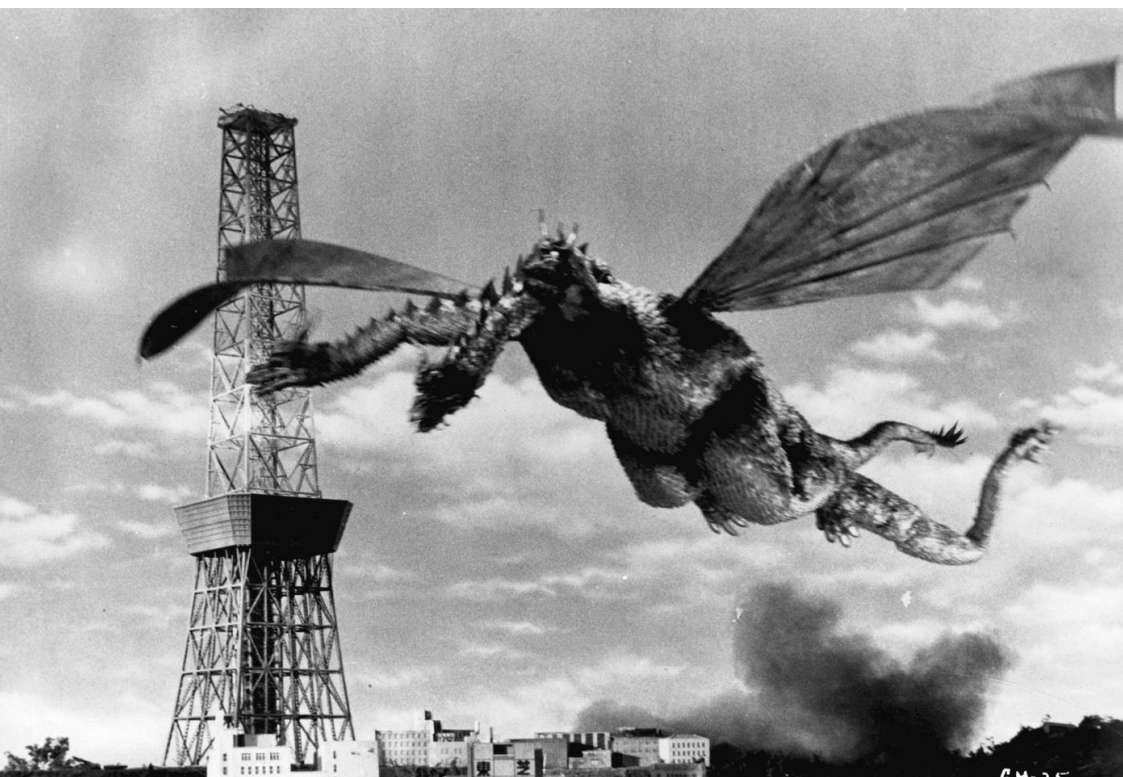


Jonathan Walton

haiku kaiju



Convention edition by il mietitore

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

First player: _____

RULES

The first player writes a 5/7/5 haiku, describing the calm before the storm, in an urban scenario. Then, he passes the haiku to an other player.

The second player writes a 5/7/5 haiku in response, using the last verse of the previous haiku as the first verse of his own. This haiku introduces the kaiju. Then, the haiku is passed to an other player.

Players trade haiku in this fashion, always writing new haikus starting from the last verse of the previous one. On even turns (so in the first, the third, the fifth haiku, and so on) players have to describe the city and its reaction to the kaiju, while on odd turns (so in the second, fourth, sixth haiku, and so on) they have to describe the kaiju and its actions.

When the city is in ruins or the kaiju has been somehow driven off, the current player informs the others that the game is coming to an end, by writing “(The end is nigh)” next to his haiku. The game will end after other two or three haikus: both the city and the kaiju must receive one last haiku, and the the final haiku must fall on an even turn.

If you are the last player, give this booklet back to the first player after writing your haiku.