for use later .

17. BUUTTT If the one face-up card is , for instance , a blue category (seas, lakes and rivers) , you cannot play 2 blue category cards – because this does not complete the set . Remember – Category sets require 4 cards .
18. You can never play more than 2 cards on you turn .
19. If there are 2 consecutive cards of the same category face-up ‘ In Play ‘ before your turn , you may play 2 cards of that same category - thereby completing the set .
20. When a set is complete , it is put aside immediately , and the top card of the deck is turned face-up. It is then the next player’s turn .
21. Sets are no more than stated . So , if 2 of the same area cards appear consecutively , you can only play 1 card to complete the set – even if you should have 2 or more . Similarly , if 3 of the same category cards appear , you can only play 1 card to complete the set .
22. The ‘ Double black arrow ‘ reverse cards . These cards may be played at any time EXCEPT ..on a ‘ + Plus 2 ‘ card . When the reverse card is played , ALL cards in the face-up are placed aside . The top card of the deck is turned face-up , starting a new ‘ In Play ‘ pile. It is then the next player’s turn (in reverse order) . Should the card turned face-up be a reverse card , turn another ,and another...
23. The +Plus 2 cards . These cards may be played at any time . The player following must either take 2 cards from the deck , or play a +Plus 2 card . Cards picked-up are not able to be played immediately . After a player has picked-up cards as a result of any +Plus 2 card , the ‘ In Play ‘ cards are all put aside . The top card of the deck is turned-over , and it is the next player’s turn . Should a player follow immediately with a +Plus 2 card , the player following again would have to pick-up 4 cards , OR.. play a +Plus 2 card (thereby making 6 , and so it goes ...)
24. Should the deck become exhausted , pick-up all cards placed aside , shuffle , and place face-down to begin a new Deck .
25. Suggested category names for English class ; Hot Springs / Lakes & Rivers / Parks & Forests / Castles & Structures .