



Saigo no Kane

RULEBOOK

The first day of a new school year has begun at the elite Kankyou Gakuen high school. The new pupils are dazzled by the local customs, student clubs organise their first meetings, and friends exchange stories from their holidays. Those who know school life the best, though, are interested in only one thing – the elections.

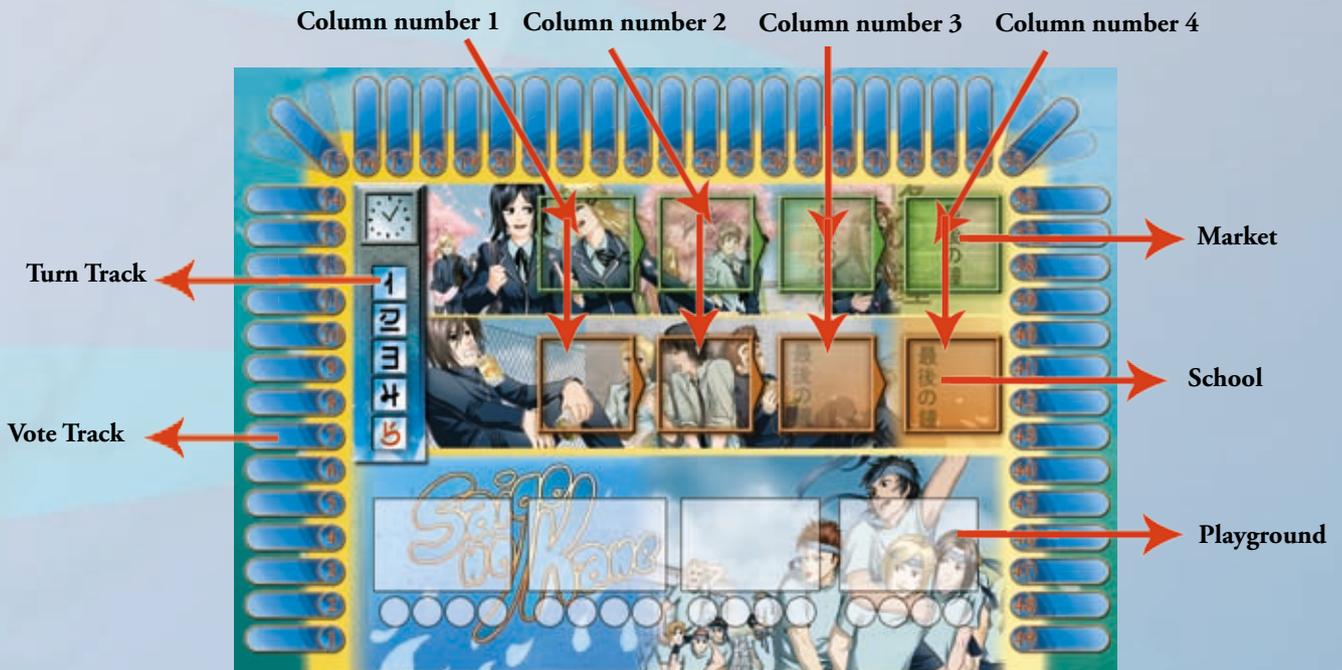
In keeping with tradition, anyone who wants to be school president has one week to present himself to the voters. To do this, students organise numerous events on the school grounds with the help of their supporters. While it may seem as if everything is happening in a friendly atmosphere during that first week, in truth the school becomes an arena for a ruthless fight in which anything goes. By the end of the week the entire class will learn who gains position and influence, and who loses his status and privilege.

Welcome to High School!

Thank you for purchasing Saigo no Kane – now get ready to compete against your friends in a struggle for power and position in a Japanese high school. With the help of students who support you (and money from their parents) you will organise attractive events to gain votes. The player who earns the most votes by the end of the game's fifth round will be the winner.

Game Elements

1 GAME BOARD



30 EVENT CARDS (TWO DECKS)

The orange cards are used in the fifth and final turn,

while the blue cards are used for turns 1-4.



