



## ● Components

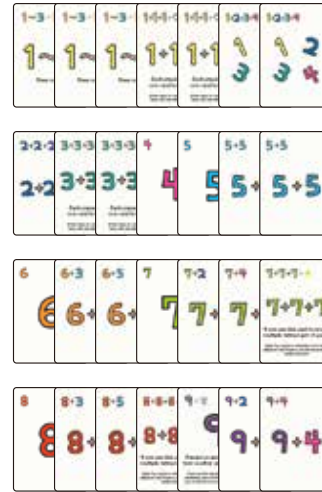
- 28 Number cards (used to drink sake)
- 3 'The Dummy' cards
- 1 'The Troublemaker' card
- 10 Sticks (used to mark the sake level)
- 1 Rule book (that you're reading)

Special thanks to the people who helped to playtest this game: Yog Akase, Kitsune Udon, XieXie, K, Tyra, Dinosaur Senmi, Yakou, Shark, Masa, Ryoko

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Made in the UK



## 28 Number cards



## ● Card effects

### 1 'The Troublemaker' card



### 1 Rule book



### 3 'The Dummy' cards



### 10 x Sticks

Colour may not be as depicted.



You may also wish to find something to track scores, such as tokens, coins or a pen and paper.

## SAKE PARTY QUICK REFERENCE

Choose ONE action;

### Drink sake

Play a card face up  
Reduce sake levels in any tokkuri by the number(s) shown, moving the stick down accordingly. Each number depicted must be applied exactly to a different tokkuri, you cannot overpay, or move the stick less than stated. Take any tokkuri that reach '0'. Apply any effects shown. Discard the card.

### Supply tokkuri

Play a card face down  
Place the card face down in front of you, put a stick on the 10 space.

### Pass Do nothing

You can only do this if you have no cards in your hand.  
You may be able to play again on a future turn if a card is passed to you.

### Round end

When all players have empty hands.  
Total points:  
+1 per tokkuri collected  
-2 per tokkuri with 3+ sake  
Players pay the highest scoring player the difference between their scores.  
Ties are halved, rounding up.

If all players have points remaining, a new round begins, start player moves to the left.

### Game end

When a player goes bankrupt.  
Whoever has the most points remaining is the winner!

## ● Summary

Tokkuri are traditional drinking vessels from Asia. It is possible that the dinosaurs love of sake is what led to their eventual extinction. But that time is not yet, so it's time to get a **dino sake party** going!

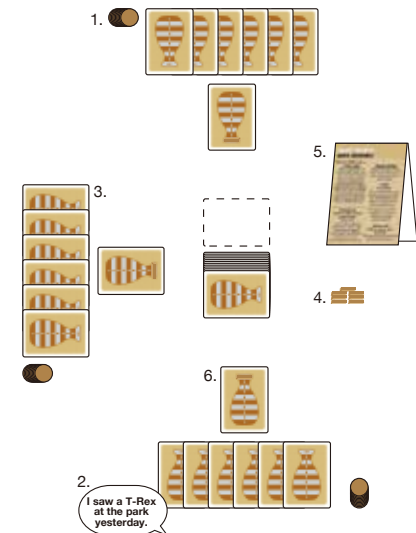
Drink up sake and collect the empty tokkuri. If you don't have enough sake on the table supply more tokkuri. You can serve as much sake as you like. However, you lose points for any tokkuri in front of you at the end of the party with sake still remaining.



The player who serves the right amount of sake, while collecting as many empty tokkuri as possible will win the game!

## ● Setup

1. Each player starts with a bank of **10 points**. Record this however you wish, note it on paper, on a phone or using counters or coins.
2. The start player is the last person that saw a live dinosaur.
3. Shuffle all of the cards. Deal **7 to each player**. Place the remaining cards as a face down deck in the center of the table leaving room for a discard pile.
4. Make a supply of the *sticks* in reach of all players.
5. Place the Rule book showing the *Sake party Quick reference* in reach of all players.
6. Each player **chooses one card** from their hand and **places it face down** in front of them as a tokkuri, placing a *stick* on the 10 space.



## ● Game flow

Beginning with the Start player and proceeding clockwise, players take turns to perform one action.

