

# Natsumemo - Rules translation

Cover:

8+ / 3-6 players / 30-45 minutes

How to play

Name

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Game Summary

"Natsumemo" is a **game where you fill your calendar with "plans for summer vacation"**. When your turn comes, flip the event card and decide on what day you want to do the event. It's like **"I'm making a secret base and want to do it on Tuesday"**. After that, **"who wants to go? All together now!"** Everyone decides simultaneously if they want to go. The person who invited you may end up not even going!

People who raise their hands write the event on their calendars. Basically, just repeat this for 4 weeks.

Because you cannot take part in all events, think carefully when raising your hand, join with a specific person or participate in the event by yourself. You may even plan events on days other people cannot attend on purpose.

When the game is over, **the person who had the most "summer break enrichment points" wins.**

**Inside the box:** ※ You can download sheets from the following site:

- **150 Calendar sheets**
- **150 Secret sheets**
- **6 pencils**
- **6 dice (6 sided)**
- **1 How to play book (this book)**
- **39 cards**
  - 1 "First Speaker" card
  - 1 Wednesday Study Group card
  - 1 Homework Day card
  - 36 Event cards
  - INVENTORY OF INDIVIDUAL CARDS

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### **Game Preparation**

1. Give each player the following:

- **1 Calendar sheet**
- **1 Secret sheet**
- **1 Pencil**
- **1 Die**

During the game, hide the Secret sheet under the Calendar sheet so others can not see the contents.

2. Place the **“Wednesday Study Group card”** and **“Homework Day card”** on the **“①②③ week”** side where everyone can see.
3. Separate the Event cards **by week** and shuffle them individually to make **4 decks of 9 each**.
4. **Write “Name” on the Calendar sheet and select a gender.** You can use whatever name you wish. Please use that name during play as much as possible. Gender can be determined independently of your gender, but make sure the number of boys and girls are as equal as possible.
5. Write the name and gender you chose above on the **Secret sheet**.
6. **In the heart section of the Secret sheet, write the name and gender of the other players.** The order does not matter.
7. Roll the dice, the player with the highest roll takes the “First Speaker” card.

That’s it. Come on, let’s start the game!

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### **Gameplay:**

The game will end after 4 weeks. Each week has 3 steps, ① **Promise step**, ② **Study step**, ③ **Calculation step**

(However, in the 4th week, 4 summer end steps are added).

① Promise step

1. The person who has the "First Speaker card" gets the event deck for the current week. The person with the deck will be the "**speaker**" and the rest are "**friends.**"
2. Turn over 1 event card from the deck and complete a **<Promise of Play>** \*(Details will be described later). Arrange cards in the center of the table so you can how many <Promise of Play> you have completed.
3. After the <Promise of Play>, the speaker passes the deck to the person on the left. The person will draw a new card and repeat the <Promise of Play>.
4. Complete the <Promise of Play> 6 times (regardless of number of players), or move on to ② Study step when all the weekly schedules are filled.

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※ Promise of Play

(1) The first step is to show the Event card to Friends and explain it. The points shown are the "**summer break enrichment points**" that each can earn and can change depending on the participants. This is the "**score.**"

♥ The hearts shown are earned by participants in the event ♥. The more hearts there are, the more appealing the Event will be to other participants.

(1p) shows the effect when **only one person participates** in the Event.

**"Homework Page"** is the **number of pages of homework you can do by participating.**

【○○○○○】 is the **title that can be earned.**

♥ Homework and title affects the final score.

(2) The next step is to decide **which day of the week** the Event will be held (in the case of an Event that takes several days, from which day to which day) and tell all your friends. It's like, "**Swimming! I want to go Wednesday & Thursday!**" (*not in book: days are shown at top of card*). You cannot span multiple weeks.

(3) Everyone decides in their mind whether or not to participate in the Event. **The Speaker can decide not to participate.**




(4) The Speaker starts by saying **“Who would like to join? All together now! (pronounced Say-no!)”** Those who want to participate raise their hands simultaneously to show you want to participate.

(5) All participants will write the details of the event they participated on their Calendar and Secret sheets.

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When 3 boys and girls participate together in “Swimming in the Ocean” from Tuesday to Wednesday in the 1st week.

- In the 1st week of the Calendar sheet, write **“Swimming in the Ocean”** across Tuesday & Wednesday and write **“10”** in the score box on the lower right of Wednesday.
  - Fill in 2 hearts  in the Name rows on your Secret sheet of any other participants. (It can be two hearts  in the same row or one heart  in two row).
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○ Two people participate in “Visiting Grandparents” from Friday to Sunday in week 1.

