

Samurai

Players	2 – 4	Length	45 min
Set-up	<ul style="list-style-type: none"> • Every player takes the 20 hex tokens in their color and their screen. • Construct the board layout depending on number of players (see manual). • Token Selection. Each player looks at and chooses 5 tokens, placing them face-up behind their screen; remaining tokens shuffled face down in front of the screen. • Figure Placement. Starting with the youngest player and going in clockwise order, each player places a single figure (High Helmet, Buddha, or Rice Field) onto the board in a city or village. Edo must be filled with 3 figures before filling to the other (two-building) cities. The cities must be filled with two figures before players can place figures in the (one-building) villages. <i>There can never be two of the same figure in the same city.</i> The figure placement ends when Edo has 3 figures, each city has 2 figures, and each village has 1 figure. The remaining figures are set aside. 		
Rules	<p>The game is turn-based and proceeds in clockwise order. The youngest player starts.</p> <p>The turn consists of, in this order: playing one or more tokens (at least one) on the board, collecting captured figures, and drawing tokens.</p> <p>Playing Tokens: A player may play at most one token without Japanese characters on the bottom of it per turn. Players may also play one or more tokens with Japanese characters on them. The player chooses which order to place these tokens. The land tokens must be placed on empty land hexes (ones not containing any other tokens nor cities/villages). The boat tokens must be placed on water hexes. Each token represents an amount of influence (indicated by the number on the token) for each figure adjacent to it that matches its type. The Boat, Samurai, and Ronin tokens influence every type of figure.</p> <p>There are 2 special tokens: the Figure exchange token and the Token exchange token. When a player plays the Figure exchange token, it is returned to the box and the player swaps two figures on the board*. When a player plays a Token exchange, the player chooses one of their tokens without Japanese characters to be removed and replaced by the Token exchange (0 influence token). The the player immediately plays the removed token elsewhere on the board.</p> <p>Capturing Figures: After a player places one or more tokens, one or more figures may be captured. When a figure is surrounded by tokens on land, the token is captured or removed from the board. Each players adds up the amount of influence on the figure for each token on each adjacent hex. The player with the most influence for the figure takes captures the figure and puts it behind their screen. If there is a tie in influence, the figure is removed from the board and placed aside and is not captured by any player.</p> <p>Draw Tokens: At the end of their turn players draw randomly from the face-down pile in front of their screen, placing each face-up behind their screen, until they have 5 tokens face-up. When a player runs out of tokens, there is no way to get them back!</p>		
Game End	The game ends at the end of a player's turn, when either a) the last figure of a single type is captured/removed or b) a fourth figure is removed and placed aside due to a tie.		
Winner	Every player counts how many figures of each type they captured. If a player captured the most figures in 2 or 3 types, then that player wins. Otherwise, each player who has one of the most figures of a type is eligible to win. Each player counts the number of their figures of the type they do not have the most in; the player with the highest count wins.		
Notes	* When using the Figure exchange token, the restriction that two figures in the same city may not be of the same type still applies.		