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Game Overview

In Yokai Septet, your goal is to capture high-scoring Boss Yokai. Each turn, players play a card from their hand. After everyone has played a card, the player who played the best card takes all the cards played this turn, some of which may be Boss Yokai. You'll keep playing until the round ends, and you'll determine the round's winner. You'll win a round by taking a certain number of Boss Yokai cards, which will score you points. Be careful; you can lose a round by taking too many cards that aren't Boss Yokai!

The main text of this rules will cover the 4-player team game. Changes for the 3-player game are covered in **The 3-Player game**, and changes for the 2-player game are covered in **The 2-Player game**.

Card Anatomy

There are 7 suits of cards, with 7 cards in each suit. Each card has a rank. **Wind** has the lowest ranks and is least powerful; **Snow** has the highest ranks, and is most powerful. See the Player Aid which has a breakdown of suits and ranks.

Every suit has a card with a rank 7. That is the suit's **Boss Yokai**.

Every Boss Yokai has point value icons next to the card's rank.

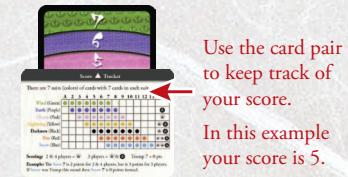
★ symbols count in all games. ☆ symbols only count in 3-player games.

Wind's lowest card has the rank **A**. Despite its low rank, it is the most powerful card in the game.



Before the Game

Split up into two teams of two players each. Team members should sit across from each other, so each player's opponents are to their left and right. Then each player takes a Player Aid. One player from each team takes an extra card, flip it to the side showing 0 through 7. Using the front of the Player Aid card, these players will keep track of the team's score.



Round Setup

Shuffle the deck of 49 cards. Deal a hand of **12 cards** face-down to each player. There will be 1 card remaining; place it face-up on the table, visible to everyone. This card's suit will be the **Trump Suit**. Then, each player looks at their hands and passes 3 cards to their team member. If this is the start of the game, then the player who was dealt the **A** card reveals it, and takes the Lead Player card. If the **A** card is the face-up Trump Suit card, then the player who was dealt the **13** card reveals it, and takes the Lead Player card.

Playing the Game

Each round, you'll play multiple turns called **Tricks** where every player will play one card from their hand. The Lead Player will play first. They choose any card from their hand and play it face-up in front of them. Every other player, in clockwise order, **must** now play a card of the same suit as the Lead Player. If a player has no cards of that suit, they may play any card in their hand.

Taking a trick

After everyone has played a card, check to see if anyone played the **A** card. If they did, that player takes the trick.

If no one played the **A** card, then if anyone played a card of the **Trump Suit**, whoever played the highest card of that suit takes the trick.

Otherwise, the player who played the **highest card of the same suit as the Lead Player** takes the trick. If no one else played a card of the same suit, then the Lead Player takes the trick.

If you take the trick, take all the cards played this trick. If you took any Boss Yokai cards, keep them **face-up in front of you**. Flip the other cards you took face-down. Keep face-down cards you took this trick separate from cards you took in other tricks; that way, anyone can easily count how many tricks you have taken this round. Each team should keep all cards they took together in one place, regardless of which player actually took the card.

Next, the player who took the trick takes the Lead Player card. If the round isn't over, continue to the next trick.

1 The Lead Player starts the trick with the Pink 4.



2 Must follow with a pink card and chooses Pink 3.



3 Must follow with a pink card and chooses Pink 8.



4 Pink is the lead suit and Red is not a trump suit. So Pink 8 wins the trick.

End of Round

The round is over, and a round winner is determined, if any of the following has happened.

- A team has a total of **4 or more Boss Yokai** cards face-up in front of them. **That team wins** the round.
- A team has taken **7 tricks**, but has **3 or fewer Boss Yokai** cards face-up in front of them. **The other team** wins the round.
- No one has cards left in their hands. **The team with the Lead Player card wins** the round.

Scoring

Only the team who won the round scores points. The other team **does not score**, regardless of how many cards they took.