6 CANDIDATE TILES

Name → HARUNO HAREYA

Production (the number of resources the player gains each turn) → +1 (heart), +1 (gold)

Special Rule → (5 hearts, 5 gold, 5 talent tokens, X = X MAX 5)

Club

(the colour of the card background – characters of the same colour, whether students or candidates, increase the production of certain items)

Starting Resources (you start the game with the resources shown here)

72 TALENT TOKENS (12 EACH OF SIX TYPES)



Drama



Science



Sports



Politics



Socialising



Art

48 STUDENT TILES

Name → AKATORA HIDEKI

Cost (what you have to pay to recruit the student) → 6 (heart)

Talents (which talent tokens the character can provide you with) → (Sports) x3, (Science) x2, (Socialising) x2

Production (what the player gains each turn) → +1 (gold)

Production (what the player gains each turn)

Club

(the colour of the card background – characters of the same colour, increase the production of certain items)

18 PLAYER PAWNS AND 18 PLASTIC STANDS



(Used to mark events and the number of votes. Before the first game, place them in plastic stands)

36 ITEM TILES

Cost (what you have to pay) → 3 (gold)

Production Increase (you gain this when you have the right number and colour of characters) → +1 (heart), +2 (heart), +3 (heart)

Production (what the player gains each turn) → +1 (gold), +2 (gold), +3 (gold)

Production (what the player gains each turn)



Cost (what you have to pay) → 2 (gold)

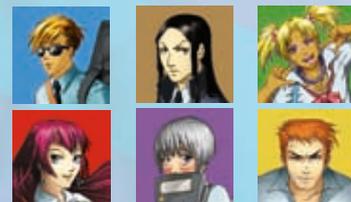
Additional Talents (you gain them if you have the right number and colour of characters) → 2 (gold), 3 (gold)

Talents (which talents you gain after discarding the item) → (Sports) x2, (Science) x3

Talents (which talents you gain after discarding the item)



6 CANDIDATE TOKENS



(Used for drawing candidate tiles at the beginning of the game)

25 TEACHER CARDS



Name

1 TURN MARKER



Marks the current turn on the turn track.

1 TEACHER'S PET MARKER



Special Rule

(choose one of these two actions – details on the final page of the rulebook)

40 POPULARITY MARKERS AND 40 YEN MARKERS



Popularity

(used to recruit students)



Yen

(used to buy items)

8 POPULARITY TOKENS AND 8 YEN TOKENS OF VALUE 5



If any of the elements listed above are missing, please contact us at mpodsiadlo@wolf-fang.pl, and we will send you the missing items as soon as possible.

Symbols



Popularity



Yen



Votes



Talent symbols

(identical to those found on talent tokens)



Teacher cards

If a character or item provides a player with votes, the tile will be marked in one or both of two ways:



A “plus” symbol means that you receive one vote during each “Clean Up” phase (and nothing when buying the tile.)



No “plus” symbol means that you receive the number of votes shown only once, when you purchase the tile.

Game Set-up

Place the game board in the middle of the table. Create the **talent pool** by separating the talents according to their type and placing them so they're easily accessible to all players. With three or four players, use all 72 tokens; with only two players, remove three tokens of each type leaving only 54 tokens. Set up a **popularity bank** and **yen bank** next to the talent pool.

Prepare the event decks by shuffling the blue and orange cards separately and placing them next to the game board.

Shuffle the student tiles and item tiles separately, then form two face-down piles next to the game board. Shuffle the teacher cards and deal three to each player; place the remaining cards in a face-down deck next to the game board.

Each of the players chooses or randomly picks a candidate tile, then takes his markers of the corresponding colour. Place one of them next to the vote track, and the other two in front of the corresponding player.

Each player now takes the popularity, yen and talents shown on his candidate tile, and places them in front of him. Everything that a player owns – students, items, talents, yen, popularity and the number of teacher cards – is public knowledge. Only the specific powers of the teacher cards may be kept secret.

Draw four tiles from the student deck and place them face-up on the four school spaces. If one or more of these tiles costs 6 or more popularity, put these tiles aside and draw new ones until the spaces are filled with students that cost 5 or less popularity. Tiles set aside during this process should be now shuffled back into the deck.

Draw four item tiles and put them in the four market spaces.

Fill both the student and item tracks from right to left, placing the first drawn tile in the fourth column, the second in the third column,, and so forth.

Place the turn marker on space one on the turn track.

