

# TAIKEN: HISTORY MYSTERY RULES

## OBJECTIVE

### LEARN ABOUT JAPANESE CANADIAN HISTORY

When you play Taiken: History Mystery, you will meet a number of remarkable Japanese Canadians who were alive during the 1940s, a time when the Canadian government carried out racist policies that changed the lives of Japanese Canadians forever.

Your goal is to find out how one person made their way through this tumultuous time by choosing the correct three red “event” cards that link their pre-1940s life to their post-1940s life. Claim, discard, and trade cards until you have solved your History Mystery.

The Taiken: History Mystery game can be played with one of four different decks: the Matsu, Tsuru, Tabi, and Daruma decks each feature five different real-life Japanese Canadians.

All four decks are available for download on the Nikkei National Museum’s website. Once you’ve mastered your deck, give another one a try! For an extra challenge, try playing with two or more decks combined.

## CONTENTS

### Each set of Taiken: History Mystery Contains:

- 1 “Japanese Canadian history in a nutshell”
- 1 Rules Booklet (you’re holding it!)
- 5 Player Name Cards which unfold into Answer Keys
- 5 Blue “Start” Cards representing 5 different real life Japanese Canadians before 1942
- 5 Blue “End” Cards representing 5 different real life Japanese Canadians sometime after 1942
- 15 Red “Event” Cards with life events from one of the five Japanese Canadians in the deck
- 1 Red “Chance” card

Download and print all the pieces listed above.

## TEAM GAMEPLAY

### GROUPS OF 2-5 PLAYERS

Groups of 2-5 players work cooperatively to solve all five History Mysteries in a single deck. For a large group, split into teams of four or five, give each team a separate Taiken deck, and compete to see which group can solve their deck the fastest!

### STARTING OUT:


#### What do you know about Japanese Canadian history?

Begin the game by having each player share what they know about Japanese Canadian history. Discuss as a group what you know about the reasons Japanese Canadians left the west coast of BC in 1942, where they went, and what happened afterwards. As needed, read from “Japanese Canadian history in a nutshell” to provide more information to the group.

#### Meet some historical Japanese Canadians:

Choose one player to be the dealer. This can be the player who has played this game the most, or if all the players are new to this game, choose the player who has most recently moved to a different home. The dealer separates the deck into blue and red cards, and then sorts the blue cards into “start” and “end” cards. The dealer also removes the red Chance card from the Event cards, as the Chance card is only used in the Challenge variation of the game.

The dealer then deals one start card, face up, out to each player, including themselves, at random. Once everyone has a start card, the dealer deals each player the end card, face up, which matches their start card, as well as the matching folded player name card.


 These cards all contain stories of real life people. Read your cards and get to know your person. How is their life different at the “start” compared to the “end”? What stays the same? Notice that some people change their names, especially last names, between the start and end!

If there are fewer than five players, some green cards will be left over. The dealer lays these cards out in start/end pairs face up on the playing surface, in a place where all players can read them.

## INTRODUCTIONS:

Starting with the person sitting to the left of the dealer, and moving clockwise, **each player introduces their person to the group**. Read your cards out loud, or summarize what you know about them.

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 If you have fewer than five players, this is a good time to get to know the other people in the deck as well the cards laid out by the dealer. Even though you won't be looking for their timeline right away, you'll still come across their life events in the red event cards.

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Now you know what your person was doing before Japanese Canadian internment, and after. How did they get from start to end? You'll find out by collecting the correct three red event cards.

## COLLECTING CLUES:

Dealer deals all the red event cards evenly out to each player at random until none are left. Each player holds the red event cards that are dealt to them in their hand and does not show them to the other players.


Players take turns starting with the player sitting to the left of the dealer and proceeding clockwise. **On your turn, select one card from your hand and read it out loud to the group**. Place it in a timeline of one of the five people who you think it belongs to. This can be your timeline, another player's, or the timeline of a person in your deck who has not been assigned to a player (if there are fewer than five players).