Important If a team won the round because the other team took 7 tricks, the winning team **takes all Boss Yokai cards remaining in all players' hands**. They add these to the Boss Yokai they took this round.

The winning team looks at the **Boss Yokai** cards they took this round. **Discard the Boss Yokai card of the Trump Suit**; it will not score. Score 1 point for every **★** symbol on each remaining Boss Yokai card you have; ignore **●** symbols. Note that **Wind** and **Earth** cards do not have any **★** symbols, and will not give you any points in the 4-player game.

End of the Game

If one team has scored **7 or more points**, they win!

Otherwise, go back to "Round Setup" and play another round. The Lead Player card remains with the last player that took the trick.

The 3-player game

If you are playing with 3 players, you'll play with slightly different rules. Read and understand the 4 players rules first.

Game Overview and Round Setup

- You will play **individually**, instead of on teams.
- Your goal is to capture **3 or more Boss Yokai** cards before winning 7 tricks.
- Each player takes 2 Player Aid cards and track scores individually.
- At the start of each round, deal a hand of **16 cards** to each player.
- Pass 3 cards to the player to your **left**.

End of Round

- A player has **3 or more Boss Yokai** cards face-up in front of them. **That player wins** the round.
- A player has taken **7 tricks**, but has **2 or fewer Boss Yokai** cards face-up in front of them. **The other players both win** the round.
- No one has cards left in their hands. **The player with the Lead Player card wins** the round.

Scoring and End of the Game

- Scoring a round depends on how the round ended.
- If the round ended with a single winner, then that player looks at the **Boss Yokai** cards they took this round. **Discard the Boss Yokai cards of the Trump Suit**; it will not score. Score 1 point for every **★** and **●** symbol on each remaining Boss Yokai card you have. Note that **Wind** card do not score any points.
- If the round ended because a player won 7 tricks, then the **other two players each score 3 points**. Do not score Boss Yokai cards.
- If one player has scored 7 or more points, the game ends and the player with the most points wins. If two players are tied, **the player to the left of the player who took 7 tricks in the last round wins**.

The 2-player game

2 player game plays even more differently. Read and understand the 4 players rules first. These rules were designed by Sean Ross.

Game Overview and Round Setup

- Your goal is to capture **4 or more Boss Yokai** cards before winning 13 tricks.
- Each player takes 2 Player Aid cards and track scores individually.
- At the start of each round, deal **7 cards face-down** to each player. Then deal **6 cards face-up on top of the previous 7 cards** as shown below. This is called your **straw pile**.



These 13 cards are called your Straw Pile

- Next, deal a hand of **11 cards** to each player.
- Finally, each player **discards one card** from their hand face-down. **You may not discard a Boss Yokai card**. The discarded cards are not used this round.
- You should have 10 cards in hand and 13 cards in your straw pile. **You may not look at the face-down cards** in your straw pile.
- You may swap face-up Boss Yokai cards in your straw pile with one of the two cards beneath it. **You may not look at the face-down cards before deciding to swap**. If the face-down card you select is also a Boss Yokai card, then you must choose which one to keep face-up and which one to turn face-down.
- The player who dealt the cards leads the first trick. In subsequent rounds, swap the dealer so that the first lead changes each round.

Game Play Rules

- The game is played in the same way as the base game except that the **face-up cards in your straw pile are considered to be a part of your hand**.
- After both players have played a card, reveal the face-down card in your straw pile with no card on top of it. The newly revealed card is now considered to be a part of your hand.



End of Round

- A player has **4 or more Boss Yokai** cards face-up in front of them. **That player wins** the round.
- A player has taken **13 tricks** but has **3 or fewer Boss Yokai** cards face-up in front of them. **The other player wins** the round.
- Neither player has cards left in their hands or the Straw Piles. **The player with the Lead Player card wins** the round.

Scoring and End of the Game

- Scoring is the same as the 4-player game.
- If one player has scored **7 or more points**, they win!



Please check our website for the most updated rules and errata.