

Yokai Septet



3~4



10+



30min

A long time ago in the land of the rising sun, spirits and demons known as Yokai were harming human lives. Yokai did not directly attack people, but they were causing supernatural disasters: Yokai caused farmlands to burn, rivers to flood, thunders to roar, and diseases to spread.

One day a chieftain of the nearby village visited you, an Onmyoji, a practitioner of Japanese esoteric cosmology. Through your knowledge of astronomy and occultism, you discover the only way to help save the village. It is simple: the more Yokai you manage to capture, the less the menace caused by these demons. After a few months in the village, you are successful in your efforts; the Yokai menace is completely eradicated in that village!

Then, word reaches you of the havoc being wrecked by the Yokai on your own village. In your absence, the village chieftain has consulted another Onmyoji to help save your village. This is an affront because this is your village and the people under attack are your people. It is your job to save the day!

Do not let another Onmyoji save the day and go down in history as the greatest there ever was and the Savior of your village at the time of need.

1. 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 rulebook will cover the 4-player team game. Changes for the 3-player game are covered in **8. The 3-Player game**.

2. Components

- 49 cards (7 suits - 7 cards each)
- 7 foil cards (7's of each suit)



Front



Back



- 4 player aids
- 1 lead player card
- 20 scoring tokens



- 1 rulebook

3. 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. One side of the player aid has a breakdown of suits and ranks.

Every suit has a card with a value 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.



4. Before the Game

At the start of the game, give each player a Player Aid.

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.

Use only 1 set of 7's; either the foil cards or the regular cards.

5. 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**.

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.

6. Game Play Rules

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

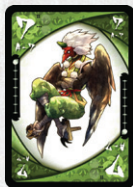
After everyone has played a card, check to see if anyone played **the A card**. If they did, that player takes the trick.

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 as the Lead Player, 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.



Keep Boss Yokai cards you took face-up in front of you.

Keep face-down cards you took this trick separate from cards you took in other tricks.

Next, the player who took the trick takes the Lead Player card. If the round isn't over (see "End of Round" on the next page), continue to the next trick.

7. 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. Take 1 scoring token 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 scoring tokens in the 4-player game.

End of the Game

If one team has **7 or more scoring tokens**, 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.

Scoring Examples

Example 1

Team A won the round with the following 4 Boss Yokai cards.



Trump suit card



No ★
0 points



One ★
1 point



Trump suit
0 points



Two ★
2 points

Total score = 3 points

Example 2

Team A lost the round by taking 7 tricks. All Boss Yokai cards left in all players' hands are added to Team B's stack of Boss Yokai.

Cards won by Team B during the round



No ★
0 points



One ★
1 point



Trump suit
0 points

Cards left in players' hands



One ★
1 point





Two ★
2 points

Total score = 4 points

8. The 3-player game

If you are playing with 3 players, you'll play with slightly different rules.

- You will play **individually**, instead of on teams.
- At the start of each round, deal a hand of **16 cards** to each player.
- Pass 3 cards to the player to your **left**.
- The round is over, and a winner is determined, slightly differently.
 - 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 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. Take 1 scoring token for every  and  symbol on each remaining Boss Yokai card you have. Note that **Wind** card do not have either of these symbols, and will not give you any scoring tokens.
 - If the round ended because a player won 7 tricks, then the **other two players each take 3 scoring tokens from supply**. Ignore scoring symbols on Boss Yokai cards.
- If one player has 7 or more scoring tokens, the game ends and the player with the most scoring tokens wins.
 - If 2 players are tied with 7 or more scoring tokens, then the last round ended with one player taking 7 tricks. **The player to the left** of the player who took 7 tricks wins the game.

9. Variant 4-player game: Seven Suitors

This is a variant 4-player game rule using the **two sets of 7's** included in this game. We recommend playing this variant only after everyone has played and understood the rules of the base game.

Game Overview

The goal of this game is to be the first team to **capture and seal Boss Yokai** of all seven suits. To **seal** a suit, your team must capture both 7s of a given suit during a round (not necessarily in a single trick).

Before the Game

Just like the base 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.

Each team takes a set of player aid cards, flipped to the side with circular slots corresponding to the 7 suits. One card has 4 slots and the other has 3 slots. These slots are used to seal the captured suits.

Use **two set of 7's; both the foil cards and the regular cards**. You will play with a deck of 56 cards.



Each team takes a set of player aid cards. Use the scoring tokens to seal a captured suit.

Round Setup

Shuffle the deck of 56 cards. Deal a hand of **14 cards face-down** to each player. There will be no cards remaining.

Each player looks at their hand and **passes one card to each other player face-down**. That is, each player will be passing 3 cards.

The player who was dealt the **A** card reveals it, and takes the Lead Player card.

Game Play Rules

The Lead Player will play first. They choose any card from their hand and play it face-up in front of them.

The suit of the first card played by the Lead Player each round determines the Trump Suit for the rest of the round.

Every other player plays a card exactly the same way as the base game. That is, they must play a card of the same suit as the Lead Player, and may only play a card off suit if a player has no cards of that suit.

Taking a trick

The trick is taken in exactly the same way as the base game except when both 7s of a suit are played and would win the trick. In this case, **the first 7 played wins** and 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**. If your team has now taken both 7s of a given suit this round, then seal that suit on your team's player aid card by covering that suit's slot with a scoring token.

Next, the player who took the trick takes the Lead Player card. Continue playing the next trick until all 14 cards are played.

End of a Round

The round is over after playing all cards in your hand, which is 14 tricks.

Play another round until one team has sealed all seven suits. This will generally take multiple rounds.

End of a Game

The game is over as soon as one team seals all seven suits, even in the middle of a round. That team claims victory!

Shorter Variant

Instead of having each team seal all seven suits, in this variant each suit is sealed by the first team to capture both 7s of a suit in a round. The first team to seal four of the seven suits wins the game.

Credits

Seven Suitors variant was designed by Chris Wray, and the shorter variant idea was from W. Eric Martin.

Thanks to Chris and his friends for developing the variant rules and allowing us to include it in this rulebook.

Words from the designer

Yokai Septet is based on a game previously released in Japan in Spring 2015. It is still being played in Japan as one of the gateway games of the trick-taking genre.

My goal with Yokai Septet was to add more strategic rules to a game with simple yet thrilling play. I hope that this becomes one of the classic trick-taking games.



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Please check our website prior to playing the game for the most updated rules and errata.

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Yirli'kumde

**SEVEN
SERIES**