The player who has that person's start/end card must agree with you in order to add it to their timeline; if they do not agree, then that player places it somewhere else, and the process continues until both the person placing the card and the player with the timeline agree.

You can also use your turn to trade a card in your hand or timeline with a card in someone else's timeline. Both players involved must agree to a trade, so use your powers of persuasion! Once a card has been placed in a timeline or a trade has occurred, the next player takes their turn.

Gameplay continues until all red event cards have been placed, and all players feel they have their correct timelines with no trades needed.

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 If you have fewer than five players, then all players should be keeping an eye on the start/end cards that have not been assigned to a specific player and their timelines. The mystery hasn't been solved until all five timelines are correct!

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Once your group has solved the mystery for all five people, each player unfolds their answer key and checks if their timeline is correct. If all five timelines have been completed correctly, you have won the game!

## THE EVIDENCE:

Especially for players who have not played Taiken: History Mystery before, choosing which cards to keep, trade, and discard is something of a guessing game. Here are some suggestions for what to keep in mind when looking at different event cards:

### 1. THE DATE:

Your start and end cards show how old your person is in two different years. How old would they be in the year printed on the event card you are looking at? Would they be an age that is likely to be doing the thing on the card?

### 2. FAMILY:

Do your start and end cards mention what relatives your person has - parents, siblings, a husband or wife, and/or children? Think about how these different family members might have affected a person's choices especially during the internment period: for example, if your person had close family members in Japan or not. Another example: a parent might have made different decisions than a person who was unmarried, since those decisions would affect not only them but also their children and often their spouse.

### 3. INTERESTS, ACHIEVEMENTS, APTITUDES:

Many of the people featured in Taiken: History Mystery are highly accomplished Canadians in various fields. If your start / end cards mention achievements or interests in a particular area (for example, science, or art), look for event cards which could describe your person developing in that area.

After the game share what you learn about your person from your answer key with the group. Discuss why certain event cards ended up fitting into one person's timeline and not another's. For additional food for thought, compare your person with another person from the History Mystery full set of 100 cards - answer keys for all four decks are available online. Suggestions for comparisons are on page 4 of this document.

## CHALLENGE GAMEPLAY

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### 2-5 PLAYERS


This variation is more competitive than basic gameplay and is recommended for players who want an extra challenge. In this version, each player is trying to assemble the correct timeline for one of the five people in the deck by collecting the correct event cards in their hand.

Choose one player to be the dealer. This can be the player who has played this game the most, or if all the players are new to this game, choose the player who has most recently moved to a different home. The dealer sorts the deck into event cards (including the Chance card), start cards, and end cards, and lays out the five start cards face up in the playing space where all players can see them. At this time, players may wish to read the start cards out loud to one another to get to know the people in the deck.

The dealer deals one end card at random to each player including themselves, and sets any unused end cards aside. The dealer then deals each player including themselves three red event cards, and places any undealt event cards face-down in a pile in the playing space as a draw pile.

Each player looks at the four cards in their hand and does not show them to the other players. Once everyone has familiarized themselves with the cards in their hand, the dealer draws a card from the draw pile, reads it out loud to the group, and places it face up in the centre of the playing space.

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 Your goal is to gather the three event cards which match the timeline of the person whose end card is in your hand. Claim cards to complete your timeline, or to keep others from completing theirs first!

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Any player can claim the card in the playing space and add it to their hand by slapping the face of the card. If more than one player tries to claim the card, the


player who slaps the card first adds it to their hand. If the dealer wants to claim a card they drew from the draw pile, they must use the hand other than the one they used to draw the card to claim it. I.e. if the dealer draws a card with their left hand, they must slap its face with their right in order to claim it, and vice versa.

Once the player has added the event card to their hand, they must select another card from their hand to discard in its place. The player reads the text of this card out loud before placing it in the centre of the playing space to be claimed by other players.

If none of the players wish to claim the card in the playing space, the player sitting to the left of the dealer becomes the new dealer by drawing another card from the draw pile, reading it out loud, and placing it on top of the unwanted event card to be claimed (only one event card is available to be claimed at any given time).

