

Senbazuru

by ANNA LUCINI and PAU MORÉ / Alba Aragón

IN HONOUR of Sadako Sasaki

The senbazuru is a beautiful legend from Japan and it tells that those who make 1,000 origami cranes will see how their wish comes true. It is used to wish good omens to a family, at the weddings, at the births or to heal sick people.

Chizuko gave her first crane to Sadako and, since then, she devoted her efforts to get one thousand cranes.

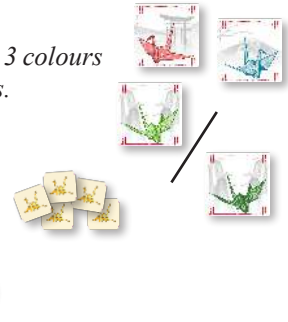


Components

○ 30 origami tile Divided into 3 colours with two different intensities.

○ 20 golden origami tokens.

○ 3 crowned crane tokens.





Game objective

The players shall bring their origami into play and try to take control over their opponent's ones, considering that the origami which are made of golden paper are more valuable (+1).



Get up

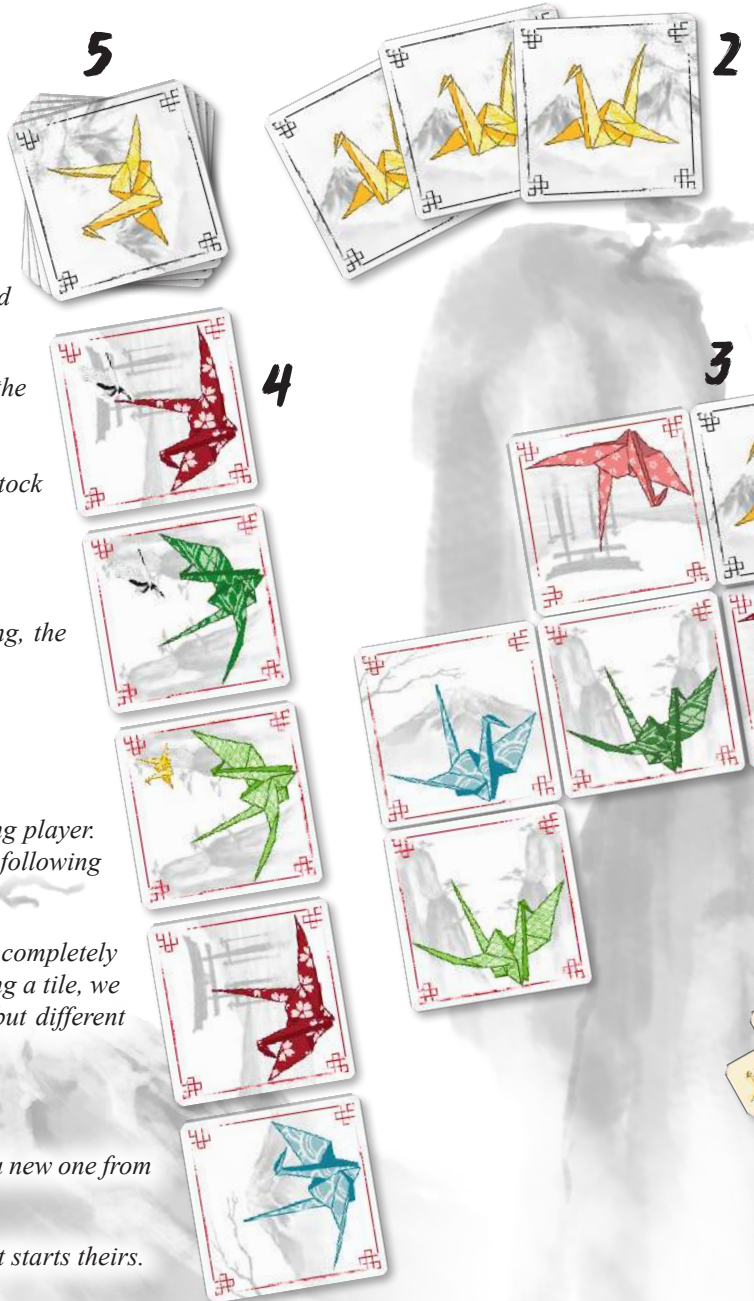
1. Shuffle the origami tiles facing down (with the golden crane facing up). 
2. Deal 3 tiles facing down to each player.
3. Place a tile facing down in the centre of the table and put a crowned crane token on that tile. 
4. Place five tiles facing up aside, which will form the stock pile.
5. Place the rest of the tiles facing down next to the stock pile.
6. Place the golden origami tokens near the players.
7. The youngest girl starts. If there are no girls playing, the youngest boy will be the starting player.

