

It is the year 1001,
Peace reigns in Heian-Kyo,
the city of peace and tranquility,

the *city of the moon*...

miyabi:
elegance, refinement

aware:
sensitivity to the impermanence of things

miyabi/aware

With Heian-Kyo as its capital peace reigned over Japan for nearly four hundred years. The arts flourished and culture bloomed.

At the heart of this renaissance, women held sway, with some of the guiding lights of Heian becoming literary figures known to history. With access to education, and their own resources inherited from their mother, women could attain their own dreams.

Though denied access to official power, hidden behind screens and social mores, women wielded great power. Well born women held influence at court, having direct access to the Emperor and Empress.

Miyabi, the Virtue of refinement, was the key to power. To perhaps becoming the Empress herself....

Though denied validation for their talents, denigrated for learning as well as men, women had great freedom. Choosing lovers and pursuing their arts, women like Murasaki Shikibu created a new literary form, the novel, by writing in the vernacular language scorned by men.


Aware, the Virtue of sensitivity, was the key to creativity. To perhaps becoming another Murasaki Shikibu herself...

In this game, each player will take the role of a woman in the imperial court of classical Japan.

Using her skill as an adept of one creative Art, each woman is pursuing a Destiny that she hopes will lead her to fame and power, or true artistic endeavor. From her choices her Virtues, *miyabi* or *aware*, may grow or diminish.

Each woman's actions will create a tale of her success or failure. Each tale will weaves together with the fates of them all.





Order of Play

Creating characters:

Each player should create a Main Character by:

- **Choosing an Art from page 4**
- **Choosing a Destiny from page 5**
- **Choosing a Name from Index *a*, page 14**

Collaboratively the players will:

- **Choose the type of Relationship between their characters (see page 6)**
- **Create Connections for each Main Character (see page 7)**

Playing the Game:

- **Players take turns playing out Scenes involving another players's character (see pages 8-10)**
- **After every third Scene, all of the Main Characters take part in a Full Moon Party (see page 11)**
- **After everyone has had a turn, all the Main Characters take part in a Festival (see page 12)**
- **After three Festivals, see how close the Main Characters have come to reaching their Destiny. (see page 13)**

Dice:

All dice used in the game are standard six-sided dice.

Beginning Levels:

Main Characters begin with 2 points in each Virtue.

Players begin with 5 Wine Counters.

The Arts

Writing Using *hiragana*, indigenous Japanese script, Heian court women created a golden age of literature with their diaries and innovative fiction.



Poetry Written in Chinese characters, poems written and recited by women of the Heian court made sophisticated allusions to classical Chinese literature, and captured the illuminating transience of life.

Music Playing stringed and wind instruments, women excelled in musical expression and moved peoples' hearts and minds.



Painting Using ink and paints, women created stirring evocations of nature, daily life and fictional tales.

Dance Women's dance in measured and stately performances embodied the values of culture and refinement.



Calligraphy Using the ancient art of calligraphy, women showed their virtuosity and skill, or effortless intuitive flow.



Each Destiny is associated with either *miyabi* or *aware*. A character reaches their desired Destiny when they reach level 10 in the appropriate Virtue.

The Destinies

Pathways of the Society

Imperial Court: Women entered court through marriage, or through becoming a hand maiden of the Imperial family. Through their prowess and talents they could become favorites of the Emperor or Empress. Perhaps becoming a royal concubine, and named Empress, or becoming the mother to a child that would one day be raised to the imperial throne.



Destinies:

Marriage to a Courtier (*miyabi*)

Handmaiden to the Emperor/Empress

Imperial Consort (*miyabi*)

Empress (*miyabi*)

Mother of the Emperor (*miyabi*)



Pathways of the Heart



Attainment of Art: Women could apply their talents at writing, painting, poetry and all. Given the right circumstances they had the potential to see the culmination of their life's work.

Destinies:

Imperial Patronage (*miyabi*)

Masterwork Completed (*aware*)

Finding Love: Able to chose their lives and lovers, aristocratic women had freedom to pursue relationships as they would.



Destinies:

Beloved Lover (*aware*)

Chosen Marriage (*aware/miyabi*)

Relationships

Relationships between characters may be one of three types: **Companion, Rival or Nemesis**. The relationship chosen will determine how the characters will figure in each other's lives, and the role the players will take in each other's game. Relationships are limited by what Arts the players have chosen, and determine what kind of Connections the characters will have.

Companion Relationships are supportive and loving. The characters may be best friends or siblings. The players will occupy a supportive role in scenes highlighting the other person's character.

Characters with a Companion Relationship should:

- Each be skilled in a different Art

Rival Relationships are competitive and professional. The characters may be fellow students or colleagues. The players will occupy an adversarial role in scenes involving the other person's character.