You are ready to start the game. For the first turn, the player who was in school most recently takes the teacher's pet marker; the **teacher's pet** goes first and has certain responsibilities during the turn.

If the character, item or teacher decks run out, take the used tiles/cards of this type and shuffle them to create a new deck.

NOTE: You may not look through the discard piles.

Sequence of Play

The game takes place over five days (that is, five turns), with each day divided into four phases:

1. **Prep for School**
2. **Lobby for Support**
3. **Compete in Events**
4. **Clean Up Your Desk**

After finishing the "Clean Up" phase, a new turn begins. The game ends after the shortened Clean Up phase on turn five.

Phase 1: Prep for School

For turns 1-4, the teacher's pet draws event cards from the blue deck and places them in the playground until each empty space is filled. (On the first turn, for example, the player will draw four blue events.) For turn 5, remove all blue events from the playground, then draw four events from the orange deck.

Note: In a two-player game, use only three event cards, not four.

Optional Rule

For your first game, we suggest using only blue events for all five turns. Once you've learned the flow of the game and how everything interacts, add in the orange events for future games.

Now the players decide which events they'll take part in. The teacher's pet places one of his markers on the circular space beneath an event card, then the player on his left does the same, and so forth. Once each player has placed one marker, the teacher's pet places his second marker, and so does the player on his left, etc., until each player has chosen two events.

No player may choose the same event twice, but multiple players may choose to participate in the same event.

Phase 2: Lobby for Support

During this phase, players take actions to get ready to compete in events. The teacher's pet goes first, taking **one action** from those listed below, then the player on his left takes one action, and so forth. You can choose the same action several times during this phase, and the phase ends only when all players pass in succession.

The possible actions are:

- **Recruit a Student**
- **Acquire Talents**
- **Buy an Item**
- **Play a Teacher Card**
- **Use a Candidate's special ability**
- **Pass**

Recruit a Student

To win events, you'll need support from your fellow students. To recruit a student, choose one of the four face-up tiles on the board, pay the popularity price shown in the upper-left corner of the tile, then place the student tile on the table in front of you. You can use this student to obtain talents (either later in this phase or on another turn) and to gain resources during the Clean Up phase.

If the tile includes a vote icon **without** a "plus" symbol, you immediately earn that many votes and move your pawn forward on the vote track.

To finish this action, slide the remaining student tiles to the right, draw the top tile from the student deck, and place it in the leftmost space of the track.



Acquire Talents

Your student supporters each have their own strengths, so draw on them when you need to gain talent tokens. To acquire talent, mark a student tile (that is, turn it 90 degrees to the right), then take the talent tokens indicated on that tile from the talent pool.

As a separate action, you may discard an already marked student tile to receive talent tokens from that student one more time. Place the discarded student on the corresponding discard pile.

A marked student tile may be unmarked (returned to an upright position) only with the help of a teacher card.

NOTE: The number of talents is limited. If there are fewer talents available than you should draw, draw as many as are available, then draw talents of other types until you finish drawing the right number of talents.



Yuki marks Karol Potocki by turning the tile 90 degrees, then takes one Drama and one Politics talent token. Karol Potocki stays marked until someone plays an appropriate teacher card, but Yuki may gain those talents again by discarding the tile.

Buy an Item

Student support on its own isn't enough – you'll need supplies, too! To buy one of the item tiles, pay the cost in yen shown in the upper-left corner, then place the item in front of you.

Items come in several types, each of which is described below:

Cost ← 

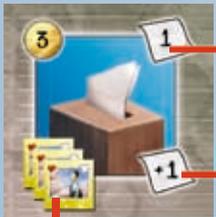
 → The number of resources the item produces in the Clean Up phase

 → If you have the required number of characters (whether students or candidates) in the right colour, the item produces more goods. (With this tile, for example, if you have one yellow character, the item produces two yen; with two characters, it produces three yen.)

 → This item gives you the number of talents shown when it is discarded. (See “discarding items” below.)

 → If you have the required number of characters in the colour shown, the item instead gives you this many talents when discarded.

 → You gain the number of votes shown when you buy the item.

 → If you have three characters of the colour shown, the item gives you this many votes during each Clean Up phase.

