

Introduction

"Who am I?"

It is simple. Eliminate what is NOT 'me', and there will be 'me' left."

Each of the assembled philosophers began searching What is NOT 'me'.

Be on guard, though. Other philosophers might not be your companion. If you continue to prospect wrong, you may lapse into ego disruption.

Will you be able to find true selves?

Material

- A rule book (this paper)
- 4 correlation diagram cards
- 4 card holders
- 20 game cards

About Card

(1) Number of stratum

There are 'I', 'II', 'III' or none. 'III' cards are called 'Self card'

(2) Statement

It is written on the blue side of the cards. You read it out loud when you reveal your card.



Blue position and Red position

Every card is colored with red and blue. When the blue side is up, it is called 'Blue position'.

When the red side is up, it is called 'Red position'.



Blue position

The Actions in detail

Set-up

- Stand the 'Self card' on the card holder.
- Stack all the remaining cards in a pile.
- Draw two cards each players.

Round begins

Turn begins

Reveal a card at the Blue position. Declare "I am not ○○!"

Other players judge whether the declaration is True or False.

Leave the card

Replace the card in the Red position

Did all players take a turn?

No

Begin the left player's turn

yes

Round Ends

- Every player draw a card from the pile
- Give a card from one's hand to the left player.

Back to <Round begins>.

You may declare "Cogito!" at any time

Set-up

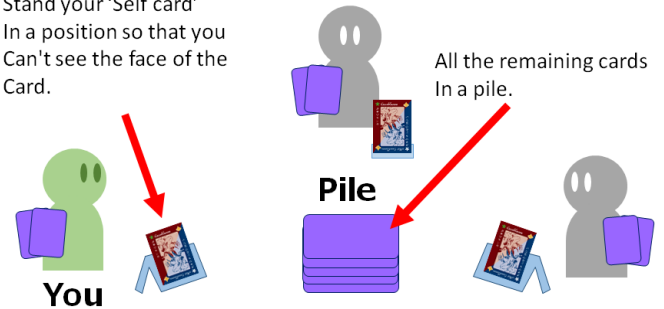
① Shuffle nine 'Self cards' face down, draw a card each, and stand it on the card holder, without checking your 'Self cards' (as shown right).

② Shuffle all the remaining cards, Make a pile and place it face down in the center of playing area.

③ Draw two cards each, which will be one's hand.



Stand your 'Self card' in a position so that you Can't see the face of the Card.



Round begins

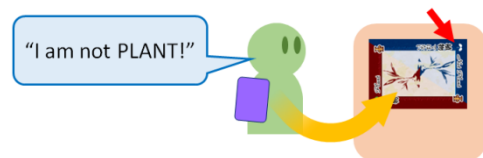
The person who has cared to take self-discovery most recently will be the starting player. The person on the left will be the next player.

One round finishes when every player has played a card.

Turn begins

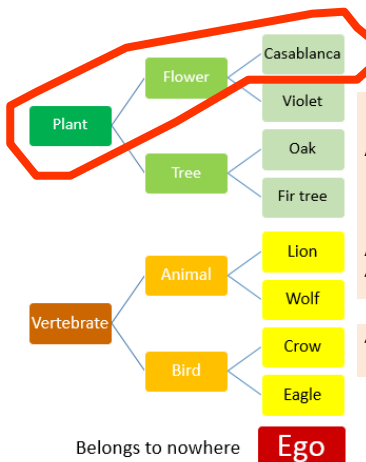
The player reveal a card at the Blue position in front of oneself, declaring "I am not ~ ~ !", which is written on the blue side of the card. Other members will judge whether the declaration is True or False.

Place the card in the Blue position From your point of view.



Your Playing Field

If the declaration was true, the card stays in the blue position. If it was false, other members tell the player "You are wrong.", and replace the card in the Red position. Check out the correlation diagram to see which 'Self card' belongs to what category.



Eg.
A Casablanca is Plant as well as Flower. But is not Vertebrate, Animal, Bird, Tree or other 'Self cards'.

'Ego' belongs to nowhere.

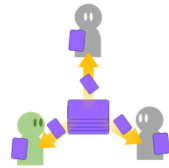
Now the left player's turn.

Round ends

① Draw

When every player has taken a turn, each player draw a card from a pile.

The starting player checks a pile before everyonedraw card, to make sure there are enough cards. If there were less cards than players, skip Draw and Trade, and start a new round with one card in each hand.



② Trade

After draw, every player choose one card out of two cards in hand, and give it to the left person.



You should not see the card given from the right person before you give your card.

You can't give the card you have just received.

■ How to place the cards

When you place the cards in front of you, arrange them as shown right, so that you can see the sentences on the top side of the card.



How do you Win?

If you are sure what your 'Self card' is, then declare "COGITO!". You can declare it in someone-else's turn. If more than a player declared COGITO at the same time, it will be dealt clockwise. When COGITO is declared, the game stops for a while. The player continuously declare "I am ~~!". If the declaration was right

And the player successfully found oneself, the player wins and the game ends. If the declaration was wrong, the player loses oneself and loses the game.

Ego Distruption(Lose)

The player who has lost oneself loses the game and can't play thereafter. Leave cards face down until the game ends. There are two case of Ego distruption.

- ① When you declared COGITO and failed to guess your 'Self card'
- ② When you have two Red position cards in your playing field.

Tie

When all players fell into Ego distruption, the game ends in a tie. Also, when no one declares COGITO even after all players have no card in hand, the game ends in a tie, including the player who have fallen into ego distruption earlier.

Special Cards

[DREAM]

■ No Red position

There is no Red position in this Card. You reveal this card, declaring "Life is but a dream." There is no T-or-F Judge.

■ Return every card to the pile

When this card is revealed, all the cards in the playing field go back To the pile. Return every card (except "Dream" card) face down under the pile. No need to shuffle. The cards placed after 'Dream' card remains in the playing field.



[EGO]

■ No Blue position

There is no Blue position in the card, for it is inconsistent to say "I am not Ego". When you reveal This card, you have to place Red position.

■ Doesn't belong to any category

EGO doesn't belong to any category. Therefore, if a player had EGO card as the 'Self card' his/her declaration of "I am not ~~" will always be True.

EGOCARD is always in Red position, so if it is placed in the playing field, the player takes a risk of falling into ego disruption (two Red position cards in field equals to ego disruption). If you must place it in your playing field, look grave and declare "Needless to say, I am Ego!"



<Supplementary explanation about the number of stratum (the number on the left corner)>

The number of stratum is shown to distinguish 'Self card' from other cards. Refer to it when guessing your 'Self card'. The number itself does not have any particular effect in rule.

Unclear points, the knack of the game, etcetera, see this site

OLERANT <http://olerant.com/cogito>
Cogito rulebook ver1.0