



Pomike is

Cancelled?!?

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Glossary of common terms

You might already know these terms, but just in case you don't...

同人	<i>dōjin</i>	amateur
同人誌	<i>dōjinshi</i>	amateur publication, like a fan zine
サークル	<i>SAAKURU (CIRCLE)</i>	a group of artists working on a dōjin publication
生活	<i>seikatsu</i>	daily life
即売会	<i>sokubaikai</i>	(sales) event
山札	<i>yamafuda</i>	draw pile
捨て札置き場	<i>sutefuda okiba</i>	discard pile
在庫	<i>zaiko</i>	stock / inventory
自スペース	<i>ji-SUPEESU</i>	personal space
勝利点	<i>shouri-ten</i>	victory points
最後尾	<i>saikoubi</i>	End of Line, you'll get used to seeing this a lot while queueing at Pomike

Introduction

You are a certain doujin artist.

In between your everyday life you've been working hard on creating, and participating in the doujin fair, Pomike, but...

Pomike is cancelled?!?

Before “Pomike Cancelled” happens, release lots of new books,

Buy lots of books too,

And become the most famous doujinshi artist!

Let's go!

Deck contents

Doujinshi cards ×24

Cards with a picture of a doujinshi on them. These show things like the writing genre or writing cost. In the upper left is a genre mark (♥♣♦♠), and the required writing cost.

Daily Life cards ×15

Cards showing daily life activities. During your daily life you are writing dōjinshi. Mainly used as part of the cost when writing or purchasing dōjinshi.

Pomike Cancelled card ×1

The card announcing that Pomike is cancelled.

As soon as any player draws this card from the draw pile, the game ends.

Action cards ×12

Can only be used in the phase which is indicated on the card. Grants a special effect when played.

- 6x Daily Life phase action cards (pencil logo in top-right corner)
- 6x Event phase action cards (exhibition hall logo in top-right corner)

Event Countdown cards ×4

The cards counting down until the next event starts.

End of Line card ×1

Indicates the current starting player.

Summary cards ×4

TBC

Game preparation

Prepare the deck

Pomike Cancelled can be played by 2-4 players. If you are playing with 2 or 3 players, remove these cards before you start the game:

- For 2 players: remove the Daily Life and Dōjinshi cards marked with “3+” or “4+” in the bottom-right corner
- For 3 players: remove the Daily Life and Dōjinshi cards marked with “4+” in the bottom-right corner

Turn all Daily Life cards, Dōjinshi cards and Action cards face down, shuffle well and place in a single pile. This is the **draw pile**.

You will notice that each type of card in the draw pile has a different back face design; this is intentional. At any time during the game, the players may inspect the backs of the next cards in the draw pile.

Place the single **Pomike Cancelled** card face up next to the draw pile. If 4 people

are playing, take the first card from the draw pile, turn it face up, and place it on top of the Pomike Cancelled card.

On the opposite side of the draw pile is the **discard pile**. When cards are discarded they are placed face up on the discard pile so that everyone can see them. The discard pile is empty at the start of the game.

Deal each player's hand

Deal 5 cards to each player from the top of the draw pile, this is each player's starting hand. Taking care not to reveal their cards, each player can now check their hand.

Place the Event Countdown cards face up, in order from 3 Weeks down to Event Day. *Where?*

Each player should have some free space in front of them, where they will play their own cards. This is their **Personal Space**. Each player's Personal Space is empty at the start of the game.

For keeping track of victory points, you can use tokens, or perhaps counters for

each player, or a memo for recording player scores.



Your completed books are placed facing away from you so that other players can see them. Like so!

Starting the game

The person who most recently published a dōjinshi goes first. If none of the players have ever published a dōjinshi, use any method you feel like to choose who goes first.

The first player takes the End of Line card to mark their status. Play continues around the table, going clockwise.

Game phases

The game is split into three main phases:

- **Daily Life** – create your doujinshis
- **Event** – sell your doujinshis and buy others
- **Afterparty** – relax and unwind after a stressful Event day

These phases repeat in a cycle until the Pomike Cancelled card is drawn, at which point the game ends.

Dōjin writer's days

Daily life phase

I just realised
it's 3 weeks to go
why...



clap
clap

It's
oh!

Event phase

And on to the next
Pomike ...

Afterparty phase

Good work
everyone!



Daily Life phase

During the Daily Life phase, between your work or studies, you write dōjinshi and prepare for the next event. Each player takes their turn in order, starting from the player with the End of Line card and proceeding clockwise.

During your turn, perform any 2 actions from the list a/b/c/d below. You can do the same action twice, but you must perform 2 actions and you cannot skip your turn.

Once you've completed your 2 actions, it is the next player's turn.

When it is the first player's turn again (ie. you have gone around the table), they take the topmost card from the Event Countdown pile and move it to the bottom. In this way the counter advances, bringing you one step closer to Event Day. When the Event Day counter is revealed, the Daily Life phase ends and the game moves to Event phase.

(immediately jump to Event phase when the counter is revealed?)

- a. **Daily Routine** – Collect material for your books and get energised for

writing.