Discarding Items

Items that produce yen and popularity or give talents can be discarded to give you the amount of resources they currently produce. This is not treated as an action and therefore can be done at any time, even right before paying for something.

NOTE: You cannot discard an item which gives you votes to gain votes immediately!



Yuki wants to recruit Akatora Hideki, but she has only 3 popularity markers. She discards an item which – thanks to the fact that Yuki has two green characters – gives her 3 popularity markers, then she pays 6 popularity to recruit Akatora to her side.

Play a Teacher Card

Teachers can play a role in your success, too. Each teacher card can be used in two different ways. To play a teacher card, discard it from your hand, then choose one of the two powers shown on the card.

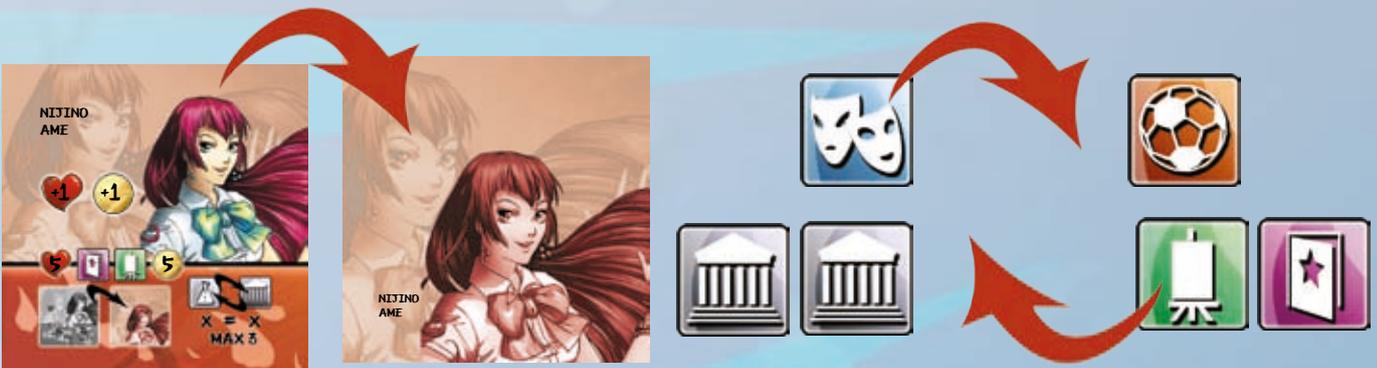
A detailed description of the teacher cards is on the back of this rulebook.

NOTE: Playing a teacher card is always an action, except for Richard Chamberlain III and Heyia Ekichi, who can counter the power of any other teacher card.

Use a Candidate's Special Ability

To be a good candidate, you must be a chameleon, appearing to be all things to all people. To do this, flip your candidate tile face down to exchange one, two or three of your talent tokens for the same number of talent tokens from the pool. Unlike student tiles, your candidate tile will be turned face up automatically at the end of the day. Teacher cards do not affect the orientation of candidate tiles.

A player may not discard a candidate tile to exchange tokens.



Yuki turns her candidate tile face down to its inactive side and exchanges two Politics and one Drama talent for one Art, one Socialising, and one Sports talent.

Pass

A player may pass on taking an action. If his turn comes around again – that is, if all other players don't also pass – then he may take any action he chooses.

The “Lobby for Support” phase ends as soon as all players pass consecutively.

Phase 3: Compete in Events (turns 1-4)

You've gathered supporters, resources, talents, and faculty assistance – now it's time to see how you stack up against the other candidates! On the top of each blue event card are the number of votes up for grabs; the bottom part of the card is divided into two parts, with the requirements on the left side and the rewards on the right. The possible rewards are:

The possible rewards are:



Popularity: the player receives this many popularity markers



Yen: the player receives this many yen



Cards: the player draws this many teacher cards

During this phase, the teacher's pet chooses the order in which the events take place. In clockwise order from the teacher's pet, all players taking part in the current event discard the markers and tokens shown in the requirement section. For each type of item shown in the requirements section, the player pays either the entire number listed or none at all. **No partial payments are allowed!** Remember that you can discard items and students to receive popularity and talent tokens. A player may also discard none of the required markers, forfeiting the event.