(※) If you participate.

(※ “Visiting Grandparents and “Family Vacation” do not involve friends, so the same effects happen no matter how many people participate).

- In the 1st week of the Calendar sheet, write **“Visiting Grandparents”** across Friday to Sunday and write **“12”** in the score box on the lower right of Sunday.
  - Check the box in the Titles section of the Calendar sheet for **“Cute Grandchild”**
  - Check 3 **boxes in the Homework section** of the Secret sheet. (If this is the 1st homework done, the first three boxes).
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## ② Study step

1. Check the calendar sheet. If you do not have an event on Wednesday in the current week,

put a check in the **“Wednesday study session”** box.

Earn points and homework shown on the “Wednesday Study Group” card, and write them on the Calendar and Secret sheet.

2. Check the Calendar sheet. Check the box for **“Homework day”** on **“all days of the week with no events”** and roll the die for each Homework day.  
Earn homework, scores and titles as indicated on the “Homework day” card and write them on your Calendar and Secret sheet.
3. After everyone has done step 1 and 2, move on to ③ Calculation step.

### ③ Calculation step

1. In the **“This week”** field on the right side of the Calendar sheet, add the scores for that week and write it.  
If there is a score for the previous week, write in the **“total”** column as well.
2. If it is the last week (4th week), move to the ④ end of summer steps **without doing 3 and 4 below.**
3. The person who has the **“First Speaker” card** passes it to the person on the left.
4. Put all the current week’s Event cards in the box and move to the ① Promise step for the next week.

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### ④ End of Summer step

Calculate the following bonuses and penalties and enter them in the corresponding fields on the right side of the Calendar sheet.

#### 1. Homework Bonuses & Penalties

Check the **Homework section of your Secret sheet** and earn the following bonuses and penalties:

- **Any boxes empty between 1 to 25, -10 points each.**
- **Any boxes filled between 26 to 30, 2 points each.**
- **If all the Homework boxes are filled, you receive the title of “Person Who Prepares Everything”**


## 2. Title bonus

Check the **title section on your Calendar sheet** and earn the following bonus:


- Points equal to **"Number of titles x number of titles."**

## 3. Heart bonus

The person who has the "First Speaker" card checks who gets the Heart Bonus by:

1. Ask each player, "○○-san, how many hearts did you allocate to (the person to the left of them)?"
2. Then, people other than ○○-san declare the number of hearts  they assigned to that player.
3. The person who assigned the most earns 10 points. If there is a tie, all people earn 5 points.
4. Repeat the above clockwise for each player.

※ Heart bonus example:

8 hearts  were assigned to Mayaya. 10 points were received since they had the majority. 4 hearts were assigned to Takeshi. This was also the most, but several players also assigned 4, so 5 points were received.

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## 4. Final score calculation

The highest total score for 4 weeks combined with the above 1 to 3 bonuses and penalties will be the winner. If more than one person is tied, please share the victory.

## FAQ

1. Can I use a day of the week that I have already scheduled?  
No. You cannot "promise to play." You have to be available all days.
2. What if all days of the week are filled when you are the Speaker?  
Skip yourself. Give the next player the deck of event cards. Since you were busy, you cannot make the <Promise to Play>.
3. What if your Event needs a number of days that are not available in your schedule?  
Return the card to the bottom of the deck and draw a new card. If there are no cards that

work in your schedule, follow question #2 above.

4. What if nobody chooses to participate in my Event?

Handle it as if more than 1 person participated (*Not in book: I think trying to explain that if no one participates, it still counts as one of the 6 events, but no one (even the Speaker) gets anything out of it*). Events with 0 participants are included in the number of times a <Promise to Play> is made in a round.

5. Can I consult with other people before deciding to attend the event?

Yes. You may discuss your schedule. When the speaker asks everyone if they are going to join, you can also change your mind, like "I was going to go, but now I'm not."

6. Can I ask another player about their Secret sheet?

You cannot talk about it or see it, but you're free to verbally tell others that you are not doing your homework at all.

7. What happens if I gain a title twice?

Nothing.

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From the Cosaic website:

※ There was an error in the homework section (4th week) of "The Secret Sheet". There is no excuse!

I apologize deeply and I will correct it. (*note: This is an error on the included sheets, but not on the PDF on their website*)

Error: 1 pip: 5 points + [Slacker] 2 to 5: 3 homework pages

Correct: 1-2 pips: 5 points + [Super Slacker] 3 to 5: 3 homework pages