Characters with a Companion Relationship should:

- Each be skilled in the same Art

Nemesis Relationships are vindictive and personal. The characters may be enemies. The players will occupy an adversarial role in scenes involving the other person's character.

Characters with a Companion Relationship should:

- Have an overlapping Creative Connection



Connections

Connections are important people in each character's life.

They are chosen to relate to the Destiny the player has chosen. A character may have a creative or destructive relationship with each connection.

Creative relationships are indicated by a **Blue** arrow.

Destructive relationships are indicated by a **Red** arrow.

Each character will have two or three Connections. At least one should be Destructive.

The first is created by the player of the character.

The second is created by the player of that character's Nemesis or Rival.

If there is a third, it should be created by the player of that character's Companion.

Example of a Connection:

The character Aoi is a sensuous and gifted dancer. Her chosen Destiny is to become the Imperial Mother. Her player makes a Creative connection to help make this happen:

Aoi  **Her Father, Minister of the Left**

The player of Aoi's Nemesis, Ume, chooses a second, Destructive, connection:

Aoi  **Imperial Concubine, Kukin**

Turns and Scenes

Order of Play for Scenes:

- 1) Choose a Supporting Character
 - 2) Choose Situation and Stakes
 - 3) Choose *miyabi* or *aware* to increase
 - 4) Narrate Scene and call upon resources:
 - Virtues
 - Relationships
 - Connections
 - Wine counters
 - 5) Resolve Scene Outcomes
-

1) Choosing a Supporting Character:

Going round-robin, each player takes a turn playing out a scene in their character's life.

The player whose turn it is, is the **Active Player**. Their character is the **Active Character**.

The Active Player chooses another Main Character that has a Relationship with the Active Character, a Companion, Nemesis or Rival. This character is now the **Supporting Character** in the scene. Its player will be the **Supporting Player**.

2) Choosing Situation and the Stakes:

- The **Situation** that will occur (eg a meeting between lovers, a contest of wits, etc.)
- What is at **Stake** for the characters (eg their standing in court, an artistic insight, etc.)

The players may make these choices by:

- 1) Coming to consensus through discussion,
- 2) Determine randomly which player will choose the Situation and which will choose the Stake.





Turns and Scenes

Situation, Stakes and Scene Types:

The type of scene corresponds to the type of Supporting Character chosen. The type affects Situation and Stakes.

Companion Scenes:

The Situation may involve a personal matter, an artistic endeavour or a matter of court and status.

What is at Stake should be something of personal significance to the Main Characters.

Rival Scenes:

The Situation should involve the Art of the two Main Characters.

What is at Stake should involve gaining recognition for their talents, or gaining insight into their craft.

Nemesis Scenes:

The Situation should involve a shared Connection between the Main Characters in play.

What is at Stake should involve gaining the favor of the Connection.

3) Choosing a Virtue to increase:

After creating the Situation and Stakes, the Players choose **individually** which Virtue they wish to increase in the scene:

miyabi Elegance and refinement

aware Sensitivity, sadness

This Virtue is the aspect of their character that they will bring into play in this scene, and the level of it will determine what kind of resources they will be able to bring into play.

If trying to increase *miyabi*, the player will narrate their character exhibiting outward shows of skill, poise and cultural aptitude.

If trying to increase *aware*, the player will narrate their character making inward explorations, religious contemplation or undergoing trials.

Turns and Scenes

4) Narrating a Scene:

All the players collaborate to describe how the Scene plays out. As they do so they may call upon various Resources to give dice to the Active Player, or to an Opposition Pool that is created.

Calling upon resources:

Virtues: Active Player describes how Active Character pursues Stake in manner of the Virtue they are using.

Relationships: Supporting Player adds dice for their chosen Virtue to Active Player's dice pool or the Opposition pool by narrating how Supporting Character helps or hinders Active Character.

Connections: Any player may add three dice to a pool by narrating how a Connection helps or hinders the Active Character. Dice for Creative Connections go to the Active Player's Pool, Dice for Destructive Connections go to the Opposition Pool.

Wine Counters: Any player may add one die to either pool by expending a Wine Counter and describing how a setting element or other character helps or hinders the Active Character.

5) Resolving Scene Outcomes:

The Type of Scene determines the possible outcomes.

Companion Scenes:

- With a successful outcome, both Players may increase their chosen Virtue.
- With an **unsuccessful outcome, neither player does so.**

Note: Opposition pool is equal to unused Virtues or the difference between used and unused for both characters, plus other resources committed as above.