This event requires players to discard 3 popularity markers, 3 Drama talents and 2 Art talents. Yuki may either discard all of these resources or only part of them (discarding 3 Drama and 2 Art talents, for example, but not popularity). She can't discard fewer markers than required (for example, 2 instead of 3 popularity).

The players who fulfilled **all** the requirements for an event gain the full set of rewards (all the markers or cards shown on the right-hand side of the card). In addition, the number of votes is divided between these players, rounded down.

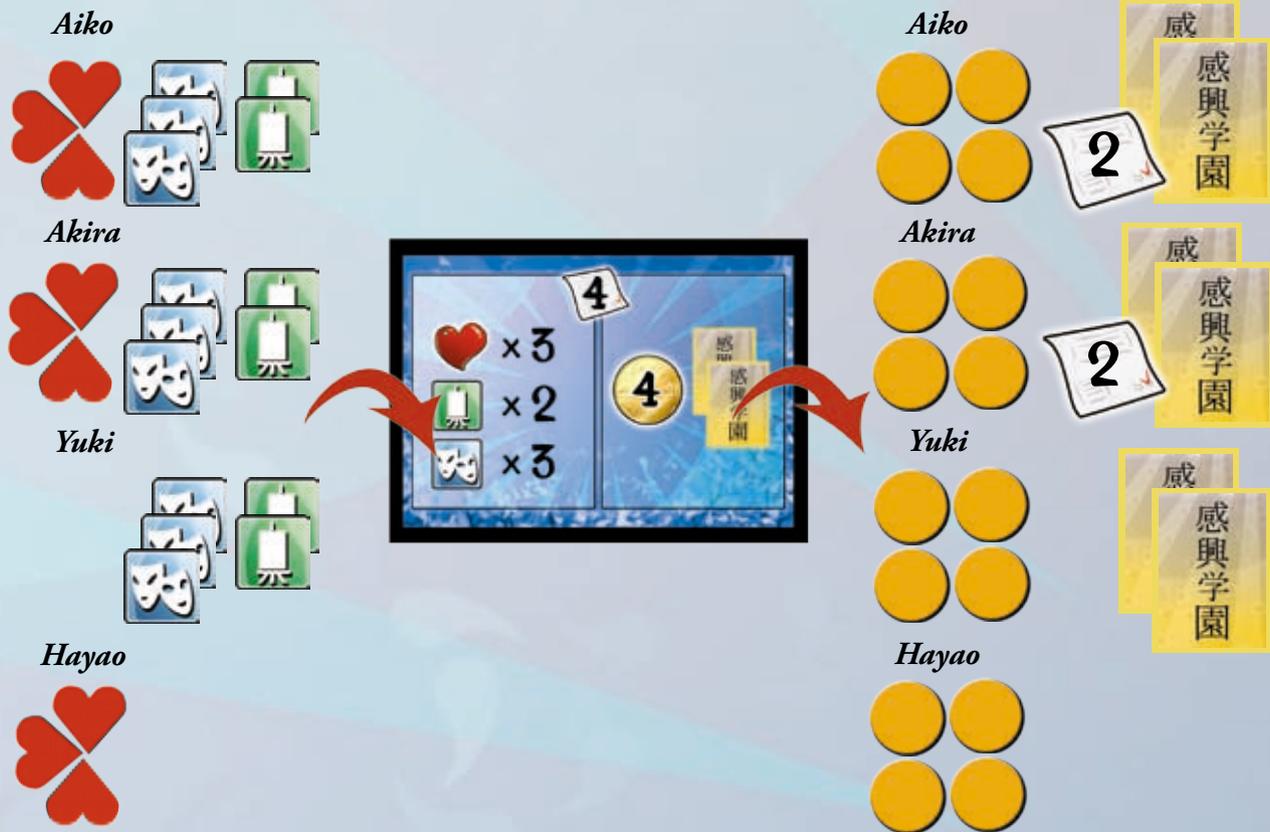
Players who fulfilled only part of the requirements choose one element of the reward for each type of marker they discarded.

Aiko and Akira have both discarded 3 popularity, 3 Drama talents and 2 Art talents. Yuki has discarded 3 Drama and 2 Art talents, and Hadyo has discarded only 3 popularity.