Game turn

The game is played in turns, beginning with the starting player. On each turn, the active player takes 3 actions in the following order:

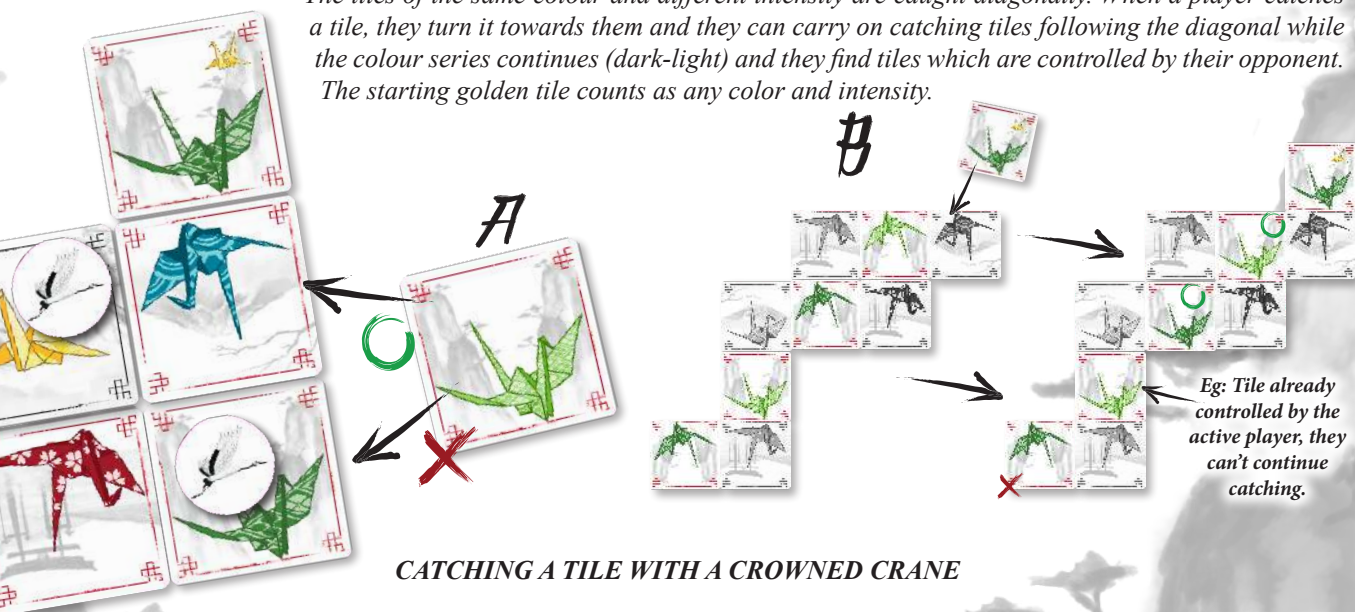
- A. Places a tile from their hand, oriented towards them, completely touching one side of, at least, another tile. When placing a tile, we shall keep in mind that two tiles of the same colour but different intensity can't be next to each other.
- B. Tile catching (optional).
- C. Draws a tile from the stock pile and replaces it with a new one from the pile.

When the active player finishes their turn, the opponent starts theirs.



Tile catching

The tiles of the same colour and different intensity are caught diagonally. When a player catches a tile, they turn it towards them and they can carry on catching tiles following the diagonal while the colour series continues (dark-light) and they find tiles which are controlled by their opponent. The starting golden tile counts as any color and intensity.



CATCHING A TILE WITH A CROWNED CRANE

If a player catches a tile with a crane (either the crowned crane token or a tile with a crowned crane drawn on it), they take a golden origami token. Then, they will place one crowned crane token on a tile under their control.



Playing a tile with a crowned crane

When a tile with a crowned crane is played, a golden origami token must be taken. Then, one crown crane token shall be placed on a tile under the active player's control.

If there are no more golden origami tokens left, they shall be drawn from the opponent.



6

END of the game

When the tile pile is over, the tiles on the stock pile are removed and players continue playing with the ones on their hand.

- When all the tiles from their hand have been played, the game ends.
- The players score 1 point for each origami crane under their control (origami + golden origami + tokens).
- The player with the most points wins.

In case of a tie, the winner will be the player who controls more crowned crane tokens.

The winner makes a wish.

