

Variant 2-player game

This is a variant rule to play Yokai Septet with 2 players. We recommend reading and understanding the base game rule first.

Game Overview

The goal of this variant is the same as the base game. You want to capture **4 or more Boss Yokai** to win a round. You will **lose the round if you win 13 tricks**. If you play all 23 tricks, then the player who won the last trick wins the round.

Before the Game

Each player takes a player aid card. You will play against each other.

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

Round Setup

Shuffle the deck of 49 cards. Deal **7 cards face-down** to each player. Then deal **6 cards face-up on top of the previous 7 cards** as shown below. This is called your **straw pile**.



Next, deal **11 cards face-down** to each player. The last card that is not dealt determines the **Trump Suit** for the round.

Finally, each player **discards one card** from their hand **face-down**. **You may not discard a Boss Yokai card.** The discarded cards are not used this round.

You should have 10 cards in your hand and 13 cards in your straw pile. **You may not look at the face-down cards in your straw pile.**

Before the Round Begins

If you have Boss Yokai cards face-up in your straw pile, you may choose to swap one of them with one of the two cards beneath it.

You may not look at the face-down cards before deciding to swap.

If the face-down card you chose is also a Boss Yokai card, then you must choose which one to keep face-up and which one to turn face-down.

The player who dealt the cards leads the first trick. In subsequent rounds, swap the dealer so that the first lead changes each round.

Game Play Rules

The game is played in the same way as the base game except that the **face-up cards in your straw pile are considered to be a part of your hand.**

This means that when you lead, you may lead with any card in your hand or the face-up cards in your straw pile. When you follow, you must follow with a card of the same suit if there is one in your hand or your straw pile.

Reveal the face-down card in your straw pile when there is no card on top of it. The newly revealed card is now considered to be a part of your hand.



Taking a trick

The trick is taken in the same way as the base game.

The player who took the trick leads the next trick.

End of a Round

The round is over, and a round winner is determined if any of the following has happened.

- A player has **4 or more Boss Yokai** cards face-up in front of them. That player wins the round.
- A player has taken **13 tricks but has 3 or fewer Boss Yokai cards** face-up in front of them. The other player wins the round.
- Neither of the above happened before all 23 cards were played. **The player who won the last trick** wins the round.

Scoring

The winner of the round scores in the same way as the 4-player base game. See the **Scoring** section on page 6 of the second edition rulebook.

End of the Game

The game is over when either player has scored **7 or more scoring tokens**.

Credits

This 2-player variant was designed by Sean Ross.

Thank you Sean for the genius idea of incorporating strawman mechanics into Yokai Septet!