If the draw pile is empty, the dealer flips over the event cards in the playing space to create a new draw pile and draws the top card to place in the playing space. If there is only one event card in the playing space, then one of the players must claim it in order for the game to continue.

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 After the original dealer has drawn the first event card to be played, players take turns drawing additional event cards: the player to the left of the original dealer goes next, and then the player to their left, and so on.

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The game continues until a player declares "Mystery solved!"

### MYSTERY SOLVED:

If you think you have the correct three event cards for the person whose end card is in your hand, you can declare "Mystery solved!" at any time. At this time, the game stops. Reveal your hand, and check your answers using your person's Answer Key. If you are correct, you have won the game. If any of your event cards do not match your person's timeline, you are out of the game. Add the event cards from your hand to the bottom of the draw pile.

### THE CHANCE CARD:

The red cards in the deck include fifteen Event cards and one Chance card. If you have the chance card in your hand, you may play it at any time by placing it face up

in front of one of the other players. This will pause the regular gameplay.

Playing the chance card means that one of the players of your choice - the one you place the card in front of - must reveal all the cards in their hand to you. You may then select any of the cards in their hand to add to your own, and the chance card becomes part of their hand.

If the dealer draws the chance card from the draw pile, they place it in the centre to be claimed by the first player to slap its face. The player who claims the chance card can then choose to either add it to their hand like an ordinary event card to be played later, or to play it immediately by placing it in front of another player. If they play it immediately, then they must also discard an event card from their hand after taking one from the other player's hand to continue the gameplay.

## LARGE GROUP GAMEPLAY

### UP TO 10 PLAYERS

Taiken: History Mystery consists of four independent but combinable decks of 26 cards each. The team and challenge gameplay rules are meant for playing with one deck of 25 or 26 cards. However, two different Taiken decks can be combined to allow for up to 10 players to play together, using the same gameplay rules (either Team or Challenge), or to provide an extra challenge to smaller groups of players who are familiar with the Taiken decks already.

## SOLITAIRE GAMEPLAY

### 1 PLAYER

Lay out each start card face up in a row, and the corresponding end card below each start card. Set aside Chance card. Shuffle the red event cards. The goal is to build each timeline in the correct order. Draw one event card at a time. For each card, either place it in a timeline between the start and end cards for one of the people, or discard it. Continue until each timeline is complete, changing the discard pile into the draw pile whenever all the red event cards have been drawn. When each timeline is complete, check your answers in the five player name cards.

**CHALLENGE:** Try setting a time limit on the gameplay, or limiting the number of times you may change the

discard pile into the draw pile (for example: you must complete all timelines after going through the deck of event cards only three times - the third time through the deck, you must play every card you draw).

History Mystery Solitaire can be played with a single deck, or a combination of multiple decks.

## MEMORY MATCHUP

### 1 OR MORE PLAYERS

This version of the game uses only the blue start/end cards in the deck. Set aside the red event cards. One or more decks may be used, for a total of 10-40 cards.

Shuffle the green start/end cards and lay them face down on a surface. The goal is to match the start and end cards of the same person using your memory of each card's position.

To play, select a card and turn it face up. Select another card and turn it face up as well. If the two cards describe the same person at different times, you have won a point: remove the cards from the playing area. If the two cards do not match, turn them both face down again.

Repeat this process, taking turns if there are multiple players, until all cards have been collected. The game is finished when all cards have been matched and removed from the playing area.

## LEARN MORE:

IF YOU PLAYED...	LEARN ABOUT...
Harry Aoki	Buck Suzuki
Mary Kitagawa	Midge Ayukawa
Masumi Mitsui	Minoru Fukushima
Kinori Oka	Muriel Kitagawa
Tomekichi Homma	Tom Shoyama
Marie Katsuno	Irene Uchida
Art Miki	Shizuye Takashima
Hide Hyodo Shimizu	Hanako Sato
Mits Sumiya	Margaret Lyons
Eikichi Kagetsu	Kaye Kaminishi

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