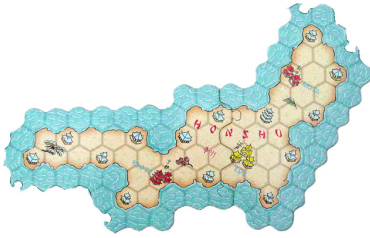
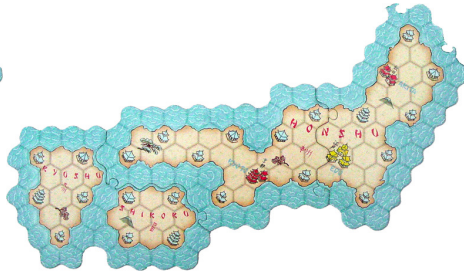


SAMURAI

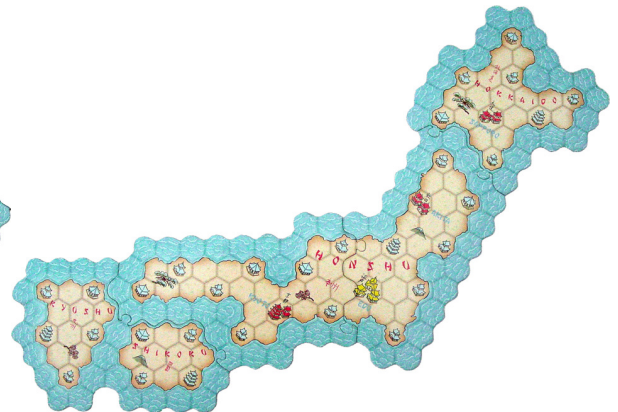
SETUP



2 players



3 players



4 players

1. Each player takes a screen and all tokens of their color
2. Simultaneously and without showing other players, all players select 5 of their 20 tokens and place them behind their screens. (When first playing the game, players may want to select their starting 5 tokens randomly. As they learn the game, they will want to choose tokens based on the strategies they intend to use.)
3. The players thoroughly shuffle their remaining 15 tokens.
4. Place figures to be placed on the board next to the board (remaining figures, if any, are returned to the box):

2 players - 7 each: High Helmets, Buddhas and Rice Fields
 3 players - 10 each: High Helmets, Buddhas and Rice Fields
 4 players - 13 each: High Helmets, Buddhas and Rice Fields



High Helmet



Buddha



Rice Field



Edo

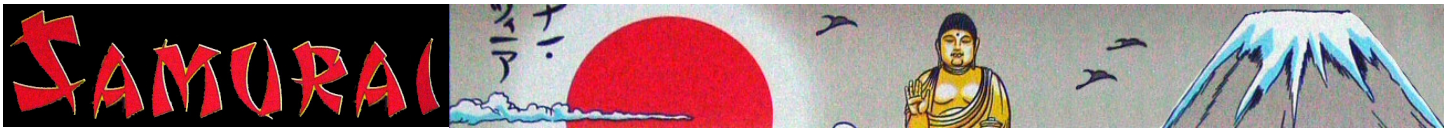


City



Village

5. Place one of each figure in Edo, the capital city.
6. The first player chooses a figure and places it on a city (red w/ two buildings) of their choice. In clockwise order, the players follow, choosing a figure and placing it in the same or a different city (figures in a city must be different from each other).
7. Once all cities are full (i.e, each has two figures in it), the next player chooses a figure to place in the village (blue with one building) of their choice. This continues until all villages have 1 figure in each.



Turn Sequence

1. Place token(s)

The player selects one or more tokens from behind his screen, placing each on the board. At least one token must be played.

Only 1 token without a Japanese characters may be played in a turn; any number of tokens with Japanese characters may be played. In a turn, a player may play tokens from both groups (with and without Japanese characters).

Ships may be placed only on empty sea spaces and the other tokens only on empty land spaces.

Tokens may not be placed on empty villages and cities.

2. Resolve captures

When all land spaces adjacent to a figure are filled with tokens, the figure is immediately captured and taken by the player with the strongest influence. If one or more players are tied for strongest influence, the figure is removed and placed beside the board (no player has won the figure).

3. Replenish hand

The player draws tokens randomly from his face-down supply beside the screen to return his total behind the screen to 5. When a player runs out of tokens to draw, he plays with fewer tokens.

Game end

- When the last figure of any type (High Helmet, Buddha or Rice Field) is removed from the board (by either capture or set beside the board with a tie), the current player's turn is finished and then the game ends.

OR

- When the fourth figure is placed beside the board because of removal due to a tie. As before, the current player's turn is completed and then the game ends.

Scoring and determining the winner

When the game ends, all players remove their screens and count the number of figures of each type.

If any player has captured the most figures of 2 or 3 types, he is the winner!

If there is no immediate winner, all players who have captured the most (ties for the most do not count) of one type of figure are eligible to win; players with no "most" cannot win.

Players with the most of a figure set aside those figures and count the number of other figures they captured. The player with the most other figures is the winner!

If there is still a tie, the players count all their captured figures; the player with the most is the winner!

If there is still a tie, the tying players share the victory.

Non-Character Tokens

Play 0-1 per turn



Rice Field

Influences adjacent Rice Field figures



Buddha

Influences adjacent Buddha figures



High Helmet

Influences adjacent High Helmet figures



Samurai

Influences all adjacent figures

Token Exchange

May only exchange with a non-character token.

When played, it replaces one of the player's already played tokens on the board and that replaced token is immediately replayed elsewhere.



Character Tokens

Play 0-5 per turn



Ship

Play on water space. Influences all adjacent figures



Ronin

Influences all adjacent figures



Figure Exchange

Swap position of two figures. Figures must be different. Return token to box.