



8-99



2-5



15'

**Roll the dice, count quickly and be agile with your fingers in order to keep at least one of them and win.** Tatamokatsu is inspired by Samurai training. Full engagement is mandatory, while donning martial art outfits is a nice plus. One last thing: Remember that the actual goal of Samurai is peace.

## GAME MATERIAL

3 dice



The dice have 8 faces: 6 faces with values from 1 to 6 and 2 special faces.



**Two dice** have 2 faces showing **X·1**.

The value of this face is either 1 or 10.



Players get to choose its value. **One die** shows a **T** on one face instead of **X·1**.

## HOW TO PLAY

Each player chooses a hand and can use only that hand throughout the game. On your turn, roll the 3 dice. All players sum up the dice values as fast as possible. Depending on the total, some players may lose the usage of a finger when throwing or picking up the dice until the game ends (actions are explained below). Luckily, players can also recover a finger every now and then!



## TATAMOKATSU

**If the sum of the dice is:**

**10 or 17**

Example

$$\text{III} + \text{X}\cdot\text{I} + \text{II} = 17$$

It's a Tatamokatsu.

The first player to say "Tatamokatsu" out loud chooses either of the following 2 actions:

- Make each opponent lose one of their fingers (the player chooses which finger for each opponent, it does not have to be the same for each player).
- Recover the use of one of their fingers.

## TATAMOKATSU

26



**Beware:** Tatamokatsu takes precedence over everything else. If the player rolling the dice announces 26 (**X·1**, **X·1** and 6) but another player shouts "Tatamokatsu", the latter has priority. In the event of a tie (two players shouting "Tatamokatsu" at the same time), they each roll a die to break the tie. The highest number wins the tie. For this, use the 2 identical dice, not the one with the **T**.

## Authors

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## Design

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### <10 (Strictly under 10)

The player who threw the dice loses one finger of their choice.

**Example**

$$\text{III} + \text{I} + \text{II} < 10$$

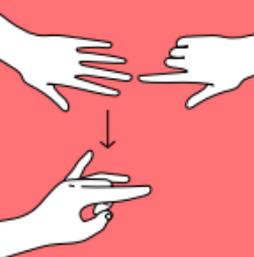


### 11 ≤ ... ≤ 16 (Between 11 and 16 included)

All players must salute their opponents by leaning forward 30° and saying "Hai" to avoid losing a finger of their choice.

**Example**

$$11 \leq \text{I} + \text{X} \cdot \text{I} + \text{III} \leq 16$$



### >17 (Strictly above 17)

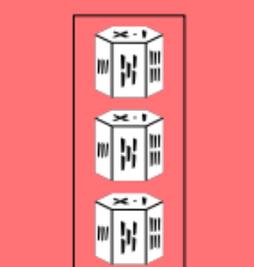
The player rolling the dice chooses which player will lose a finger, and chooses which finger as well.

**Example**

$$\text{III} + \text{X} \cdot \text{I} + \text{III} > 17$$

**Beware:** for those 3 cases,

it is the player rolling the dice who decides the value of the **X·I** dice if needed.



## SPECIAL ACTIONS

**Triple dice - Katana:** if the 3 dice are identical, then it triggers a Katana attack. Every player has to hit the table with the side of their hand. If they have already lost some fingers, they have to keep them folded, even for the Katana. The last player to do a Katana loses one finger of his/her choice.



**T:** when the **T** appears, the first player to grab the die showing it **and** shout "Tatamokatsu" gets to apply the same action triggered by 10 or 17 - Tatamokatsu. Naturally, the players can only grab the die with their remaining fingers.



**Dragon resurrection:** if a player has lost all of their fingers, they can come back into the game and retrieve all of them by catching the die with a **T** when it appears. **Beware:** they can only catch it with their little finger, no other!



TATAMOKATSU

**Mistake:** if a player shouts "Tatamokatsu" when there is not one, grabs the wrong die, announces a wrong Katana attack, or drops a die off the table, they lose a finger of their choice.

TATAMOKATSU



The game ends when all the players except one have lost all their fingers. The last player with one or more fingers left is named Samurai. For the other players, it simply remains to try again!

