

江戸幕府

江戸

A board game for 2 to 5 cunning clan leaders, ages 14 and up

Japan, the year 1605. Hidetada Tokugawa succeeds his father as Shogun. He rules the country from Yedo, the city known today as Tokyo. As a Clan leader, your goal is to gain favor with the new shogun and achieve more fame than your rivals.

There are several ways to reach your goal. Will you try to complete as many glorious missions as possible, influence the Shogun during private audiences, or buy lots of luxury goods from the European merchants? It is all up to you! But beware of fateful events, ambushes, and watch patrols that challenge your wit and serenity...

So gather your disciples and enter the gates of Yedo!

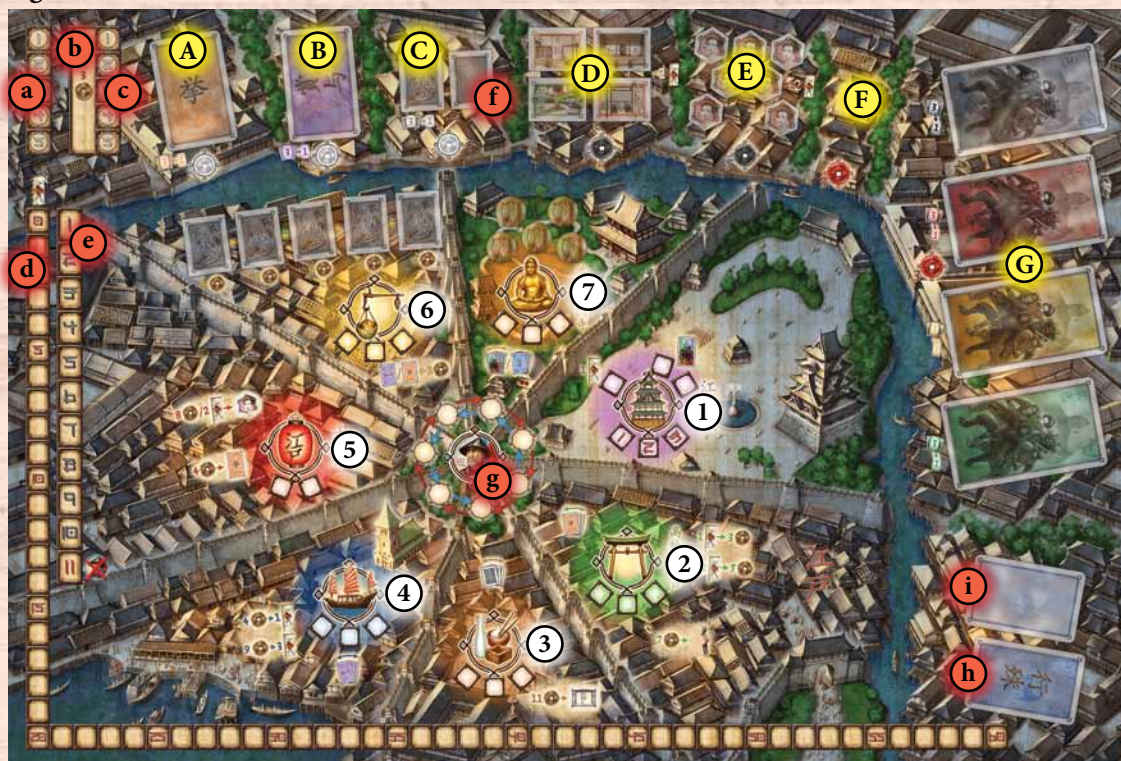
OBJECT OF THE GAME

As leader of your Clan you try to earn as many Prestige Points as possible. You mainly gain Prestige Points by completing Mission Cards, by activating Disciples at certain locations on the game board, and by having fulfilled the tasks of Bonus Cards at the end of the game.

Each player counts his Prestige Points by moving his own Marker along the Score Track on the game board.

COMPONENTS

1 game board



The game board depicts the town of Yedo with its 7 Districts:

- ① The Castle District (Edo-Jo)
- ② The Gates District (Takanawa Okido)
- ③ The Tavern District (Juku)
- ④ The Harbor District (Shiba)
- ⑤ The Red Light District (Yoshiwara)
- ⑥ The Market District (Kyobashi)
- ⑦ The Temple District (Ikegami Hommonji)

The area above and to the right of the river holds assets that you can acquire during the game:

- A Action Cards
- B Bonus Cards
- C Weapons
- D Annexes
- E Geisha
- F Disciples (Reserve)
- G Mission Cards

The game board also shows:

- a Player Order Track
- b Egress space
- c Bidding Track
- d Score Track
- e Round Track
- f Weapon discard pile
- g Watch Patrol circuit
- h Event Cards
- i "Current Event" pile

59 Mission Cards

Completing Mission Cards is the heart and soul of a game of *Yedo* as they are not only the main source of Prestige Points but also give you money and sometimes other assets. You start the game with 4 Missions and can acquire more during the game. There are Mission Cards in 4 colors. The color gives a clue to the difficulty level of that Mission (but it is only a generality).

There are:

12 Green Missions
(easy to achieve)

18 Yellow Missions
(not too difficult)

18 Red Missions
(take quite some effort)

11 Black Missions
(very challenging)

For a detailed discription of how to complete Missions, see page 11.

50 Action Cards



Are played during the game to gain advantages or to obstruct one's opponents

27 Bonus Cards



Are kept till the end of the game, then give Prestige Points depending on their individual tasks

27 Event Cards



Each round a new event is revealed which affects all players

5 Favor Cards



On the back: Blackmail Card

84 Mon tokens (money)

The Mon was the currency most commonly used in Yedo. It resembled and was derived from the Chinese Wen. In 1870, the Mon was replaced by the Yen as the Japanese currency. The game uses coins of 1, 3, and 5 Mon:



16 Annexes (4 of each)

Dojo (Training room)



Kobudo-Ryu
(Weapons school)



Karesansui
(Sacred garden)



Yashiki (Mansion)





5 Clan boards (1 in each player color)

Each player has a Clan board on which he organizes the assets that he obtains during the game.
Most kinds of assets have a particular space assigned and a **limit** to the number that you are allowed to own.

Important: Weapons are always kept face up. Cards are always kept face down, but you are allowed to look at your own cards at any time.