Aiko and Akira have fulfilled all the requirements, so they are rewarded with 4 yen and 2 cards. Furthermore, the votes are divided between them ($4/2$ votes = 2 votes).

Yuki hasn't fulfilled all of the requirements, but she has discarded two types of markers and may therefore choose two rewards. She takes 4 yen and 2 cards (but no votes).

Hayao has discarded only one type of marker, so he can choose only one reward. He takes 4 yen.



After finishing the event, place the card on the discard pile, return the markers to the players, and move on to the next event. Players can use the rewards from one event to meet the requirements of another one. If no one took part in an event (whether because no one chose it or players forfeited the event), leave the card on the board for the next turn.



Auctions

Events marked with an "X" symbol represent auctions. To determine who wins this event, players take all the markers of the proper type into their hands and secretly decide how many they will spend. They then simultaneously reveal their wagers and discard those markers. The player (or players) who discarded the most markers fulfills the event and gains the rewards and votes. (Divide the votes and round down if multiple players win.) Any other bidders have fulfilled the event partially and can choose one of the rewards. If a player offers no markers, he is considered to have forfeited the event and thus gains nothing.

Additional scoring

Once all the events have ended, players can gain additional votes. For each condition mentioned below, the player who fulfills it earns one vote.

- the most items
- the most students
- the most talent tokens
- the most popularity
- the most yen

If players tie for the largest collection of something, then no vote is awarded.



Example: After finishing the “Compete in Events” phase, Aiko has four students, two items, two talent tokens, five yen, and two popularity. Hayao has three students, five items, three talent tokens, two yen and no popularity. Yuki has three students, three items, six talents, two yen and two popularity. That means:

- Aiko, who has the most students and yen, gets 2 votes
- Hayao, who has the most items, gets 1 vote
- Yuki, who has the most talents, gets 1 vote

Because no single player has the most popularity (Yuki and Aiko are even), the bonus vote is lost.

Phase 3: Compete in Events (turn 5)

In the final turn, four orange events are available and no blue ones. At this point in the competition, nothing matters but the votes, so no rewards are available!

The “additional scoring” step occurs as in phases 1-4, but a different set of requirements is used. For each condition mentioned below, the player who fulfills it earns one vote.

- a) the most items
- b) the most students
- c) the most talent tokens
- d) the most characters from each club

As in turns 1-4, if there is a tie in a category, then nobody earns that vote.

Phase 4: Clean Up Your Desk

The school day is over, and you need to prepare for tomorrow when all the students will clash once again. To get everything ready, you must:

1. Discard cards and tokens, if needed
2. Return the candidate tiles to their active side
3. Produce resources and votes
4. Prepare the game board
5. Pass the teacher's pet marker and move the turn marker

(In turn #5, skip all parts of this phase other than production.)

Discard cards and tokens

Players may hold no more than four talent tokens and five teacher cards in their hand at the start of a new day. All players who hold more than this amount must discard down to these levels, placing discarded tokens in their respective pools and cards on their discard pile.

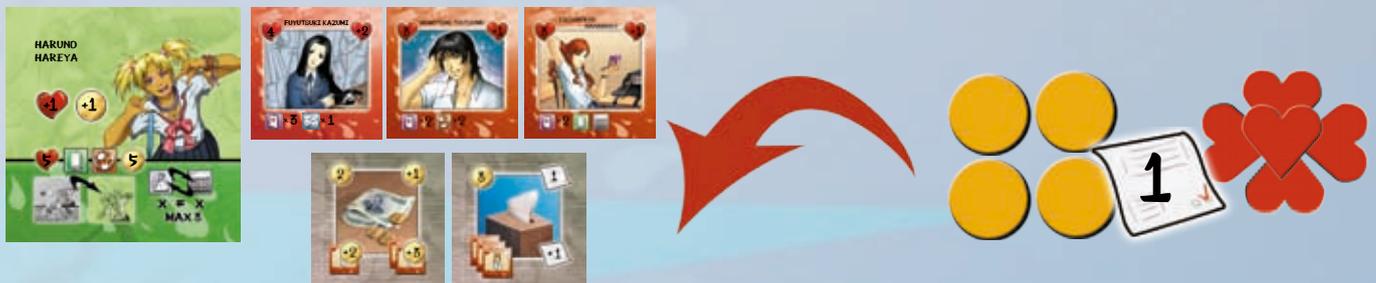
Return the candidate tiles to their active side

Turn all candidate tiles to their active side, which shows that they can use their ability in the upcoming turn.

