



senpai *notice me!*

A game of confessions
by Talen Lee

Credits

**Rules Development
& Documentation:** Talen Lee
Card Design & Illustration: Fox & Talen Lee
Document Design & Editing: Fox Lee

This Game Would Like To Notice:
Kat-kohai, Louise-kohai, Aeryn-kohai, Fiora-
kohai, Motoko-kohai, Sophia-kohai, Star-
kohai, Casey-kun-kohai and Jeb-kohai (yes I
know you're older than me)

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The Game

In this game, one card represents a very special role: Senpai. Everybody is trying to get Senpai's attention, but it's not that easy! First, they have to build up their charms and work up the confidence to make a confession.

All the cards that **aren't** Senpai each represent a character quirk, style or accessory that Senpai might find charming. These "charm points" are represented by the coloured hearts around their border – pink, purple, green, blue and yellow.

Each non-Senpai player is trying to construct a hand that represents one particular charm point as much as possible. When you've collected as much of a particular colour as you can, it's finally time to admit your feelings to Senpai..

...As long as you know who has the card!



The Setup

Shuffle the cards, and then deal out a card to each player, in order, until all the cards are distributed. Then, find the player who is holding the least cards. Each player discards cards until they have the same number of cards as that player.

These discarded cards are removed from the game, face-down.

Note that the Senpai card cannot be discarded this way. That means that one player will always be Senpai, but they mustn't tell anybody who they are – the other players will have to deduce that during the game.

Once all the cards are dealt or discarded, play starts with the player who received the last card.



The Exchange

Once play begins, players take turns exchanging cards with one another, until a player decides they're ready to confess.

Each turn, you can offer to trade any number of cards from your hand with an equal number of cards from another player, which they can accept or decline as they see fit. You can also choose not to make an offer, if you like all your cards.

During play, you can describe your cards however you like — it's so cute, it will make you look really cool, it looks great with your eyes — as long as you don't tell anyone exactly what they are, or what charm points they have. Of course, you **could** work out ways to describe cards unambiguously, but that sort of sneakiness would **never** impress Senpai.

If you're Senpai, you can also trade your cards, other than the Senpai card. Your goal is to become a kind and benevolent Senpai, who appreciates all



your kohai; while everybody else wants to build on one charm point as strongly as they can, you want to collect cards with as many different charms as possible. That way, you can "notice" any other character when they confess to you.

That means that while most players want to collect as much of one charm as they can, they also want to make sure that Senpai – whoever they think she may be – has at least one card that matches their charms.

This is important! If a player confesses, but Senpai can't appreciate their charm, their confession will go unheard!



The Confession

When someone feels confident with their hand, and with their knowledge of who Senpai is, on their turn, they can call out to one other player – “S-Senpai!”

Then that player declares who they think Senpai is, and reveals their hand. That player also picks their best charm point (the colour of charm featured most in their hand - if one or more colours is tied, the player must choose one before Senpai responds) to present to Senpai.

If the player has correctly identified Senpai:

Senpai also reveals her hand – showing the Senpai card – and gives that player a card that matches their charm point (perhaps saying something like, “I believe this is yours?”) Senpai has noticed that player, and knows what they like! Senpai, and the player who confessed to her, both win this round.



If Senpai can't present the player with a card that matches their charm point, that player has failed to catch Senpai's attention. Their confession goes unheard, and they skip their next turn to console themselves.

If the player misidentified Senpai: The player who was confessed to doesn't reveal their hand if they're not Senpai (since that card will be revealed in time). The player who guessed wrong is dreadfully embarrassed, and misses their next turn.

Play continues until somebody has successfully confessed to Senpai (or everybody decides that their characters are perfect and they don't mind who wins).



Can you keep a secret?

There's someone who's very
special to me.

She doesn't even know who I am, but...
to me, she's perfect.

I've always been trying to catch up to her, but...
I was never brave enough to say it...

But, today will be different!

Today, Senpai will finally
notice me...