



2-6
players



Age 13
and up



10-20
minutes

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Overview

It is 16th-century Japan, and you are a rising samurai during the chaotic Sengoku Period, a time of civil war and unrest. You must take part in successive campaigns to gain land and resources, while maintaining your honor, until one of your adversaries has nothing. After these campaigns cease, the one with the most resources (Mangoku Coins) becomes the all-powerful shogun.

During each campaign, you will use Character Cards to attack others and defend yourself, steal cards, take Mangoku Coins, reveal information, prevent damage, and even force an early end to the campaign.

But you'll need to strategize and decide whether to play a card with higher Battle Points to attempt an elimination attack on your opponent now, or keep that card in hand to defend yourself later. Play cards with high Honor Points now to interrupt your enemies' momentum, or reserve them to win the end of a campaign and all the Mangoku Coins in the center. It's all up to you—show your honor!



Contents

30 Character Cards



6 Quick Reference Cards



30 Mangoku Coins



1 Rulebook



Character Cards

Battle (BTL) Points

BTL
5

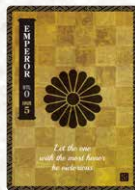
Honor (HNR) Points

HNR
3



EMPEROR

BTL 0 | HNR 5 | 1/30



End the current campaign.

The Emperor tires of meaningless bloodshed.

"Let the one with the most honor be victorious."

PEASANT

BTL 1 | HNR 0 | 7/30



Play 1 Peasant: No effect.

Play 2 Peasants: Initiate 5 BTL attacks against all other players.

Finding strength in numbers, the Peasants arise in arms.

"Only together can we be victorious!"

BANDIT

BTL 2 | HNR 0 | 3/30

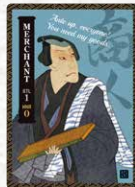


Steal 1 Mangoku from any player (even those already eliminated).

Bandits despise the wealthy Samurai.
"Give me your gold!"

MERCHANT

BTL 1 | HNR 0 | 1/30

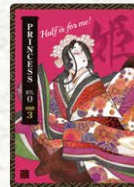


All other players (even those already eliminated) add 1 Mangoku to the center coin pile.

War is costly, but profits the Merchant.
*"Ante up, everyone!
You need my goods."*

PRINCESS

BTL 0 | HNR 3 | 1/30



Steal half of the Mangoku in the center coin pile or from another player (rounded down).

Half of this pot just might make a dowry!
"Half is for me!"

CAPTAIN

BTL 3 | HNR 1 | 5/30

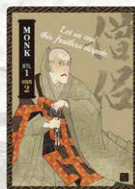


Must initiate a 3 BTL attack against a single player.

The Captain always knows where to find a fight.
"Now we fight for honor."

MONK

BTL 1 | HNR 2 | 3/30



Immediately cancel any card's effect on you, including an attack. (May be played out of turn.)

Quarrels cease when the Monk intervenes.
"Let us end this fruitless dispute."

SHRINE MAIDEN

BTL 0 | HNR 4 | 1/30



All other players must reveal their hands face up for 15 seconds.

As a servant of the gods, the Shrine Maiden peers into your heart.
"Bare your soul!"

COMMANDER

BTL 4 | HNR 2 | 3/30



Must initiate 4 BTL attacks against 1 or 2 players.

The Commander is an expert in tactics.
"Hit two birds with one stone."

NINJA

BTL 2 | HNR 0 | 1/30



Choose another player, who must discard his or her hand and draw 2 cards.

The Ninja approaches on ancient, hidden paths.
"Your time is drawing to an end."

TEA MASTER

BTL 2 | HNR 3 | 1/30

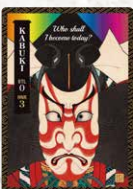


Randomly draw one card from another player; play it immediately.

The Tea Master's tea house is open to anyone.
"Come, sit and have some tea..."

KABUKI

BTL 0 | HNR 3 | 1/30



Take any face-up card from the discard pile and play it immediately.

Battle is the Kabuki's stage, and every part is his.
"Who shall I become today?"

NOBLEMAN

BTL 1 | HNR 4 | 1/30

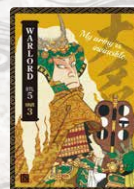


Look at a player's hand; take 1 card and play that card immediately.

The word of a noble bends the will of the mob. Whom shall I command?
"Raise thine eyes..."

WARLORD

BTL 5 | HNR 3 | 1/30



Must initiate a 5 BTL attack against a single player.

Let me show you the power of a Samurai Lord!
"My army is invincible."

A Victory

A game usually consists of successive campaigns, and **the game ends when one of the players has no Mangoku Coins remaining at the end of a campaign.**

The player with the most Mangoku Coins at the end of the game wins.
The remaining players are ranked according to their Mangoku Coin totals.

If the top players are tied, those players shuffle the deck and draw one card each, comparing Honor Points. (Repeat this if necessary until one player has more Honor Points than the other.) The player who has the card with the most Honor Points wins.

B Game Setup

- 1 Each player starts the game with **5 Mangoku Coins (or 4 if there are only 2 players)**. Remove the rest of the Mangoku Coins from the game.

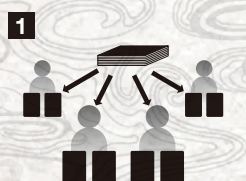
[Note] Players must keep their Mangoku Coins visible to other players at all times.

- 2 Depending on the number of players, remove the following cards from the game:

2-3 players	2 Bandits, 2 Captains, 4 Peasants, 1 Monk, 3 Commanders
4-5 players	1 Bandit, 1 Captain, 1 Peasant, 1 Monk, 1 Commander
6 players	Use all cards.

- 3 Randomly choose a player to start (or let the youngest player go first), and begin the first campaign.

