

Yarimizu 遣水

A Seikatsu 生活 Expansion

By Isaac Shalev and Matt Loomis

Introduction

Yarimizu, the winding stream typical of Japanese gardens, represents the Daoist notion of permanent impermanence. The stream is always there, but also ever-changing as it flows. The game of Seikatsu aspires to this ideal, holding true to its essence while welcoming change, in the form of the Yarimizu expansion. The Yarimizu expansion introduces the stream to your garden, with each player placing up to 2 fountains from which they'll trace streams that earn points for chains of birds and flowers that congregate by the stream.

Game Components

- 6 Fountains (you can use cubes matching the player colors)
- 8 Garden Cards

Game Setup

1. Set up the game as usual
2. Each player takes two fountains in their color. In a 4-player game, each team will share two fountains
3. Lay the 8 Garden Cards faceup next to the Garden Board
4. You are now ready to play!

Gameplay

Play Yarimizu just like Seikatsu, with one addition: Each player has an option of playing one of their two Fountains on their turn instead of playing a tile. To play a Fountain, place it at any intersection where three tiles are already on the board. Then, select one Garden Card and place it in front of you. You may choose either a Bird or a Flower for your first Garden Card. Your second Garden Card must be different from your first. If you have a Bird Card you must select a Flower Card, and vice versa.

After playing the Fountain and drawing a card, you may discard up to 2 tiles from your hand back to the bag and draw replacements. Your turn is now over and play passes to the left, as usual.

Mogami River Rule

*Gathering the rains of May,
How swiftly it flows,
The Mogami River*

Matsuo Basho (1644-1694)

Players may play their Fountains only until the 4th Koi Pond tile is placed in the garden. Once this final pond is placed, it is too late to add more water features to the garden, and the remaining Garden Cards and Fountains are removed from play.

Scoring Fountains

Fountains are the headwaters for the meandering streams in the garden. At the end of the game, after flower scoring, players will score for these streams, which attract chains of birds and grow chains of flowers on their banks.

Score 1 point for each Bird that matches your Garden Card that extends in a chain from your fountains. Each Bird can only be scored once, even if it is connected by chain to both of your fountains. Then, do the same for Flowers matching your Garden Card. A Bird (or Flower) is in a chain if they are adjacent to your fountain, or if you can trace a path back to your fountain through only identical Birds (or Flowers).

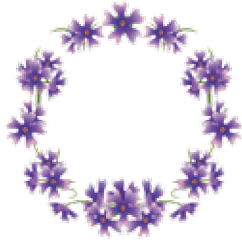
Acknowledgement

Seikatsu: Yarimizu was inspired by the lithograph painting

Three Worlds by MC Escher



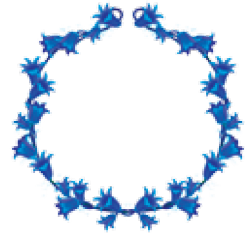
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PRIMROSE



*JAPANESE
PARADISE
FLYCATCHER*



BLUEBELL



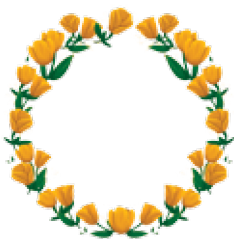
*SCARLET
TANAGER*



*JAPANESE
WAXWING*



*JAPANESE
WHITE EYE*



TULIP



PLUMERIA