Produce resources and votes

Each player sums the popularity and yen produced by their candidate tiles, student tiles and items, then takes the proper number of resources from the bank. If a player earns votes, then advance his scoring marker the proper amount on the track.

Note: Students produce the resources and votes shown, whether they're marked or not.



Yuki gains 5 popularity, 4 yen and (since she has three red students) 1 vote.

Prepare the game board

The teacher's pet removes the student and item from the rightmost column in the school and market areas, moves the remaining tiles one space to the right, then draws a new student and item and places them in the empty spaces of the appropriate tracks.





Pass the teacher's pet marker and move the turn marker

At the end of the phase the teacher's pet gives the teacher's pet marker to the player with the fewest points (which may be himself). If two or more players are tied, the marker goes to the player sitting closest to the teacher's pet in clockwise order. The player who gets the marker is the new teacher's pet, and his first duty is to move the turn marker one space forward.

Unless you have just finished turn 5, a new turn now begins.

Game end

The game ends after the Clean Up phase in the fifth turn. The player with the most votes wins! In case of a tie, the tied players sum the popularity cost of all of their students, and the one with the higher total wins. If that doesn't break the tie, the tied player with fewer students wins. If that doesn't break the tie, the tied player with the largest sum of yen and popularity wins. If tied players still have the same sum, then they share the victory.

Credits:

Game design: Marcin Podsiadło

Creative input: Małgorzata Majkowska, Tomasz Z. Majkowski, Maciej Zasowski

Graphic design: Agnieszka Bała

Illustrations: Joanna Krótka, Agnieszka Mirosław, Tomasz Tworek

Production: Marcin Podsiadło

English version: Krzysztof Zięba, W. Eric Martin

German version: Katrin Adler, Marcin Szrama

Correction of the English language rulebook: W. Eric Martin

Correction of the German language rulebook: Britta Stöckmann, Mario Steigerwald

Playtesting: Laura Gyabronka-Pasek, Julia Janikowska, Paulina Krupnik, Łukasz Czosnowski, Paweł Furman, Artur Jedliński, Wojciech Krupnik, Janusz Pasek, Bogusz Przybylski, Arkadiusz Słowik, Michał 'Puszon' Stachyra, Szymon Szweda, Oskar Usarek, Maciej 'Squa' Zasowski, Krzysztof Zięba

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Clubs

ALPHA&OMEGA – *“Knowledge is power”*

This club is usually called “The Big Brain”, although more malicious people use the title “Egghead Club”. Its members are mostly students whose goal in life is science and the scientific understanding of the world. This is where young adepts of the exact sciences, nature studies and IT feel at home. The club is the most versatile when it comes to different talents, and joining the group requires a high level of knowledge. The Eggheads are not very popular in school, however, because they are considered to be boring by a lot of people.

The club’s guardian is Mrs. Yoko Kishimoto, the chemistry teacher.



ALCANTARA - *“Only a fool is afraid to look the truth in the eye”*

This club was started by a German ambassador’s son, and the aim was to unite students from foreign countries (back then – only from Europe) to cultivate the high European culture and broaden the members’ knowledge. In the beginning, the club was a very elite and mostly secret club. Even today not everyone can join, and some structures of the club are kept secret. The society unites people from abroad as well as from Japan, and its members are recruited mostly from the children of the social elite – which is why Alcantara members not only know how to behave in different situations, but also how to win the support of the school’s community using appropriate words. The club’s organisation means that it’s extremely hard to become a member, but the prestige that comes with it guarantees great popularity with the students.

The club’s guardian is Mr. Richard Chamberlain III, the English teacher.



SUPER STARS - *“Seize the day, the rest is a dream”*

The members of this club are usually called “Dollies”, perhaps because it is said that they recruit only people with plastic looks who are hollow inside. In fact, they are mostly people who don’t like to work (either mentally and physically, other than bodybuilding), but want to have fun and always look good. Thanks to an excellent organisation and almost infinite funds – Dad’s golden credit card is a must – the Super Stars have an annual place in the school’s lead. One would be stupid to disregard the intelligence of the Dollies though, since although the ordinary member may not always be very bright, the leaders are masters of intrigue, who will stop at nothing to gain power in the school.