Space for your **Mission Cards** that you have **not** completed yet.

Limit: 4
If you exceed the limit, immediately reduce to the limit by discarding uncompleted Mission Cards of your choice. (Discarded Mission Cards are always placed face down at the bottom of the Mission Card deck of their color).
Keep **face down**.

Clan House
(Keep your Disciples here)

Space for 1 **Blessing**
(Limit: 1)

Spaces for your **Geisha**
(Limit: 3)

1 space for each type of **Annex**
(Limit: 1 of each type of Annex)

Here you place **Mission Cards** after you have completed them.
No limit.
Keep **face down**.

Space for your **Bonus Cards**.

Limit: 2
If you exceed the limit, immediately reduce to the limit by discarding Bonus Cards of your choice. (Discarded Bonus Cards are always placed face down at the bottom of the Bonus Card deck).
Keep **face down**.

Space for your **Action Cards**.

Limit: 3
If you exceed the limit, immediately reduce to the limit by discarding Action Cards of your choice or by playing them, if possible. (Discarded or played Action Cards are always placed face down at the bottom of the Action Card deck.)
Keep **face down**.

Space for your **Weapons**.

Limit: 4
If you exceed the limit, immediately reduce to the limit by discarding Weapons of your choice. (Weapons are always discarded face up onto the Weapon discard pile.)
Keep **face up**.

GEISHA OR SAMURAI?

Yedo is a game for determined players. Every once in a while fate may strike in unpleasant ways. While building up the power of your Clan, you may encounter quite a few setbacks.



For your first game, we recommend to use the Geisha setting. Here, fate will not be too hard on you, and you'll get to know the twists of the game. But don't expect a walk in the park either! To play the Geisha setting, follow the usual rules and those in the yellow Geisha boxes. Ignore the brown Samurai boxes.



On the other hand, setbacks will not unsettle a true samurai. His strength lies in accepting every twist of fate and turning it into greatness. So when you feel ready to handle this, you should play the Samurai setting of the game by following the usual rules and the instructions given in the brown Samurai boxes. Ignore the yellow Geisha boxes.

SETUP



Some **Action Cards** and **Event Cards** have "Samurai" written at the top right corner. Remove these "Samurai" cards from the game and return them to the box. They are not needed.

- ✂ Put the **game board** in the middle of the table.
- ✂ Shuffle the **Action Cards** and place them as a face down deck onto the indicated space on the game board **1**.
- ✂ Do the same with the **Bonus Cards** **2**, the **Event Cards** **3**, and each of the 4 colors of **Mission Cards** **4**.
- ✂ Shuffle the **Weapons** and put them as a face down deck onto the indicated space **5**. Then take 2 Weapons from the top of the deck and put them face up onto both **6** spaces on the right of the **Market** **6**.
- ✂ Place **one Blessing counter per player** onto the indicated spaces in the Temple District **7**. Return any spare Blessing counters to the box.

- ✂ Place all **Mon** as a supply next to the game board. This supply will be called the "bank". Then put 3 Mon onto the **Church** in the Harbor District **8**.
- ✂ Sort the **Annexes** by type, forming 4 piles. Depending on the number of players, each pile contains a certain number of **Annex** tiles:
 - 2 players: 2 tiles
 - 3 players: 2 tiles
 - 4 players: 3 tiles
 - 5 players: all 4 tiles
 Place the piles face up onto their spaces on the game board **9**. Return any spare Annex tiles to the box.



- ✂ Depending on the number of players, put a certain number of **Geisha counters** onto the indicated spaces on the game board **10**:
 - 2 players: 3 Geisha
 - 3 players: 5 Geisha
 - 4 players: 6 Geisha
 - 5 players: all 7 Geisha
 Return any spare Geisha counters to the box.
- ✂ Take the "**District inaccessible**" counter and place it next to the game board. It is needed later.
- ✂ Place the gray **Round Marker** on space "1" of the **Round Track** **11**.
- ✂ Take the **Watch Patrol coin** and flip it to determine the starting color of the **Watch Patrol**. Take the Watch Patrol of that color and place it onto the Watch Patrol circuit space in the Gates District **12**. The Watch Patrol of the other color is placed next to the game board. Return the coin to the box.



⌘ Depending on the number of players, reduce the number of **Assignment spaces** in the Districts by covering them with **Placeholder counters**:



In a 2-player game:

Put a Placeholder counter onto each of the 10 spaces shown on the right.



In a 3-player game:

Put a Placeholder counter onto each of the 6 spaces shown on the right.



In a 4-player game:

Put a Placeholder counter onto the following space:

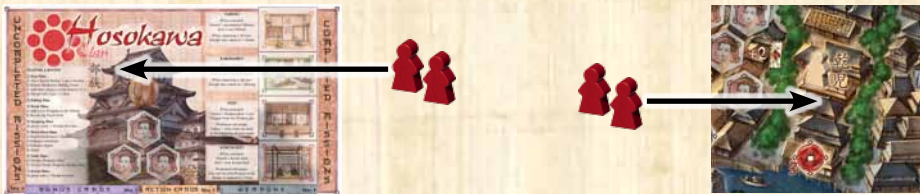


In a 5-player game:

No space is covered.

⌘ Each player picks a **Clan board** and takes the 4 **Disciples** and 3 **Markers** of the corresponding color.

Each player places 2 of his Disciples onto his Clan House and the remaining 2 on the “Reserve” space on the game board.



Determine a starting player at random. The starting player places one of his Markers onto the “1” spot of the **Player Order Track** and another one onto the “1” spot of the **Bidding Track**. In a clockwise direction, all other players do the same by placing their Markers onto the next free numbered spot on both tracks. For now, the player order is set in a clockwise direction; later in the game the player order is likely to change.

Take the remaining Marker of each player and stack those in any order on the red space of the **Score Track**. (Each player starts with 1 Prestige Point.)

Example from a 4-player game:
Blue is the first player, Red is second, Yellow third, and Green last.



Finally, each player receives his starting capital and assets:

⌘ **4 Mission Cards:** The player who is last on the Player Order Track draws the top card of any of the 4 Mission Card decks, keeping it hidden from the other players.

Then, in a counter-clockwise direction, each other player also draws the top card of any of the 4 Mission Card decks. Repeat this procedure until each player has 4 Mission Cards.