On your turn, do ONE of the following:

- Drink sake** - play a card face up and apply its effect.
- Supply tokkuri** - play a card face down, add a stick to the '10' space.
- Pass** - only if you have no cards in hand, you pass. You may be brought back into play later in the game through certain card effects.

## ● Round end

Once all players' hands are empty, the round ends and play moves to scoring.

## ● Supply tokkuri

Play a card face down in front of you (showing the tokkuri flask) and place a stick from the supply on the level 10.

The stick indicates the amount of sake remaining in the tokkuri. Be sure to place the stick accurately so it is clear how much sake is in the tokkuri.

Place any further tokkuri played next to any already in front of you. There is no limit to the number of tokkuri you can have.



## ● Pass

If you have no cards in your hand, you must pass. You cannot choose to pass if you have any cards remaining, you must choose one of the other two options instead.

## ● Drink sake

Play a card face up, and apply its effect if there is one.

For each number shown on the card played, drink from a tokkuri by reducing the stick the number shown. If there are multiple numbers shown, you must choose a different tokkuri for each one, you cannot drink from the same tokkuri more than once per turn. If you cannot drink from the required number of tokkuri, you cannot play this card to Drink Sake this turn, you may still play it as tokkuri.

You can drink from any tokkuri in play. It does not matter which player they belong to, yourself or another player.

You cannot cause a tokkuri to go below 0. For example, you cannot play a 5 or higher to drink from a tokkuri with only 4 or less remaining.

## ● Scoring

Earn 1 point for each empty tokkuri you have acquired.

Lose 2 points for each tokkuri in front of you with 3 or more sake remaining in it.

The player with the highest score for the round, wins. The other players must each pay the winner the difference between their score and that of the winner from their bank (each player started the game with a bank of 10).

In case of a tie for the winner, the other players each pay the difference divided by the number of winners rounded up to each winner.

If any player has gone bankrupt (with zero or fewer points remaining) proceed to Game end, otherwise a new round begins with the player to the left of the previous start player.

If any tokkuri reaches exactly 0, take it and check it. Place it in a personal score pile, it will be worth 1pt at the end of the game, unless it is The Dummy, then discard it.

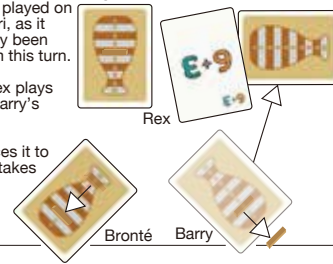
Apply the effect on the card, if any, then discard the card.

## ● Drink sake example

Rex uses a '6+3' card to Drink sake. There are 3 tokkuri in play, sake levels 9, 5 and 3. The 6 can only be played on Bronté's tokkuri, reducing the sake level to 3, but the 3 cannot be played on that tokkuri, as it has already been drunk from this turn.

Instead Rex plays the 3 on Barry's tokkuri.

This reduces it to zero, Rex takes the empty tokkuri.



## ● Round scoring example

Barry = -1pt      Bronté = 2pts      Rex = -4pts



Barry pays 3 points and Rex pays 6 points from their respective banks. Bronté adds 9 points to her bank.

## ● Game end

The game ends when one or more players has zero or less points in their bank. You can also choose to end the game after a predetermined number of rounds, or once everyone is satisfied.

Whoever has the highest total score, wins! In the case of a tie, whoever makes the best impression of a dinosaur drinking sake, as judged by the other players, wins.

## ● Card effects



After drinking the indicated amount of sake, everyone passes one card to their left. This may result in some players emptying their hand, or players with a previously empty hand acquiring a card and being able to play again.



After drinking the indicated amount of sake, randomly discard a card from another player's hand face up. If you are the only player left with a hand of cards, another player discards one of your cards at random.



Drink between 1 and 3 sake from one tokkuri, then you must draw a card from the deck.



If you use this card to empty multiple tokkuri (2 or 3), you get +1pt at the end of the round, keep this card as a reminder. If any of the emptied tokkuri is The Dummy, you do not get the additional point.



### The Dummy

This card can only be played face down as tokkuri. When someone empties this tokkuri, immediately reveal and discard it, it is worth 0 points.

The -2pt penalty for having 3 or more sake in in at the end of the round still applies.



### The Troublemaker

This card can only be played if it is the last card in your hand, and it must be played face down as tokkuri.

It can be discarded or passes to another player due to the effects of other cards.