

Caution!

Note to Players
with Children

Take care so that children
will not swallow the
components by accident.



DEKU

Rotary Stage Game

DEKU performs and presents everything on stage.



Player
3-6



Time
30min.



Ages
10+



About DEKU!

DEKU is a creative party game where each team of players use their DEKU puppet and blocks on stage to indicate the topic on the card they receive. Use your DEKU puppet to indicate the topic and try to guess the topic indicated by the other team's puppet revealed as the stage revolves! If you can rush, guess, and have a good laugh through the gameplay, this game is for you.



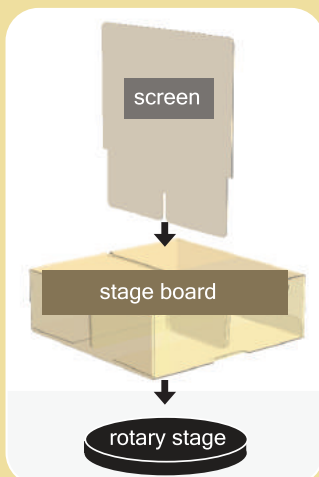
Components

- 2 DEKU puppets
- 1 stage board
- 1 rotary stage
- 1 screen
- 75 Topic cards
- Blocks (24 wooden blocks & 8 foam blocks)
- 1 die
- This rulebook



Building the Stage

First, build the stage for the game. As shown below, insert the screen into the stage board and mount the board on the rotary stage.



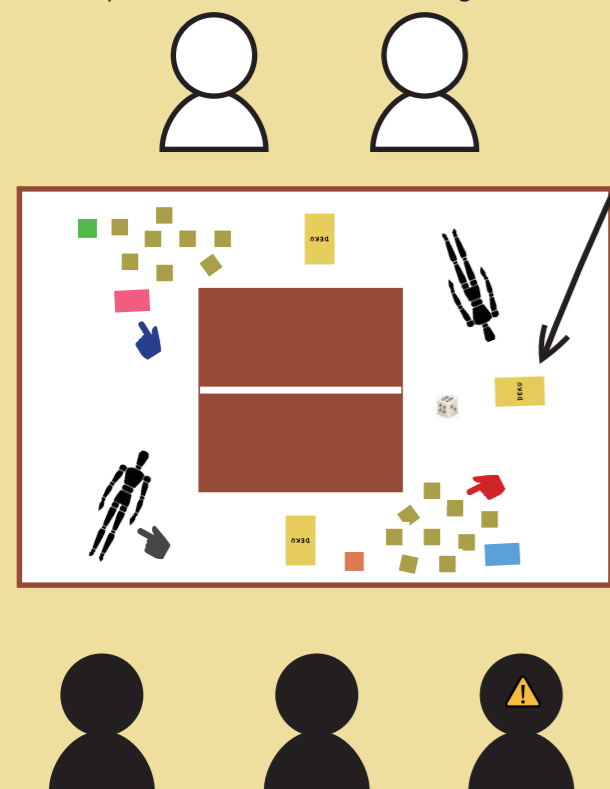
Align the holes on
the bottom of the
stage board with the
rotary stage!



After setting up
the stage, prepare
for the game.
The game proce-
dure is on the
next page!

Set Up the Game!

Place the stage in the center of the table. The players are divided evenly (as much as possible) to two teams and each team sits on each side of the stage with the screen in the middle. Do not peek into the other team's stage.



Shuffle the Topic cards face down to form the deck and place the deck and die beside the stage.

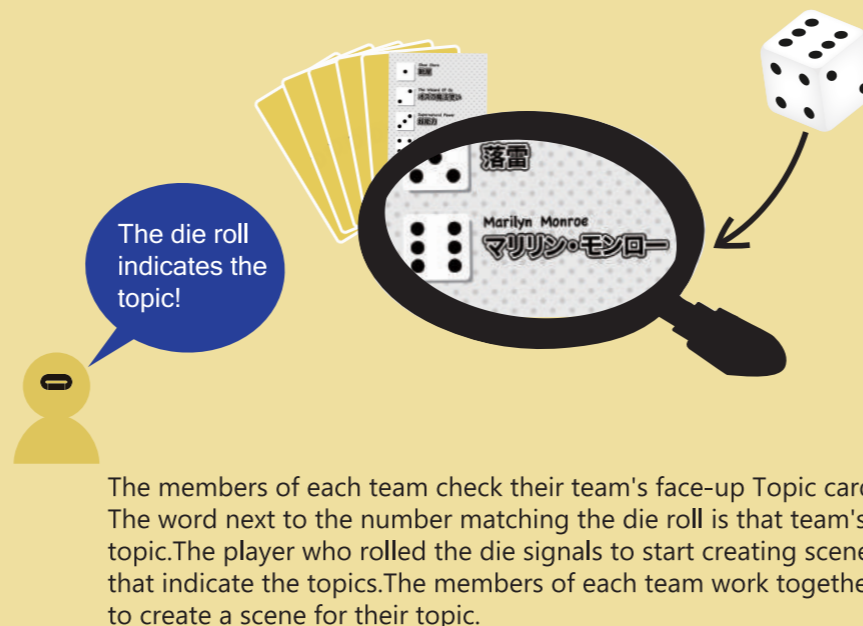
From the deck, take and deal 6 Topic cards to each team.