Important: At least one of your 4 Mission Cards **must** be a Red or Black Mission Card.

Remember, the difficulty of completing Mission Cards is indicated by their color. Apart from the one Red or Black Mission that you must take, we recommend you concentrate on Green and Yellow Mission Cards in the beginning, as they can be completed faster and thereby provide the money you need to prepare for harder Missions.

⌘ **12 Mon:** Each player receives 12 Mon from the bank.

⌘ **1 Action Card:**

In player order, each player draws the top card of the Action Card deck.

In player order, each player takes the top 3 cards of the Action Card deck. He keeps one of these cards and returns the other 2 face down to the bottom of the deck.

⌘ **1 Favor of the Shogun:** Take the 5 **Favor Cards** and display them face up in a row. First, the last player on the Player Order Track takes one of the cards and immediately receives the assets shown on it. Then he flips his Favor Card over to the **Blackmail** side and places it close to his Clan board. In reversed player order, each other player chooses one of the remaining Favor Cards, receives the listed assets, and places the Blackmail Card next to his board. After each player has received his favor, return any remaining Favor Cards to the box.

The Favor Cards

- Gain the top card of the Action Card deck and 3 additional Mon.
- Gain the top card of the Bonus Card deck and 3 additional Mon.
- Gain the top card of the Weapon deck and 3 additional Mon.
- Gain 7 additional Mon.
- Take a Blessing counter from the Temple District and place it onto the appropriate space on your Clan board.

The Blackmail Card

The Blackmail Card is a special Action Card. However, it is kept face up, does not count towards the Action Card limit and cannot be countered by other Action Cards. Players who still own their Blackmail Card at the end of the game (because they have not played it) gain 2 Prestige Points.

PLAYING THE GAME

A game of *Yedo* is played over 11 rounds. Each round comprises the following 7 phases that are always executed in the same order:

1. **The Prep Phase** - Preparations for the round
2. **The Bidding Phase** - Players bid on assets
3. **The Event Phase** - An event is revealed that affects aspects of the gameplay
4. **The Assigning Phase** - Players place their Disciples onto the game board and their Annexes
5. **The Watch Patrol Phase** - The Watch Patrol moves and arrests Disciples in the District in which it stops
6. **The Trade Phase** - Players may trade assets with each other in the Tavern District and the Market District
7. **The Action Phase** - Players activate their Disciples to gain assets, Prestige Points, or to complete Missions

The game usually ends after 11 rounds. Alternatively the game ends at the end of any round in which a player completes the Mission “Kill the Shogun”.
At the end of the game, players score Prestige Points for Bonus Cards and

unused Blackmail Cards. These are added to the Prestige Points they gained throughout the game. The player who scores the most Prestige Points in total wins the game.

The Action Cards

Players can play Action Cards throughout the game to alter certain aspects of the gameplay.

After an Action Card has been played (or discarded) it is placed face down at the bottom of the Action Card deck.

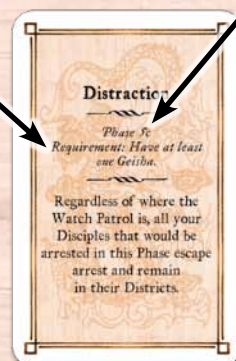
If two or more players want to play a similar Action Card at the exact same moment (and they cannot work it out in any other way), the player farther up the Player Order Track goes first and the others follow accordingly.

Some cards can be played at **any moment**.



Other cards may only be played during a **certain phase** or at a **specific moment**.

Some Cards also state **requirements** that need to be met at the moment they are played. (You do not have to surrender what is required; you need only have it.)



Note: If a “Walls Have Ears” card is played upon another “Walls Have Ears” card, it reinstates the effect of the original card that the first “Walls Have Ears” card was intended to negate.

1. THE PREP PHASE

Note: Skip the Prep Phase in the first round, since all preparations for this round are already made during the setup.

In the Prep Phase you always do the following **4 steps**.

- a) Move the **Round Marker** on the Round Track one space forward to indicate the number of the new round.



- b) All players return their **Markers** from the Bidding spaces and the Egress space (see 2. *Bidding Phase*) to the Bidding Track in the order currently displayed on the Player Order Track.



- c) Add **Mon** from the bank to the Church in the Harbor District:
- If the Church is empty, put **3 Mon** on it.
 - If there is still Mon left on the church, add only **1 Mon** to it.



- d) Each player who owns the Annex “Dojo” receives 1 Mon from the bank.



Important note for the Prep Phase in the final round (round 11):



Remove the Watch Patrol entirely from the game for the final round.



Do **not** remove the Watch Patrol from the game for the final round.

2. THE BIDDING PHASE

During the Bidding Phase, players can participate in a number of auctions to acquire one extra asset each. Each round, the same kinds of assets are put up for auction. There are 7 auction categories in total:

- | | | |
|-----------------|------------|------------------|
| 1. Action Cards | 4. Annexes | 6. Disciples |
| 2. Bonus Cards | 5. Geisha | 7. Mission Cards |
| 3. Weapons | | |

The player who wins an auction category with his bid receives the reward of that category. See page 8 for a detailed description of the rewards.

Note: The Bidding Phase in the 2-player game and the 3-player game differs slightly from the Bidding Phase with 4 and 5 players. First, read the description of the Bidding Phase in the 4 and 5-player game. The differences with 2 and 3 players are mentioned afterwards.

The Bidding Phase with 4 or 5 players

The player who is farthest up the Bidding Track starts an auction by announcing an auction category of his choice; for example, Weapons. By announcing the category, the player automatically places the minimum bid for that category (which is stated next to the Bidding space of that category; 5 Mon for Annexes and Geisha, 3 Mon for all other categories). He may not bid more or less Mon.

Then, the next player on the Bidding Track may either place a higher bid or pass. This continues down the Bidding Track until each player on the Bidding track has **once** either chosen to top the prior bid or to pass. Finally, the player farthest up the Bidding Track is the last to choose to top the highest bid or pass. The auction is won by the player who placed the highest bid. The winner pays his bid to the bank, takes his Marker from the Bidding Track and places it onto the Bidding space of the auction category he just won. This auction category is closed for the rest of this Bidding Phase and the player is not allowed to participate in other auctions this round. Finally, the player receives the reward of his auction category (see next page).

