



Instructions

Can you spot the difference?

Playing this game is easy: after someone reads you the font's name and description, you pick up the card for that font!

Typeface list (48 fonts)

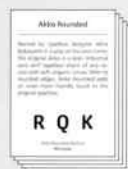
Akko Rounded	Comic Sans	FF Meta
ITC American Typewriter	Cooper Black	Minion
Arial	Copperplate Gothic	Myriad
ITC Avant Garde Gothic	Courier	OCR-B
Avenir Next	Linotype Didot	Optima
Bank Gothic	FF DIN	Peignot
Monotype Baskerville	Eurostile	Plantin
ITC Bauhaus	ITC Franklin Gothic	Rosewood
Bodoni	Neue Frutiger	Skia
Broadway	Futura	Stempel Schneidler
Brush Script	Garamond Premier	Times New Roman
Adobe Caslon	Gill Sans	Trajan 3
Centaur	Gotham	Univers Next
Century Schoolbook	Helvetica	Wilhelm Klingspor Gotisch
Chevalier	Hobo	Windsor
Clarendon	Impact	Zapfino Extra



Font Karuta includes the following:



48 player's cards



48 reader's cards



One cover card



Instructions (this sheet)

What is Font Karuta?

Karuta is a traditional Japanese card game in which players listen to short descriptions written on a reader's card. Each turn, the players compete with one another at being the first to pick up the player's card with the corresponding picture or writing, and whoever wins the most cards wins the game. Font Karuta is a version of this traditional card game for people who are obsessed with recognizing the differences between typefaces. The reader reads the font name and description written on the reader's card, and then the players pick up the player's card bearing that font. The player who picks up the most cards is the winner.

Getting ready to play

1. Decide who will be the reader. All other participants are players.
2. Place the 48 player's cards on a table with the gilt-edge side of the cards facing up. Spread them out so that none overlap. Have the players sit around the cards.
3. The name of the font is written on the back of the card. Before starting play, players are allowed three minutes to turn over the cards and memorize the fonts.
4. After three minutes, the reader collects and shuffles the cards and once again spreads them out on the table.
5. The reader shuffles the reader's cards and holds them in a stack. The reader then places the cover card on the bottom of the stack while making sure that the players cannot see the back. A reader's card has an English side and a Japanese side. The reader can read in the language that they prefer.

How to play

1. In a voice that every player can hear, the reader first reads the font name of the reader's card on top of the stack and then reads its description.
2. The players look for the font described on the reader's card and try to be the first to put their hand on top of the card. It is okay for a player to put their hand on a card the moment he or she knows which font it is—and even if it is before the reader has finished reading.
3. The player who puts their hand down on the card first gets to take the card. In case of a tie, the player whose hand covers the most surface of the card is considered first.



4. The card is turned over so that everyone can see the name of the font.
5. If the font name read by the reader is the same as font name on the bottom of the card, the player who puts his or her hand on the card first turns over the card and places it next to him or her.
6. If the player is wrong, the card is turned face up and returned to its original spot on the table. The player who picked the wrong card cannot play for the rest of the turn. If this happens while the reader was still reading, the reader continues reading and the remaining players continue to look for the correct card.
7. Once the correct card is found and claimed by a player, the reader puts the reader's card for that font on the table and the turn is finished. The next turn begins, and any players who were wrong during the previous turn can play again.
8. If every player is wrong during a turn, the reader puts the reader's card on the bottom of the stack and moves on to the next card.

Finishing the game

When only one card remains, the game ends. The players count their cards, and the player with the most cards is the winner.



If play is too difficult...

- Reduce the number of font cards. The degree of difficulty varies depending on the fonts you select.
- Extend the time for memorizing the cards beyond three minutes.
- The reader may show the players the font samples written on the reader's card.
- Play can be allowed with the player's cards placed with the back facing up so that players can see the name of the font.

Typographic Terms



We created this game as a fun way to spread knowledge about fonts. The selection, names, and descriptions of fonts are based on the best judgement of the Font Karuta production team, but this does not mean that we reject such details as other names used for these fonts, other ways of displaying font samples, or alternative type foundries.

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When creating this *karuta* game we made the utmost effort to get every detail right, but if you notice any errors or other irregularities, please contact us at the following.
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