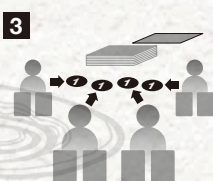
C Starting a Campaign



Shuffle the cards and **deal 2 cards** to each player, then place the remaining cards in a face-down deck, called the supply. Each player looks at his or her hand, keeping it hidden from the other players.



Place the top card of the supply face down next to it to **create the discard pile**.



Each player puts 1 Mangoku Coin in the center coin pile.

Then, **remove 1 Mangoku Coin** in the center coin pile.

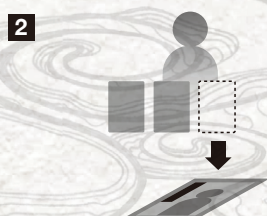


D Campaign Turn



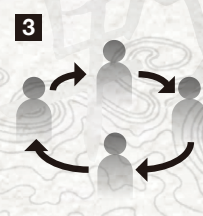
When your turn begins, **draw the top card from the supply**.

If there are no cards to draw, the campaign ends after your turn (see "F Campaign End").



Play one of your 3 cards face up into the discard pile. Then follow the card effect explained in the full descriptions for the card being played. See "E Battle," if you attack with a Warlord, Commander, Captain, or 2 Peasants.

[Note] You may play 2 Peasant cards as an exception. (See "Ikki," a peasant revolt)



Play continues clockwise to the next player still remaining in the campaign. If you are the last player remaining at the end of your turn, the campaign ends (see "F Campaign End").

! Hand Refill Rule

If you are not eliminated from the campaign, you must have 2 cards (or 3, temporarily, after you draw on your turn from the supply) in your hand **at all times**, if possible. Even if a card is taken from you, draw additional cards until you have 2 cards in hand immediately. This happens before a taken card is played. When multiple players must refill their hands at the same time, resolve this in clockwise order starting with the active player. If a player cannot draw a card (and therefore has no cards in hand), then that player is eliminated from the campaign.

E Battle

Attack

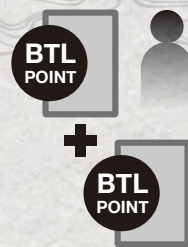


Attack other players by playing a **Warlord, Commander, Captain or 2 Peasants (see "Ikki" below)**. A played card has a Battle Point (BTL) value and specifies how many players it attacks. With the exception of the Peasant, you must attack with one card only. Multi-player attacks are separate and simultaneous.

"Ikki" (peasant revolt): Playing 2 Peasants initiates a 5 BTL attack against all other players.

Defense

Each defending player **sums the Battle Points from all of the cards** in his or her hand. If that sum is equal to or higher than the attacking card's Battle Points, the defender shows the attacking player his or her hand, and the attack against that defender is blocked. The defender keeps the cards in his or her hand. If the defending player has fewer total Battle Points, the defender is eliminated from the current campaign.



Special Blocks: If attacked before your first turn of a campaign, you can block the attack by adding 1 Mangoku Coin to the center coin pile. You may do this once for each attack that occurs before your first turn.

Player Elimination

An attacker who is blocked remains in the campaign. A defender who is defeated is eliminated from the campaign. When eliminated, you must discard your entire hand face up, but keep their Mangoku Coins and wait for the next campaign to begin. Eliminated players can still be affected by Bandits and Merchants.

F Campaign End

- 1 If you are **the last player remaining after a battle**, the campaign ends and you take all the Mangoku Coins in the center coin pile. If one of the players has no Mangoku Coins left at campaign end, the entire game ends (see "A Victory").

- 2 If **the Emperor Card is played, or if there are no cards** for a player to draw at the beginning of his or her turn, then the player with the highest sum of Honor Points in his or her hand wins the campaign and takes all the Mangoku Coins in the in the center coin pile. A new campaign then begins. However, if the top players are tied, those players shuffle the deck and draw one card each. The card with the most Honor Points wins. Repeat this as necessary to determine the campaign winner. If one of the players has no Mangoku Coins left at the end of the campaign, the game ends (See "A Victory").

- 3 If the game did not end after this campaign, then this campaign's winner takes the first turn of the next campaign.

G FAQ Frequently Asked Questions

- Q1 What happens if I have no Mangoku Coins left to block an attack before my first turn of a campaign?**

A1: You are unable to block and are eliminated from the campaign.

- Q2 What happens if I cannot draw up to 2 cards at the end of a turn?**

A2: You finish the campaign with the cards remaining in your hand; you simply sum the Honor Points of any cards you still have in hand.

- Q3 What happens if I have no Mangoku Coins during a campaign when the Bandit or Merchant is played against me?**

A3: You have nothing to give, and you remain in the campaign.

- Q4 Do eliminated players still need to pay Mangoku if the Bandit or Merchant is played?**

A4: Yes, unless they have no Mangoku Coins left.

- Q5 Can I reveal information I've learned about other players' hands?**

A5: In the spirit of the game, and for the sake of your honor, you shall not.

- Q6 If I end a campaign by playing the Emperor, do his 5 Honor Points count toward my total?**

A6: No. Played cards do not count toward your Honor Point total. Only count the cards you still have in your hand.

- Q7 If I take a Peasant card from another player or the discard pile, may I then combine it with a Peasant already in my hand to initiate an Ikki (peasant revolt)?**

A7: Yes.

- Q8 Can I play a Monk on my turn, as opposed to using it as a reaction to an opponent's play?**

A8: Yes, but nothing will happen.

- Q9 Can I cancel the Monk, Emperor, Peasant Revolt or Shrine Maiden with my Monk card?**

A9: Monk and Emperor cannot be canceled. As far as any other card is concerned, you can only cancel those cards' effect on you, but not their effects on other players.

- Q10 Can I use 2 Peasants cards (Ikki) as a defense?**

A10: No.