Then, the next auction is announced by the player who is now farthest up the Bidding Track (which may be the same player as before if he didn't win the prior auction). The player chooses an auction category which is not yet closed and the procedure described above is repeated. Play continues in this manner until each player has either won an auction or chosen to drop out of the Bidding Phase.

Further rules and notes:

- If the minimum bid of the announcer is not topped by another player, he gets the reward by paying the minimum bid.
- If it is a player's turn to announce a category, he may instead choose to drop out of the Bidding phase immediately (by moving his Marker from the Bidding Track to the Egress space). However, for this he **does not** receive any Mon.
- Mon is not kept hidden. The Mon of each player must be displayed clearly in front of him.
- No player may place a bid that he cannot afford to pay. (If a player wins an auction and cannot pay his bid, he does not acquire any assets, but loses all his Mon anyway. Then he drops out of the Bidding Phase and the auction category is **not** closed.)
- If it is a player's turn to announce a category, he may choose any auction category that is not yet closed. However, if a player wins this category, he must always pay his bid even if he cannot acquire the respective asset (because the supply is exhausted, for example.)

Important: At the start of the Bidding Phase, each player is asked in player order if he wants to take part in this round's auctions.



If a player is unable (because of insufficient funds) or unwilling to participate, he may now drop out of the Bidding Phase by moving his Marker from the Bidding Track to the **Egress space**. For this he receives **3 Mon** from the bank.

Example of an auction:

It is Blue's turn to announce an auction category. He cannot choose the Bonus Card



category as it is already closed (because Yellow has won it). He chooses the Weapon category and places the minimum bid of 3 Mon. Now Green can top that bid by raising the amount to at least 4 Mon, or he may pass. Green decides to go for it and says 6 Mon. Blue now gets the final chance to improve his bid by saying 7 Mon or to leave the category to Green. Blue decides to win the auction for 7 Mon, pays it to the bank, moves his Marker to the Bidding space, and chooses one Weapon out of the top 3 as a reward. After that, Green chooses a new category which he automatically wins with the minimum bid (since he is now the only player left on the Bidding Track).

The Bidding Phase with 2 or 3 players

All of the rules described above apply. However, there is one important difference: There are only 3 main auction categories, each of which comprises 2 or 3 subcategories:



The White category - comprising the Action Card, Bonus Card, and Weapon categories (minimum bid: 3 Mon)



The Black category - comprising the Annex and Geisha categories (minimum bid: 5 Mon)



The Red category - comprising the Disciple and Mission Card categories (minimum bid: 3 Mon)

Players can only announce one of the 3 main categories. The player who wins that category chooses one of its subcategories and receives that asset. (For example, if it is the White category, he may choose to acquire EITHER an Action Card OR a Bonus Card OR a Weapon). Then he moves his Marker from the Bidding Track to the subcategory's Bidding space. The main category of that color (including all its subcategories) is then closed for the rest of the round.

List of rewards in the auction categories

Action Cards

Draw the top 3 cards of the Action Card deck. Keep **one** of them.

Discard the other 2 by placing them face down at the bottom of the Action Card deck.

Bonus Cards

Draw the top 3 cards of the Bonus Card deck. Keep **one** of them.

Discard the other 2 by placing them face down at the bottom of the Action Card deck.

Weapons

Draw the top 3 Weapons of the Weapon deck.

Keep **one** of them.

Discard the other 2 by placing them face up onto the Weapon discard pile.



Annexes

Take **one** Annex of your choice (that you do not own yet) and place it onto the appropriate space on your Clan board. You also receive **2 Prestige Points**. (You may win the auction for that category even if you already own all available Annexes or if the supply is exhausted. In that case, you only gain 2 Prestige Points.)

Geisha

Take **one** Geisha and place it onto an appropriate space on your Clan board.

You also receive **2 Prestige Points**. (If you win the auction for this category and the supply is exhausted, you only gain 2 Prestige Points.)

Disciples

Take **one** of your Disciples from the Reserve space and place it onto your Clan House.

Mission Cards

Draw the top 3 cards of one Mission Card deck of your choice. Keep **one** of the 3 cards. Discard the other 2 by placing them face down at the bottom of their Mission Card deck.

Note: If there are fewer than 3 Mission Cards available in the deck of your choice, you can only choose from those. If a Mission Card deck is exhausted, you cannot gain a Mission Card of that color.

3. THE EVENT PHASE

In the Event Phase you always do the following 2 steps:

a) Adjust the Market

If there are Weapons on the 3 leftmost spaces of the **Market** (8 🍵), clear those 3 spaces by sliding the 2 leftmost Weapons over to the right; onto the 6 🍵 spaces. The other Weapons previously on the 6 🍵 spaces and the one on the middle space (if any) drop out of the Market and are discarded onto the Weapon discard pile.

Then take the top 3 Weapons from the Weapon deck and place them from left to right in the order they appear onto the first 3 spaces of the Market.

Note: If the Weapon deck is exhausted, shuffle the Weapon discard pile and place it as the new deck.

b) Reveal an Event Card

Take the top card of the Event Card deck and read the text out loud. Then place the card face up onto the **“Current Event”** pile, covering the event of the previous round. The new event takes effect immediately.

This can be an effect that must be carried out right away or an effect that spans the entire round; just follow the instructions on the card.



If an Event Card makes a District inaccessible for the rest of the round, take the “District inaccessible” counter and place it onto the District.



Example:

1st: The 2 leftmost Weapons move to the 6 🍵 spaces. The rest drop out.



2nd: 3 new Weapons are put onto the 3 leftmost spaces of the Market.



In the Samurai setting, there are a few rather cruel events that make every player lose certain assets. (For example, the event “Earthquake” makes you lose 1 Disciple and 1 Annex.) However, these effects can be reduced for any players who return a Blessing counter from their Clan boards to the Temple District (see page 13 “The Temple District” on how to become blessed). So it is always a good idea to have a Blessing!

4. THE ASSIGNING PHASE

In the Assigning Phase, players place their available Disciples onto the game board or their own Annexes to enable these Disciples to perform certain actions in Phase 7 (*see pages 10 to 15 for details*).

In player order, each player places one Disciple at a time until all Disciples are placed.