Each team receives:
 1 DEKU puppet
 12 wooden blocks
 4 foam blocks

⚠ When playing with 3 or 5 players, one of the teams has one more player than the other team.

Starting the Basic (Competitive) Game

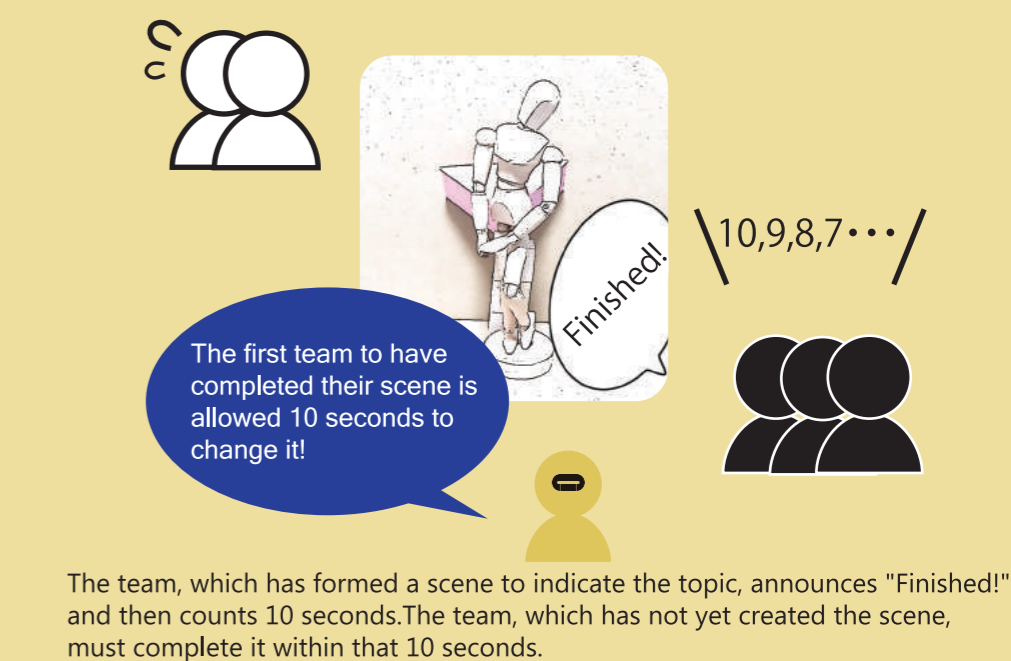
The players on each side of the screen are called a "team", but the points are scored separately for each player. Each team places one of their Topic cards face up in front of the stage, making sure that it is visible only to their team members. Beside each card, place each team's remaining Topic cards as the face-down deck. The team with a member who has most recently been on stage becomes the First Player Team. That player rolls the die that is applied to both teams' cards.



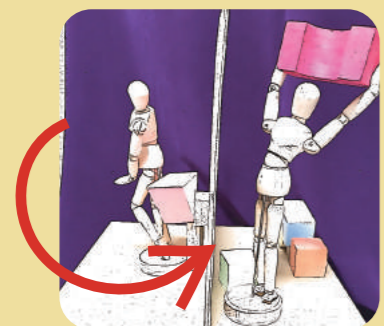
Scene Creation Time

Rules for Scene Creation

- Use your DEKU puppet and blocks on stage to create a scene that indicates the topic.
- Work together with your team members to quickly create a scene that effectively indicates the topic.
- You must use the DEKU puppet.
- You may choose whether or not to use wood and foam blocks. And if you use them, you do not need to use them up.
- Do not use the blocks to form letter shapes. It is a shameful act.



Guessing Time



The stage is unstable! When you revolve it, be careful not to topple it!

After counting 10 seconds, the time to create the scene is over. Revolve the stage carefully by 180 degrees.