Draw 1 card from the draw pile into your hand

b. **Writing** – Start writing a doujinshi, or continue an in-progress one. Choose one of the two options below:

1. **Start writing** – Choose 1 dōjinshi card from your hand, announce that you are starting writing, and place the card face down in your personal space. Each card later played face up on your chosen dōjinshi card is worth 1 writing cost.

2. **Continue writing** – Choose 1 card from your hand and play it on top of a dōjinshi card that you have started writing, slightly offset so that the size of the stack is visible.

Each card played in this manner is worth 1 writing cost for your doujinshi, and any card may be used as writing cost.

If you play an Action card as writing cost, its effect does not trigger.

If you play a Daily Life card as writing cost, sometimes an additional

writing cost card can be played from the draw pile, so follow the description on the card.

When the number of face-up cards meets the dōjinshi's required writing cost, first, if there is an excess, discard cards one by one from the top of the pile until the exact required writing cost is met. Then flip over the dōjinshi pile in question.

Your dōjinshi is complete and is ready to be sold at the next event! Cards played for writing cost are now face-down, and represent your stock for sale at the event. Other players should check that the necessary writing cost was indeed correctly met.

- c. **Reprint** – Reprint previous books in preparation for the next event. Choose any card from your hand and place it under an out-of-stock completed dōjinshi, slightly offset. It will be available for sale at the next event with 1 copy in stock. You may reprint any number of out-of-stock doujinshis as part of your action.

- d. **Action** – You may play 1 Action Card if it has the Daily Life symbol on the top-left corner. Follow the directions on the card.

Event phase

A fun event begins! Each player will accrue victory points according to their doujinshi sales and purchases. Completed and in-stock doujinshis will become *distributed dōjinshi*.

During the Event phase three activities take place. Each activity starts from the first player (the one holding the End of Line card) and proceeds around the table in a clockwise direction.

1. **Action** – Each player may play as many action cards as they wish, as long as they have the Event Hall logo on the top-left corner. Unless stated otherwise on the card, action cards are played into the player's personal space, and are discarded at the end of the phase.
2. **Distribution/Selling** – Each player acquires 1 victory point for each 1 stock (card) of dōjinshi being distributed. Players not distributing even a

single dōjinshi lose 2 victory points as a penalty.

Victory points cannot go below 0.

Also, no penalty is given if a player is using the “suspending distribution” card.)

- 3. Purchasing** – Each player may purchase 1 dōjinshi. Choose 1 dōjinshi to purchase from those in stock in other players’ spaces. Give a card of your choice (*from your hand?*) to the seller, taking the bottommost card of the pile for the dōjinshi that you are purchasing. Both players add the card they received to their hand. At this time, the buyer receives 1 victory point for each book purchased.

So you can purchase more than one? Or only one from each player? Do you only go around the table once for each activity?

When all activities have been completed, the Event phase ends and the game shifts to the Afterparty phase.

Afterparty phase

Gather all in-stock doujinshi cards in the middle of the table.

Starting from the first player and moving clockwise around the table, each player looks at the gathered stock and chooses 1 card that they like to add to their hand.

Once everyone has taken 1 card into their hand, the remaining cards are discarded.

Finally, return the countdown pile to its initial state, and move the End of Line card to the next player. The player holding the End of Line card starts the next Daily Life phase as the first player.

When the Draw Pile runs out

If drawing a card from the draw pile, revealing a card from the draw pile, or any operation involving the draw pile results in the draw pile being exhausted, the draw pile is remade.

If there are 2 or 3 players, the Pomike Cancelled pile will have just the Pomike Cancelled card. If there are 4 players, the pile will have the Pomike Cancelled card and one other card.

Take the top card from the Pomike Cancelled pile (if there is one) and place it on the discard pile. Now take the discard pile and shuffle it face-down, this becomes the new draw pile.

In this way, the draw pile will be rebuilt once during a 2-3 player game, and twice during a 4 player game.

In the event that both the draw pile and the discard pile have no cards remaining, this procedure is skipped, but nobody can draw any more cards from there on.

Ending the game

When any player draws the Pomike Cancelled card from the draw pile, the game immediately ends. This applies even if the player is not drawing the card into their hand; as soon as the Pomike Cancelled card is drawn from the draw pile, the game ends.

Each player's victory points are tallied, and bonus points are added based on their combination of completed dōjinshi.

After adding bonuses, the player with the most victory points wins. If players are tied for score, the player with the most number of completed dōjinshi wins. If that still results in a tie, the player with the most cards left wins. If this still results in a tie, victory is shared.

Bonus scoring

- One dōjinshi of each genre (♥♣♦♠) to make a 4-volume set: **10 points**
- Multiple doujinshi of the same genre

- 2 volumes = **4 points**
- 3 volumes = **9 points**
- 4 volumes = **16 points**
- 5 volumes = **19 points**
- 6 volumes = **21 points**

Each dōjinshi may only be used for one bonus. Choose the combination which maximises your victory points.

Even if you have dōjinshi [unsold/leftover] at the event, as long as they are completed they are eligible for this bonus.