The player whose marker is farthest up the Player Order Track begins by placing one of his Disciples onto either:

any free **Assignment space** in an accessible District



OR

one of the **Annexes** he has already built on his Clan board



Then, the player who comes second on the Player Order Track gets to place a Disciple, then the third player, and so on. After each Player has placed one Disciple, the first player assigns his second Disciple, etc. This continues until all Disciples are assigned.

- Each Assignment space and Annex only accommodates one Disciple. If all spaces in a District are occupied (either by a Disciple or a Placeholder counter), no other Disciple can be placed there.
- No player may assign more than one Disciple to the Bower (the 3 numbered Assignment spaces in the Castle District).
- If due to an event, the “District inaccessible” counter is placed on a District, you cannot place your Disciple onto any of its Assignment spaces (unless you play the Action Card “Heart of the Dragon”).
- A player must assign all his Disciples, even if he would rather not. Cowardice and laziness have no place in Yedo!



5. THE WATCH PATROL PHASE

In the Watch Patrol Phase the Watch Patrol moves to another District. All Disciples in that District are arrested.

The Watch Patrol Phase consists of 4 subphases:

a) Move the Watch Patrol to the next District

Move the Watch Patrol to the next space along its circuit (following the arrows). The direction in which the Watch Patrol moves is determined by its color: the red Watch Patrol moves clockwise, the blue Watch Patrol moves counterclockwise.



Note: There is always only one Watch Patrol on the game board. The color of the Watch Patrol just indicates the direction of its movement. It can change as a result of certain events, by playing certain Action Cards, or by completing certain Missions.

b) Play Action Cards to influence the Watch Patrol's movement

In player order, each player may play **one** Action Card to influence the movement of the Watch Patrol. (For example, the Action Card “Double-time!” makes the Watch Patrol move one additional District.)

Note: The limit of one card applies only to “Phase 5b” Action Cards. Other possible Action Cards (such as “Feint” or “Walls Have Ears”) can still be played as usual.

At the end of this subphase, the Watch Patrol will have reached its final destination; it will arrest all Disciples in that District, except for any saved with Action cards (*see next subphase*).

c) Play Action Cards to save Disciples from being arrested

In player order, each player may play **one** Action Card (or his Blackmail Card) to save one or more of his Disciples from being arrested. Played Blackmail Cards are returned to the box.

Note: The limit of one card applies only to “Phase 5c” Action Cards. Other possible Action Cards (such as “Feint” or “Walls Have Ears”) can still be played as usual.

d) Arrest Disciples

In the Watch Patrol's District, all Disciples who have not been saved by means of an Action Card are immediately arrested. Return them to the Reserve on the game board.

Example:

The blue Watch Patrol ends its movement in the Red Light District. The green and yellow Disciples are arrested.



Very important: No player can lose either of his last 2 Disciples.

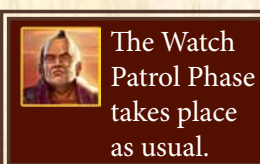
If a player's Disciple is arrested when that player has already 2 Disciples in the Reserve, the arrested Disciple returns to its Clan House.

This also applies to other cases in which a player loses a Disciple.

Reminder for round 11:



In the final round, skip the Watch Patrol Phase as there is no Watch Patrol on the board.



6. THE TRADE PHASE

In the Trade Phase, certain players can trade assets with each other.

a) Trade Weapons in the Market District

All players who have at least one Disciple in the Market District may exchange Weapons and Mon among themselves.

b) Trade all kinds of assets in the Tavern District

All players who have at least one Disciple in the Tavern District may exchange any of the following assets among themselves:

- Weapons
- Geisha
- Mon
- Uncompleted Mission Cards
- Action Cards
- Bonus Cards

Annexes, Blessing counters, Disciples, and completed Mission Cards **may not** be traded!

- If the deal includes any cards (Action, Bonus, or uncompleted Mission Cards), these are kept face down at all times. In other words, a player only gets to see the cards he acquired after the deal has been concluded. You are not allowed to give any specifics about the cards you want to trade (names, categories, requirements, rewards, etc.). However, you may of course point out that you think a card is a good fit for another player.
- You may not trade in secret. All players must be informed of what kind of assets are traded.
- You can prepare a deal in Phase 4 by proposing your deal to a player and asking him to join your Disciple in the Market or Tavern District.
- After all deals are closed, the Disciples involved **remain** in the District where they were placed.



Example of a trade in the Tavern District:

Blue, Green, and Red are allowed to trade among themselves. Red proposes to Green the following deal: Red receives Green's Geisha and his Doku Weapon. In return, Green gets a Bonus Card and a Nawa Weapon. Green consents to the offer if in addition to the Bonus Card and the Nawa Weapon, Red is willing to give Green 6 Mon. Red agrees and they close the deal by exchanging their assets accordingly.

7. THE ACTION PHASE

During this Phase, all players activate their Disciples to perform certain actions. In player order, each player activates **one** of his Disciples at a time: the first player activates one of his Disciples first, then the player who comes second on the Player Order Track, then the third player, and so on.

After each Player has activated his first Disciple, the first player activates his second Disciple, etc.

If you activate a Disciple on an **Assignment space** on the game board, you can use it to either:

- a) complete one of your Missions
- OR
- b) perform one of the actions associated with that Assignment space.

If you activate a Disciple on one of your **Annexes** you can:

- c) use the special ability of that Annex.

After your activated Disciple has completed its action, immediately return it to your Clan House.

The Action Phase ends when there are no Disciples left on any Assignment spaces and Annexes.

Note: As long as you still have Disciples on the game board or on Annexes you must activate one of them in your turn, even if you would rather not. (If you cannot do anything useful, return it to your Clan House anyway).

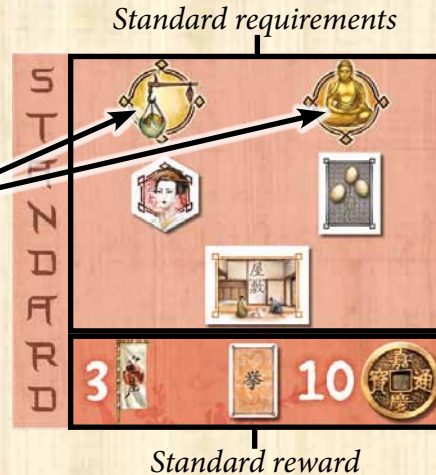
a) Completing a Mission

You can activate a Disciple on an Assignment space to complete **one** Mission.