Rival and Nemesis Scenes:

- With a successful outcome, the Active Player may increase their desired virtue.
- With an unsuccessful outcome, the Player of the Rival or Nemesis may increase their desired virtue.





Full Moon Parties

Every fourth turn should be a **Full Moon Party**.

during which:

- All players participate in character as their Main Character.
- At least two types of **Poetry Games** are played.
- Poems are composed in the Games that incorporate **Themes** and **Motifs** from the deck of **Moon Cards**.
- Players are awarded **Wine Counters**.

For each round of a Poetry Game:

- Choose a Theme and a Motif from the Moon Cards.
- After all lines are done, everyone yells, “**Kampe!**” (“cheers”), and awards one Wine Counter to another person whose line of poetry they liked.
- All poetry is spontaneous, it need not have rhyme or a specific meter.

The Poetry Games:

Follow the Leader Each player in turn says a line of poetry reflecting either the Theme or the Motif, or both. Round ends when all players have added a line.

Lonely Moon One player speaks three lines of poetry on the Theme, incorporating the Motif. The next person does so on a new Theme and Motif. Round ends when all have taken a turn.

Reflected Moon Like Lonely Moon, except that two or more people use the same Theme and Motif, and answer each other’s poems. Round ends when last person speaks poem on given Theme and Motif.

Rounds to be Played: Number of Players plus one.

Festivals

When to have a Festival Turn: At the start of play, roll one die and add two. That turn will be a Festival. Do the same after each Festival to set next.

What happens at a Festival: All the characters (Main Characters Connections and all others that have come into play) will be present at a grand event hosted by the Emperor and Empress.

What may be done at a Festival: Each player may initiate one **Change** involving their Main Character.

How to make a Change:

- Choose a Change to Make.
- Choose a Main Character to make a Change for (must have Relationship as listed below)
- Narrate events that would lead to the type of Change.
- Roll as for a Scene. If unsuccessful, Change does not occur.

Types of Change:

Accomplishment For Self, create new Creative Connection or convert Destructive one to Creative.

Accusation For Nemesis, create new Destructive Connection or convert Creative to Destructive.

Commendation For Companion or Rival, convert Destructive Connection to Creative.

Humiliation For Nemesis or Rival, create new Destructive Connection.

Introduction For Companion, create new Creative Connection.

Possession For Nemesis, make all Creative Connections into Destructive ones. **If Unsuccessful, affects Self.**

Seduction For Self, create new Creative Connection.





Resolutions

After three Festivals take place, take stock of how close the characters are to accomplishing their Destiny. When she has **10 Points** in the required Virtue for the Destiny she chose, a character has achieved Victory.

However:

If both Virtues are Equal at this time, she has accomplished an **Unsurpassed Victory**. Her player may narrate how she will be remembered throughout History, how the rest of her life happily plays itself out.

If other Virtue is 5 to 9, she has accomplished a **Complete Victory**. Her player may narrate her successful career and some ups and downs of the rest of her life.

If other Virtue is 2-4, she has accomplished a **Mixed Victory**. Her player may narrate the brief spike of her glorious accomplishment, and then narrate the downward turn her career took, and ups and downs of rest of life.

If other Virtue is 0-1, she has accomplished a **Hollow Victory**. Her player may narrate the sharp reversal that her current glory is followed by, and the ignominious course of the rest of her days.

Index a: Names

Noble Surnames:

Konoe, Takashi, Kujo, Ichijo, Gojo, Hirohata, Fujiwara, Gengi, Heike, Daigo, Kuga, Oimikado, Saionji, Sanjo, Imaidegawa, Tokudaiji, Kaoin Masachika, Shigenoi, Anenokoji, Shimizudani, Kawashi, Nakayama, Nanba, Asukai, Nomiya, Konjo, Matsuki, Jimyoin, Shijo, Yamashina, Aburakoji, Washio, Minase, Reizei, Kajuji, Karasuma, Inokuma and Rokujochigusa.