The First Player Team first has their Guessing Time. In the Guessing Time, try to guess the topic indicated by the other team's created scene. Each player is free to guess and announce the topic.



Points Gained by a Correct Guess



The team's Guessing Time ends when a team member guesses the topic correctly. The player who guessed the topic correctly draws a number of Topic cards matching the number of their team members and places those cards in front of him/her. This is counted as that player's score.

If none of the members in the team can guess the topic correctly for quite a while, the Guessing Time is over. In this case, none of the members gains points.

	No. of players in the Guessing team	No. of cards the player receives from the deck by a correct guess
Guessed correctly!	1	1
	2	2
	3	3
Could not be guessed...		No one can score points.

If the topic cannot be guessed smoothly, apply the Optional Rule: Clue Time on the next page!

Performance Score and the Next Topic...

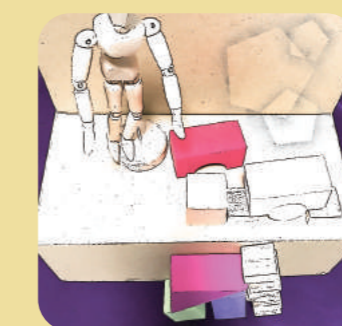
If a topic is guessed correctly, the team, which created a scene to indicate the topic, places that Topic card face down on the right of the stage. The team gains points for these cards.

If a topic cannot be guessed correctly, the team, which created a scene to indicate the topic, places that Topic card face up on the right of the stage. The team loses points for these cards.

Guessed correctly!	Place the Topic card face down and gain points.
Could not be guessed...	Place the Topic card face up and lose points.

After the First Player Team's Guessing Time is over, the other team also has their Guessing Time.

After both teams have had their Guessing Time, the 1st topics are over. The First Player Team hands the die to the other team. So the First Player Team shifts to the other team. Then handle the 2nd topics in the same procedure as the 1st topics.



When you do this, do not pass the DEKU puppet or blocks to the other side or revolve the stage. Thus, use the blocks remaining in your hand along with the DEKU puppet and blocks (previously used by the other team) on the stage facing you to create the scene of the next topic.

This is this game's basic outline. Do you want to calculate the score? Then let us see the next page.

Scoring

The game ends after both teams have undergone 6 topics. If you have enjoyed the game so far, no problem! But let us calculate the score just in case. Check the Topic cards you have gained along with the Topic cards placed at the right side of the stage for your team.

- Topic cards placed in front of you → 1 pt per card
- Team's face-down Topic cards on the right of the stage → +1 pt per card for each member
- Team's face-up Topic cards on the right of the stage → -1 pt per card for each member

The players with higher score are "good players". Give them an applause or something. If you have enjoyed the game, you are all winners. Now, why not start another game?

Optional Rule: Clue Time (for 4 to 6 players)

If the topic cannot be guessed smoothly, you may set up a Clue Time upon receiving all the players' approval. The team that created the scene of the topic may provide a clue **by roughly indicating the topic's genre**, such as "sport", "location" and "occupation".

If a player guesses the topic correctly after receiving the clue, that player **draws 1 Topic card face down from the deck, regardless of the number of their team members**, and places it in front of him/her as his/her score.

Cooperative Game (for 2 to 6 players)

Some people may think, "The fun of DEKU lies in working together with other players rather than to compete with them." In such a case, you can play DEKU as a co-op with little modifications to the basic rules.

Changes from the Basic Rules

- The co-op game can be played from 2 players instead of 3 players.
- The score is shared by all the players. Set up a shared area for stacking the cards you have gained.
- If any of the players guesses the topic correctly, draw 2 Topic cards from the deck and place them face down in the shared area, regardless of the number of players.
- If a topic cannot be guessed, it is merely counted as 0 pt instead of losing points.
- If adopting the Clue Time, only 1 card can be gained for guessing the topic correctly after receiving a clue.
- Start scoring after the players on each side have undergone 6 topics. The number of Topic cards placed in the shared area is counted as the score.

0-5 pt: Terrible! 6-11 pt: So-so 12-17 pt: Not bad! 18-21 pt: Good! 22-23 pt: Very Good! 24 pt: Excellent!

Notes

- During the initial gameplay, some wood shavings might come off the wooden blocks.
- Some foam blocks are shaped differently. During the setup, allocate them reasonably.
- If the DEKU puppets or blocks collapse when revolving the stage, correct their positions as much as possible.
- You may freely create the scene of the topic. It may help also to use the stage and screen for the scene creation.
- In response to the guessing, you may give replies, such as "That was close!" and "Not close at all!"