All Missions have **Standard requirements**, which (among other things) always include **at least one** District.

To complete that Mission, you must:

1. activate a Disciple that is placed in one of the Districts shown
- AND
2. meet every Standard requirement stated.



For the Mission above this would mean:

You must have a Disciple both in the Market District AND the Temple District .

You must also **own** a Geisha , a Metsubushi , and a Yashiki .

To complete the Mission you activate either the Disciple in the Market District or the Disciple in the Temple District (the other Disciple stays on the game board and may perform another action later).

For completing the Standard requirements of the Mission, you gain the **Standard reward** (shown in the darker bar below the requirements). So the Mission above would give you 3 Prestige Points, 1 Action Card, and 10 Mon.

In addition to the mandatory Standard requirements, the Mission also states optional **Bonus requirements**. When you complete the Standard requirements and **at the same time** meet all the Bonus requirements, you receive the **Bonus reward** in addition to the Standard reward.



However, the Bonus reward can never be earned alone, it can only be earned in addition to the Standard reward. Sometimes you will have to decide whether you want to complete just the Standard requirements or to wait until you can meet all Standard and Bonus requirements.

Either way, when you complete a Mission you always do it in the following order:

1. Lay the Mission Card face up on the table
2. Show that you meet all Standard requirements
3. Activate your Disciple
4. Collect the Standard reward
5. (if possible) Show that you meet all Bonus requirements
6. (if possible) Collect the Bonus Reward
7. Place the Mission Card face down onto your "Completed Mission Card" pile next to your Clan board

List of icons for Standard and Bonus requirements

You must have a Disciple present at an Assignment space in **each** of the Districts shown on the Mission Card. (If a District is shown twice, you must have 2 Disciples in that District.) You activate **one** of the Disciples to complete the Mission (but it must be in a District shown in the Standard requirements).

You must own each Weapon shown on the Mission Card (you do **not** surrender these Weapons).

You must own each Annex shown on the Mission Card (you neither surrender the Annexes nor do you need to have a Disciple on them).

You must own at least the number of Geisha shown on the Mission Card (you do not surrender those Geisha).

Requirement:






You have to meet the specific requirement stated on the Mission Card.


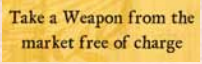
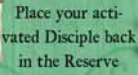
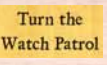
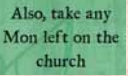
The following assets **must be surrendered** when completing the Mission (this is indicated by the arrow):

You must have a Blessing counter on your Clan board and return it to the Temple.

You must pay the indicated amount of Mon to the bank (this must be paid before you collect the reward).

List of icons for Standard and Bonus rewards

	Gain the indicated number of Prestige Points on the Score Track.
	Collect the indicated amount of Mon from the bank.
	If you are not currently blessed, take a Blessing counter from the Temple and place it onto the appropriate space on your Clan board.
	Gain the top card of the Action Card deck.
	Gain the top Card of one of the Mission Card decks.

	Gain the top card of the Bonus Card deck.
	Gain one of the Weapons that are placed on the Market.
	The Disciple that you activated to complete this Mission is placed in the Reserve and not onto your Clan House.
	Replace the current Watch Patrol with the Watch Patrol of the other color (this is mandatory).
	Take any Mon on the Church when you complete this Mission.



Besides the requirements and rewards, each Mission Card also shows:

← A **title** and a **flavor** text: They have no other purpose than to set the scene for the Mission.

← One of 4 **colors** (Green, Yellow, Red, Black): This gives you a clue to the difficulty level of the Mission, ranging from Green (easy) to Black (hard).

← One of 5 **categories** (Espionage, Theft, Kidnapping, Assassination, Warfare): The categories are connected to the Bonus Cards. Several Bonus Cards give Prestige Points according to how many Missions of a certain category a player has completed.



b) Performing the action of an Assignment space

Each Assignment space on the game board is located in a District. Each District has its own actions that you can take when you activate a Disciple there. You can always choose **one** of the actions that are available in that District at

that time (usually no matter how many players have chosen that action before). The only exception is the Castle District where each Assignment space has one specific action.

THE GATES DISTRICT (TAKANAWA OKIDO)

Here your Disciple can take one of the following actions:



A) Recruit one Disciple
Pay 7 Mon to the bank, take **one** of your Disciples from the Reserve and place it onto your Clan House. If you already own all 4 Disciples, you cannot take this action.



B) Beg
Give up 1 Prestige Point (by moving your Marker on the Score Track backwards) to receive 3 **Mon** from the bank
OR
give up 2 Prestige Points to receive 5 **Mon** from the bank (you cannot give up points that you do not have).



C) Foresight (Action Cards)
Take the top 3 cards of the Action Card deck and look at them. Arrange them in **any order** and return them face down to the top of the Action Card deck.



THE TAYERN DISTRICT (UKU)



Here your Disciple can take one of the following actions:



A) Visit the Carpenter to build an Annex

Note: You are not allowed to choose this action if you cannot build any of the available Annexes.

Pay **11 Mon** to the bank and take **one** Annex of your choice that you do not own and that is available on the game board. Place it on the appropriate space on your Clan board.



B) Foresight (Weapons)

Take the top 3 cards of the Weapons deck and look at them. Arrange them in **any order** and return them face down to the top of the Weapons deck.

THE RED LIGHT DISTRICT (YOSHIYARA)



Here your Disciple can take one of the following actions:



A) Recruit one Geisha

Note: You can only choose this action if there is still a Geisha available on the game board.

Take **one** Geisha from the game board and place her onto an appropriate space on your Clan board. For this, pay **8 Mon** to the bank OR give up **2 Prestige Points** (you cannot give up points that you do not have.)



B) Buy one Action Card

Gain the top card of the Action Card deck by paying **4 Mon** to the bank.

THE MARKET DISTRICT (KYOBASHI)



Here your Disciple can take one of the following actions:



A) Buy one Weapon at the Market

Take the Weapon that you want from the Market, place it at your Clan board, and pay the amount of Mon shown beneath its space.

If you own the Kobudo-Ryu (Annex), you pay **3 Mon** less for that Weapon.