Source: <http://www.csse.monash.edu.au/~jwb/afaq/japanesenames.html>

Women's names

Ai (<i>love</i>)	Kei (<i>rapture, reverence</i>)	Nozomi (<i>hope</i>)	Sumi (<i>clear, refined</i>)
Akako (<i>red</i>)	Kichi (<i>fortunate</i>)	Rai (<i>trust</i>)	Taka (<i>tall, honorable</i>)
Ayame (<i>iris</i>)	Kita (<i>north</i>)	Rei (<i>gratitude</i>)	Tori (<i>bird</i>)
Cho (<i>butterfly</i>)	Kohana (<i>little flower</i>)	Ren (<i>water lily</i>)	Toyo (<i>plentiful</i>)
Dai (<i>great</i>)	Leiko (<i>arrogant</i>)	Rini (<i>bunny</i>)	Umeko (<i>patient</i>)
Haya (<i>quick, light</i>)	Machi (<i>ten thousand</i>)	Sakura (<i>cherry blossoms</i>)	Usagi (<i>moon</i>)
Hoshi (<i>star</i>)	Midori (<i>green</i>)	Shika (<i>deer</i>)	Yayoi (<i>March</i>)
Kaede (<i>maple leaf</i>)	Nami (<i>wave</i>)	Shina (<i>virtue, good</i>)	Yei (<i>flourishing</i>)
Kameko (<i>tortoise child, symbol for long life</i>)	Nori (<i>doctrine</i>)	Sorano (<i>of the sky</i>)	Yumi (<i>beauty</i>)

Men's Names

Botan (<i>peony</i>)	Jiro (<i>second son</i>)	Kiyoshi (<i>quiet</i>)	Taro (<i>first-born male</i>)
Fujita (<i>field</i>)	Kanaye (<i>zealous</i>)	Mamoru (<i>earth</i>)	Tomo (<i>twin</i>)
Haru (<i>born in the spring</i>)	Kane (<i>warrior</i>)	Raidon (<i>thunder god</i>)	Yasashiku (<i>gentle</i>)
Hiroshi (<i>generous</i>)	Kin (<i>golden</i>)	Ringo (<i>apple</i>)	Yasuo (<i>peaceful one</i>)
Hoshi (<i>star</i>)	Kisho (<i>one who knows his own mind</i>)	Ryu (<i>dragon</i>)	Yukio (<i>gets what he wants</i>)

Note on pronunciation:

Vowels: a = as in fatheri = as in eat, u = as in food, e = as in end, o = as in Ohio

Most consonants: as in English.

Pronounce all letters. Words are accentless (put no more stress on any one syllable than the others).

Index ka: Historical Personages

Emperor Ichijo

Empress Teishi Emperor and Empress during the period of the game.

Sugiwara no Michizane Regent of the Emperor and power behind the throne in Heian-kyo. A great scholar and skilled politician he was ousted due to machinations of a political rival. After his death, his spirit was said to rise again and his to avoid his curse he was deified as the god of study, Kitano Tenmangu.

Kukai, or Kobodaishi, Founder of the Shingon sect of Buddhism in Japan, he was one of the three greatest calligraphers in Japanese history.

Ono no Komachi, Great poet and woman of unmatched beauty in the Heian period.

Ariwara no Narihira, Poet and prodigious lover. “Don Juan” figure of Heian-kyo.

Abe no Seimei, Astrologer, diviner and Taoist magical practitioner. Adviser to the court.

Murasaki Shikibu, Scholar and Imperial handmaiden of the Heian period. Author of *The Tale of Genji*, the world’s first novel. Rival of Sei Shonagon and servant to Shoushi, consort of Emperor Ichijo.

Sei Shonagon, Scholar and Imperial handmaiden of the Heian period. Author of *The Pillow Book*, a book of essays containing some of the finest uses of the Japanese language. Rival of Murasaki Shikibu, and servant to the Empress Teishi.

Appendix SA: Heian Poetry

In the spring field
a young fern stands
looking like a door-latch
just as if there were a hut behind
Stand there quietly
young one.
Don't let anyone try to raise you
and steal in.

Your life is like
the high sigh
of the breeze blowing
through the pines.
All in all
all is well
well being
here among the pines
at Sumiyoshi.

My thoughts of him
are strong enough
to reach the farthest North.
My love for him
could stretch from here
to the East and back.
But if we had not joined in love
why maybe, after all
I might have just
forgotten all about him.

How pure is the coming paradise.
As the era changes
And we look to the end of the
world
the moonlight
still and clear
shines
on each and every thing.

The sea at Akashi
strokes the sand
the water
frothing in and out
fondling the beach.
Though no wind moves,
ripples form
just waves making
baby waves.

When I see some lovely girl
I long to be a vine
from top to toe entwined with
her.
You could try to hack me down,
but we'd be bound
never more to come apart.

The eyes of love
open brightly
like a lotus bloom.
The light of wisdom
shines in majesty
like the morning sun.

Yesterday
he didn't come.
Nor the day before.
If I don't hear from him
today,
what shall I do
with the time
tomorrow?

There is fine music
by the sea.
The pines
in the wood by the beach
sound like a harp
while the waves come drumming
in,
and fish hawks and plovers
dance and swoop and play.

The clothes
some humble man has hung
upon a bamboo pole
have not yet dried.
Its been a week;
they're still not dry,
I wonder why.



I love.
I love you
long for you
to meet you
see you
look on you and
have you
look on me.