

Jikkuri Millet

PLAYING THE GAME:

2-6 players / 5 min / 6+

PLAYING INSTRUCTIONS:

A game session is played with a role of "the artist" and "the other players".

Only "the artist" can place the picture frames over the painting.
A game is over when "the artist" finishes using four frames.

"The other player" who collected most of the rose gems wins the game.

CONTENTS:

4 "picture frames", 36 "emotion cards", 20 "rose gems"
3 "sample pictures", 1 "artist coin", 1 "award plate"



PREPARATION:

Decide who is the first "artist", and place "the artist coin" in front of him/her.
Everybody has to take one set of six different "emotion-card" with the same kind of icon on the backside. (e.g. a pencil, a painting brush and a palette icon, etc)
※ Pay attention to the stripy backside, you will find the icon.
Pick one of the paintings and place it in the center.



Other player2



Other player1



※e.g. 3players game

(Point)
"The artist" picks one of the sample pictures that come with this game,
or he/she can use any picture from his favorite book.

- To start the game, "the artist" places a picture frame on a painting, and next, picks one of the "emotion-card" that describes the framed scene most, and put it on the table faced down.
- The other players has to pick one emotion-card that matches the artist's choice. Put it on the table faced down.

- After all the players set their cards on the table, the player who sits on the left side of "the artist" will flip his/her card to show everyone, and has to explain the reason why he/she chose that emotion-card. Continuing clockwise, until all "the other players" finish flipping their cards and explaining.
- Finally, everybody should say "Jikkuri Millet" loud and "the artist" flips his/her card to find out the answer. "The artist" will give one of the rose gems to the player who guessed the correct answer (=the player who chose the same emotion card with the one by "the artist").
- "The artist" explains to everyone why he/she chose that emotion card. As a part of game, rest of the players need to comment the reason of each choice like "that is so funny!" or "yeah, it does look she is feeling that emotion!". That is the most fun part of this game!

- The players has to take the card back when failed to match with the artist's. At the same time, you have to check if you are still holding the same one that the artist already used, then throw out the card to the center of the table.
- "The artist" has to keep the first frame over the painting until the game is over (the forth frame).
Start over from this rule #1 using the second, third and forth picture frame.



(Point)
All players can ask questions to "the artist" freely, but the artist does not have to answer, he can choose.
"The artist" can place the frames not only on people but also landscapes and just objects in the picture.

GAME ENDS:

One game will finish when "the artist" player finishes using all 4 different picture frames. The one who got the most rose gems will be the winner who has an artistic spirit.
"The artist" gives the winner the "award plate".
The winner and "the artist" should do the high-five as many as the rose gems he/she won. Everybody congratulates them.

The artist

※e.g. 3players game

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