

WHITE CASTLE

✓ Setup

Place: board, RND marker on #1, Steward & Diplomat decks on castle level 1 {CL1} & 2.*

Fill card slots w/ 1 face-up card (If all cards show same dark bg action, redo). **Place** 1 face-up Daimyo card on CL3. **Place** 1 die-tile of each color rndmly (die-side up) on green ♦ spaces on CL1, then fill all rooms rndmly in numerical order (if all die-tiles would match color, place last tile in next # space instead). Well tiles go die-side down. **Place** 3/4/5 dice in ascending order on bridges for 2/3/4 players. **Seed** garden w/ face-up cards (match rock/plant) & Training Yards {yard} w/ 4 tiles (match color).

✓ Player Setup

Take domain board {DB}, place 15 clan meeples, 3 cubes on 0 space. **Place** fan token beside clan pts {CP} track & heron tokens on turn order track randomly. **Stack** influence markers on passage of time {PoT} track in turn order, 1st on top. **Place** #p+1 orange cards face-up paired w/ yellow cards. Draft 1 pair in reverse turn order. Place yellow card on DB. Gain resources on orange card, then place by lantern area. Any decree cards go by lantern area.



Round

Players take turns placing dice. Round ends after each player places 3 dice.

☝ Turn

- 1) Choose die from either end of any bridge & replace it w/ nearest die from same bridge.
- 2) Place chosen die on available space on board or your DB. May stack on other dice.†
- 3) Gain/pay coins based on die value under placed die. Your die lower=pay; higher=gain.
- 4) If your die came from left side of bridge, gain lantern reward from your DB.
- 5) Perform actions granted by placed die.

🎯 PLACEMENT AREAS

CASTLE: Dice can be placed in any of the 5 spaces on CL1 & CL2. Perform all actions beside matching die-tile(s).

OUTSIDE THE WALLS: Place die of any color. Take 1 adjacent principal action (see below).

THE WELL: Never stack dice. Take depicted resources, then move die to image of well.

PERSONAL DOMAIN: Gain resource(s) depicted, then perform action on card.



PRINCIPLE ACTIONS

GARDENER: Choose garden card w/out your gardener. Pay food cost, place gardener on it & gain reward/perform action.

COURTIER: Do 1 or both of each: **A)** Pay 2 coins to place 1 courtier at gates (no limit).

B) Pay 2/5 mother-of-pearl to move 1 courtier up 1/2 levels. If courtier ends up on: CL3) Gain lantern reward & place him on empty space on card, if possible, & gain reward. CL1 or CL2) Move action card on DB to lantern area, take light bg action on card in courtiers new space, then move card to DB. Fill empty card space from deck (if deck is empty don't take the card or move action card on DB).

WARRIOR: Choose any Yard. Pay iron cost to place warrior. Gain reward(s) on tile.

... MISC

1) Daimyo Seals (orange slices): Pay to advance on PoT Track. At any time may exchange for resources @ 2-1 or coins @ 1-1.

2) Resources: Red number=pay, Black=gain.

3) Lantern Reward: Gain icon rewards on DB.



END OF ROUND

Adjust turn order based on PoT track. Ties:

top 1st. **RND 1 & 2:** If dice left on bridge, all gardeners below it gain rewards again. Reroll & place dice, move round marker forward.

RND 3: Final Scoring • 1 pt. for every 5 coins/ daimyo seals • Resource Tracks • PoT Track

• Clan members TIE BREAKER: Turn order

* 2-players: Remove castle cards with ♦ in lower corner.

† Dice can be stacked up to 2 high, but only on main board. Can't stack dice in 2 player games.

v1.2