The club’s guardian is Mrs. Akiko Fukada, the dancing and singing teacher.



QLTURAL QLUB - *“Art is the great ear and eye of the world”*

This club is usually called “The Q Files” because of the very different interests of the members. At first sight, the club looks like a conglomerate of random students, who, for unknown reasons, banded together. This is only an illusion, though, because they all share a common passion toward art and culture. This is the place for young adepts of broadly defined culture, including everything from alternative music to comic books. The different hobbies of the members and universal access to the group both account for the fact that the Qltural Qlub is one of the biggest societies in the school.

The club’s guardian is Mr. Heyia Ekichi, the social studies teacher.



STRENGTH AND HONOUR - *“Loyalty towards learning harmony is the essence of honour”*

The “Strength and Honour” club has its roots in a kendo training class which has existed at the Kankyō Gakuen school since its beginning. The teachings that the first sensei gave to his students explained that you can use your full capabilities only when your soul and body stay in harmony. News about the teacher’s wisdom caused more people who wished to overcome their weaknesses to join the club, and he helped them to get better and better at many things not necessarily connected to kendo. Most of them were interested in sports, but there were some who thought that learning harmony would help them to learn about life. This is how the “Strength and Honour” club originated, with its members still cultivating the teachings of its master and trying to live in the way that he had shown them.

The club’s guardian is Mr. Matsuo Daigoku, the P.E. teacher.



Of course not all the students of Kankyō Gakuen are a part of the big clubs. Many of them choose to maintain an independent status. If someone thinks they are losers who are not worthy of being a member of one of the clubs, they are gravely mistaken. Many independent students are great individuals, who the clubs would gladly see in their ranks.



1. Mark a student or discard a student who is already marked. That student's candidate receives no talents as compensation.

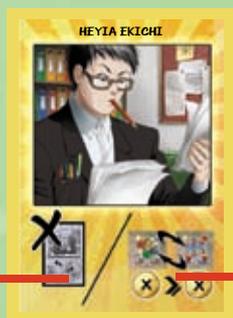


2. Un-mark one of your students.

1. Discard one item from the market, move the remaining items to the right, then draw a new item. You may immediately buy one item.



1. Play when an opponent uses a teacher card – that card doesn't work.



2. Exchange one of your items for an item in the market that costs the same amount of yen or less. If the new item gives you votes, score them like normal.

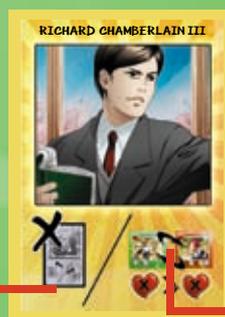
2. Discard a student from school, move the remaining students to the right, then draw a new student. You may immediately recruit one student.

1. An opponent of your choice loses 2 popularity.



2. An opponent of your choice loses 2 yen.

1. Play when an opponent uses a teacher card – that card doesn't work.



2. Exchange one of your students for a student in school who costs the same amount of popularity or less. The new student enters the game unmarked. If the student gives you votes, score them like normal.

Phase 1: Prep for School

1. Reveal new events
2. Choose events

Phase 2: Lobby for Support

The possible actions are:

- Recruit a student
- Obtain talents
- Buy an item
- Play a teacher card
- Use a candidate's special ability
- Pass

Phase 3: Compete in Events (turns 1-4)

1. Carry out events
2. Additional scoring

Phase 3: Compete in Events (turn 5)

1. Carrying out events
2. Additional scoring

Phase 4: Clean Up Your Desk

1. Discard any excess cards and tokens
2. Return the candidate tiles to their active side
3. Produce resources and votes
4. Prepare the game board
5. Pass on the teacher's pet marker and move the turn marker

Additional scoring (turns 1-4)

- a) the most items
- b) the most characters
- c) the most talent tokens
- d) the most popularity
- e) the most yen

Additional scoring (turn 5)

- a) the most items
- b) the most characters
- c) the most talent tokens
- d) the most characters from each club (from each colour, including the candidate)