B) Sell one Bonus Card OR one Action Card

You can sell either one Bonus Card OR one Action Card. The card is placed face down at the bottom of the appropriate deck. For this, you receive **2 Mon** from the bank.

THE HARBOR DISTRICT (SHIBA)



Here your Disciple can take one of the following actions:



A) Visit the Church

Your Disciple converts to Christianity and receives charity.

Gain all Mon that is placed on the Church. If there is no Mon on the Church, you cannot take this action.

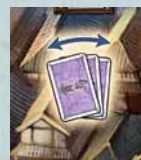


B) Buy luxury goods from the European Merchants

Pay exactly **4 Mon** to the bank to receive **1 Prestige Point**

OR

pay exactly **9 Mon** to the bank to receive **3 Prestige Points**.



C) Foresight (Bonus Cards)

Take the top 3 cards of the Bonus Card deck and look at them. Arrange them in **any order** and return them face down to the top of the Bonus Card deck.

THE TEMPLE DISTRICT (IKEGAMI KOMMONJI)



Here your Disciple can take one of the following actions:



A) Receive a Blessing

Take **one** Blessing counter from the Temple and place it onto the appropriate space on your Clan board. If you already have a Blessing, you cannot choose this action.



B) Foresight (Mission Cards OR Event Cards)

Take the top 3 cards of one Mission Card deck and look at them. Arrange them in **any order** and return them face down to the top of that Mission Card deck.

OR

Take the top 3 cards of the Event Card deck and look at them. Return them face down to the top of the Event Card deck **without** changing their order.



THE CASTLE DISTRICT (EDO-IO)



Depending on the Assignment space your Disciple is on, it can take one specific action:



A) Gain an audience with the Shogun

Your Disciple visits the Shogun. For this, you receive **1 Prestige Point**.



B) Gain an audience with the Bakufu

You receive new orders. Gain the top card of one Mission Card deck of your choice.



C) Relax at the Bower

Visiting the Bower allows players to change the player order.

Whoever is the first to activate a Disciple at the Bower to change the player order automatically activates the entire Bower. (Important: This does not apply when the activating player uses his Disciple to complete a Mission.)

When a player activates the Bower, adjust the player order in the following manner:

1. Move all Markers on the Player Order Track slightly to the right, preserving their order.
2. The player with a Disciple on the lowest number of the Bower places his marker onto any position on the Player Order Track. Then the player (if any) with a Disciple on the next-lowest number of the Bower places his marker onto any free position on the Track. Then the remaining player (if any) at the Bower does the same.
3. After that, the players who do not have a Disciple at the Bower place their Markers back onto the Player Order Track, starting with the one whose marker is farthest up and continuing downwards. Each of them in turn must place his marker onto the lowest numbered free spot remaining on the Player Order Track.
4. Finally, all Disciples at the Bower return to their Clan Houses.

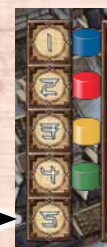
The new player order immediately takes effect. The Action Phase proceeds with the player whose Marker on the Player Order Track is now positioned directly after the player who just activated his Disciple at the Bower.

Note: Always keep this in mind when you need to have a Disciple in the Castle District to complete a Mission: When it is placed at the Bower, another player may activate his Disciple first to change the player order and thereby remove your Disciple from the Bower along with his own.

Example:

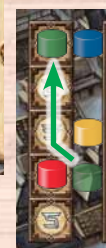


Green activates his Disciple at the Bower to change the player order.

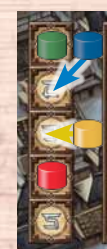


1. All Markers on the Player Order Track move slightly to the right. →

2. Since Red has his Disciple on the lowest number of the Bower, he decides first which position to take on the Player Order Track. He chooses to become last. Then Green chooses to place his Marker on the top spot of the Player Order Track.



3. Now the players not present at the Bower fill up the empty spaces of the Player Order Track from top to bottom.



4. The Disciples at the Bower return to their Clan Houses.

Blue proceeds with the Action Phase (because he is positioned after Green who activated the Bower).

c) Using an Annex

Note: To use an Annex you must have already built it. The Annex spaces on the Clan boards only indicate where each type of Annex is placed.

Each type of Annex has one special ability which you can use when you activate a Disciple there. Also, each Annex has one further ability.

Yashiki (Mansion)



When you activate your Disciple here:

Place one of your uncompleted Mission Cards face down at the bottom of the Mission Card deck of its color. Then gain the top card of one Mission Card deck of your choice.

Further ability:

A Disciple that you placed here can alternatively be used in the following way: When you complete a Mission that requires a Geisha (that you do not have), you may return the Disciple on the Yashiki immediately to your Clan House and count it as one additional Geisha for that Mission. (But you do not receive a Geisha counter!)

Karesansui
(Sacred garden)



When you activate your Disciple here:

Perform a “Foresight” of your choice. Take the top 3 cards of one of the following: the Action Card deck, the Bonus Card deck, the Weapon deck, or any one Mission Card deck, and look at them. Arrange them in any order and return them face down to the top of the same deck. You may instead choose to look at the top 3 cards of the Event Card deck and return them in the same order face down to the top of the deck.

Further ability:

A Disciple that you placed here can alternatively be used in the following way: When you complete a Mission that requires a Blessing (that you do not have), you may return the Disciple on the Karesansui immediately to your Clan House and count it as a Blessing for that Mission.

Dojo
(Training room)



When you activate your Disciple here:

Discard one of your Weapons by placing it face up on the Weapon discard pile. Then, gain the top Weapon of the Weapon deck.

Further ability:

The following permanent ability takes immediate effect when you build the Dojo. You do not have to have placed a Disciple here to use it!
At the beginning of each round, you receive 1 Mon.

Kobudo-Ryu
(Weapons school)



When you activate your Disciple here:

Discard one of your Action Cards by placing it face down at the bottom of the Action Card deck. Then gain the top Action Card of the Action Card deck.

Further ability:

The following permanent ability takes immediate effect when you build the Kobudo-Ryu. You do not have to have placed a Disciple here to use it!
The cost of each Weapon that you buy on the Market is reduced by 3 Mon. (So you only pay 5 Mon or 3 Mon.)

END OF THE GAME

After the **11th round** is completed in full, the game ends.



The game may end prematurely if a player manages to complete the hardest Mission, “Kill the Shogun”. The round in which this happens is finished in full (so each player still activates his remaining Disciples). Then the game ends.

