



# Golden Week



A CARD GAME BY TANUKI GAMES

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## Overview

Plan your best possible Golden Week holidays with your friend! Do you and your friend have the communication skills to race other teams to the best week?

## Object of the game

You and a partner must collect resources and event cards and then place them in a tableau to represent a week of fun. To do this you must place an activity card for each day and evening of the week (ten in total). To place an activity card you must pay its time and money cost. The first team to complete their week is the winner. By communicating and trading cards with your partner you will complete your week faster.

## Cards

There are four types of cards in the game GOLDEN Week

Activity Cards (marked with a brown frame)



Go cherry blossom viewing

● 1,000 &  
■ 3 hours  
☀





Holiday Cards (marked with a gold frame)



Celebrate Children's Day

5/5

☀ or ☾



Special: this card requires two actions to play.

Event Cards (marked with a red frame)



Event: Angry Boss



Effect: All other opponent players must discard 2 cards of their choice.

Resource Cards (with two special immediate Event Cards: Urashima Taro and Fortune Cat)



3 hours



¥1,000



Urashima Taro

Loss all resource cards and shuffle resource deck when drawing this card



Fortune Cat

Play one card for no resource cost.





## Set Up

Make two to four groups of two players each, separate the decks into two piles: Planning & Resource. The planning deck contains all activity (brown border), holiday (gold border) and event (red boarder) cards. The Resource contains all money and time cards as well as the Urashima Tara and Fortune Cat cards. Place the two decks in two piles in an easy to reach place on the table:



Deal each player one card from each deck (if the Fortune Cat or Urashima Taro are dealt then shuffle the deck and re-deal that card). Play begins with the eldest player who should also be sitting as the first person of a two player team.

## How to Play

Players should choose which length of game.

- 3 Days - For quicker games
- 4 Days - For medium length games
- 5 Days - For longer length games

Players then take turns in succession taking two of the following actions for each player.










- A) Draw a card from the Planning Deck
- B) Draw a card from the Resource Deck
- C) Give any number of Resource Cards to their teammate (if applicable)
- D) Place an activity card on their tableau by paying the required amount of time and money. (Note: Once placed cards cannot be moved)

Players can also play an event card (red boarder) at anytime in their turn as a **free action** including as soon as they draw it.





### Tableau Example:

		B	C	C	D	
	A					
		Relax (sleep) ■ 8 hours ☀ or ☾	Go cherry blossom viewing ● 1,000 & ■ 3 hours ☀	Go out to eat ● 6,000 & ■ 3 hours ☀	Celebrate Green Day 5/4 ☀ or ☾ Special: this card requires two actions to play.	
A			C	C	C	D
						
Go on a day trip ● 15,000 & ■ 8 hours ☀☾		Go sightseeing ● 1,000 & ■ 3 hours ☾	Go shopping downtown ● 10,000 & ■ 3 hours ☾	Enjoy an evening walk ● 1,000 & ■ 1 hour ☾	Celebrate Green Day 5/4 ☀ or ☾ Special: this card requires two actions to play.	

This would be a potential victory for a two person group playing the full 5 day variant. Note the following:

- As an event card that has the (☀+☾) symbol on the card, this card placement would fulfill both Day AND Night portions of the tableau.
- The (☀ or ☾) symbol on this card would indicate that the player could have placed this as *either* a Day *or* a Night card.
- Regularly placed event cards.
- A “free” holiday card that is placed in a Day or a Night space at the cost of two actions.

### Game Notes

Players are encourage to strategize openly and trade resources to complete their tableau as fast as possible. The cards are meant to be a reminder and connection to Japan’s wonderful and unique past. I hope you enjoy it.



## **Rule Variations**

Golden Week was designed to be an adaptable game for use at the game table or classroom and difficulty can be amended by using any of the following optional rules.

Making the game easier:

- ① Special Holiday Cards standard rule may be ignored (i.e. any holiday card may be played in any tableau space; regardless of accompanying day or night card.
- ② Special Holiday Cards may be played for 1 action (rather than 2)
- ③ Any card and any number of cards may be passed.
- ④ Event Cards may be played as a free action once the required time and money resource cards have been collected as per normal play.
- ⑤ Red Event Cards may be removed from the game.

Making the game more challenging:

- ① Special Holiday Cards must be played in sequential order once the first holiday card placement has been determined.
- ② Players may not look at each other's hands.

For ease of game play it is recommended to remove the Event Cards (cards with red frames), the Fortune Cat and the Urashima Taro card on the first play through.