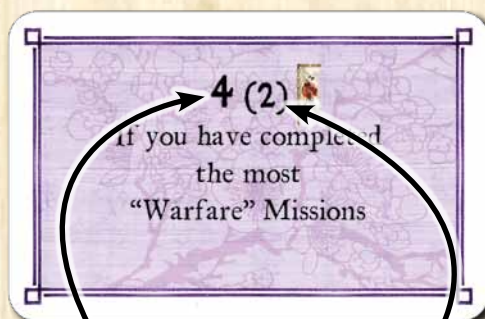


After the game has ended, a **final scoring** takes place.

Each completed **Bonus Card** that a player owns grants that player Prestige Points. (Remember, no player may have more than 2 Bonus Cards in total.)

Important: Some Bonus Cards have a value in brackets. This is the number of Prestige Points you receive if both you and one or more of your opponents meet the requirements of the Bonus Card. Your opponents **do not** receive these Prestige Points.

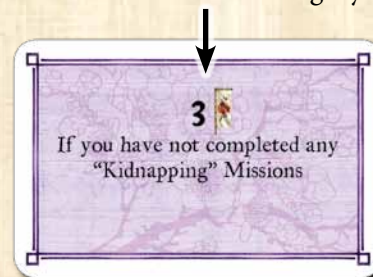
For example, the Bonus Card on the right gives you 4 Prestige Points if you managed to **complete** more Missions of the “Warfare” category during the game than any other player. If there is a tie, because at least one other player managed to have the most completed “Warfare” Missions too (so you both have the same number), you only receive the number in brackets (2 Prestige Points). The tied player does not receive anything. If any player has completed more Warfare Missions than you, you get no Prestige Points at all.



Number of Prestige Points you receive for achieving the task exclusively.

Number of Prestige Points you receive if you tie with at least one other player in achieving the task.

Some Bonus Cards require you to have **not** completed any Missions of a certain category.









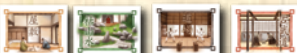



Some Bonus Cards give you Prestige Points for certain assets that you own.



After all players have received their Prestige Points for Bonus Cards, check which players still own their **Blackmail Card**. Those players get 2 additional Prestige Points.



The player who now has the most Prestige Points in total (whose Marker has advanced farthest on the Score Track) wins the game. In the case of a tie, the tied player whose Marker is farther up the Player Order Track wins.

What	Where to get it	What to do with it	Important notes
Prestige Points 	Phase 2: • win Geisha/Annex auction Phase 7: • complete certain Missions • buy in the Harbor District • visit the Shogun in the Castle District End: • Bonus Cards • Blackmail Card	Phase 7: • exchange for Mon in the Gates District (beg) • exchange for a Geisha in the Red Light District End: • if you have the most, you win the game	• You can also gain or lose Prestige Points as a result of certain Action Cards and Event Cards. • You cannot spend or lose Prestige Points that you do not have.
Mon 	Phase 1: • own a Dojo (Annex) Phase 2: • drop out at beginning of phase Phase 7: • complete certain Missions • take Mon on the Church • beg in the Gates District • sell Action/Bonus Card at Market	Phase 2: • spend when you win an auction Phase 7: • spend on assets or Prestige Points in the Districts • spend when you complete certain Missions	• You can also gain or lose Mon as a result of certain Action Cards and Event Cards. • The amount of Mon that each player has must be clearly visible.
Disciples 	Phase 2: • win Disciple auction Phase 7: • buy in the Gates District	Phase 4: • place onto board and annexes Phase 5: • Disciples can be arrested and then returned to Reserve Phase 7: • activate to perform actions	No player can lose either of his last 2 Disciples. • If a player must return a Disciple to the Reserve when there are already 2 of his Disciples there, he returns that Disciple to his Clan House instead.
Blessing 	Phase 7: • gain in the Temple District • complete certain Missions • use Annex Karesansui for a Mission	Phase 3: • reduce effect of some harmful events Phase 7: • complete certain Missions	• No player may own more than 1 Blessing at once.
Geisha 	Phase 2: • win Geisha auction Phase 7: • buy in Red Light District • use Annex Yashiki (does not give you an actual Geisha counter)	Phase 7: • complete certain Missions • Geisha are also required for certain Action Cards	• No player may own more than 3 Geisha at once.
Weapons 	Phase 2: • win Weapon auction Phase 7: • buy at Market • use Annex Dojo for exchange • complete certain Missions	Phase 7: • complete certain Missions	• No player may own more than 4 Weapons at once. (If you gain a 5th Weapon, discard one of your 5 Weapons.) • Discard Weapons face up onto the Weapon discard pile. • When the Weapon deck is exhausted, shuffle the Weapon discard pile and place it face down as the new Weapon deck.
Annexes 	Phase 2: • win Annex auction Phase 7: • buy in Tavern District	<i>see Clan board for abilities</i>	• No player may own more than 1 Annex of each type.
Mission Cards 	Phase 2: • win Mission Card auction Phase 7: • gain in Castle District • complete certain Missions • use Annex Yashiki for exchange	Phase 7: • gain Prestige Points, Mon, and assets when you complete them	• No player may own more than 4 uncompleted Mission Cards at once. (If you gain a 5th Mission, discard one of your 5 Missions.) • If a deck is exhausted, you cannot gain a Mission of that color. • The activated Disciple can only complete one Mission. • Each Mission belongs to one of 4 colors (green, yellow, red, black) and one of 5 categories (Espionage, Theft, Kidnapping, Assassination, Warfare).
Action Cards 	Phase 2: • win Action Card auction Phase 7: • buy in Red Light District • complete certain Missions • use Annex Kobudo-Ryu for exchange	• influence various aspects of the game when you play them	• No player may own more than 3 Action Cards at once. (If you gain a 4th Action Card, discard one of your 4 Action Cards.) • The Blackmail Card does not count towards the Action Card limit and cannot be countered by other Action Cards.
Bonus Cards 	Phase 2: • win Bonus Card auction Phase 7: • complete certain Missions	End: • gain Prestige Points when you fulfill their individual tasks	• No player may own more than 2 Bonus Cards at once. (If you gain a 3rd Bonus Card, discard one of your 3 Bonus Cards.)



CREDITS



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