

PACO YÁÑEZ

EDU VALLS



SAKURÍ

RULEBOOK



Satori

1. GAME PREMISE

Satori is the Japonese term for enlightenment: a state of mind where you exist solely in the present; the past and future dissolving to generate clarity of thought through transcendence.

In *Satori*, players compete to progress on their spiritual journey. They must guide the Worshippers to different Altars for meditation and prayer, as well as the Monks to the Mountains, where they will seek wisdom and enlightenment or help the Architect in the construction of the Great Pagoda.

At the end of the game, the winner will be the person who has chosen the greatest path to *Satori*, as represented on the Scoring Track.

2. COMPONENTS

General Components

- 1 Board
- 1 Great Mountain
- ① 1 Architect
- ② 6 Pagoda Tier Tiles
- ③ 1 Sōrin (pinnacle of the Pagoda)
- ④ 4 Sōrin Scoring Tiles
- ⑤ 36 Meditation Tiles
(First Era)
- ⑥ 24 Meditation Tiles
(Second Era)
- ⑦ 3 Hikari (light) Token
- ⑧ 3 Neutral Jokoros

- ⑨ 7 Jokoro Cost Tiles
- ⑩ 3 Cancelled Jokoro Cost Tiles
- ⑪ 15 Altar Tiles
- ⑫ 16 Altar Decoration Tiles
- ⑬ 15 Worshippers, 5 of each colour
- ⑭ 6 Starting Tiles
- ⑮ 12 Emeralds
- ⑯ 20 Stone Pieces
- ⑰ 20 Wood Pieces
- ⑱ 30 Mon (currency)
- ⑲ 5 Amulet Tiles
- 1 Bag

Individual player components (in four colours)



- ① 3 Monks
- ② 6 Jokoros (incense burners)
- ③ 3 Sect Tokens
- ④ 1 Offerings Track Marker
- ⑤ 1 Hand Token for the Prayer Wheels
- ⑥ 1 Incense Track Marker
- ⑦ 1 Satori Points Marker (score marker)
- ⑧ 2 Bells
- ⑨ 1 +40 SP Tile





3. GAME SETUP

General set up

- ① Place the board in the middle of the table with the Great Mountain on the multiplayer side (without the flowers on the mountains).
- ② Put 3/4/5 **Worshippers** of each colour for a 2/3/4 player game respectively into the bag. Next, randomly draw 3 Worshippers per player from the bag and place them on the **Sanmon** (the entrance door to the temple).
- ③ Place the **Architect** on the space next to the First Tier of the Pagoda.
- ④ Shuffle the 6 Pagoda Tier Tiles face down and randomly select 5, placing one on each of the Pagoda Tier Spaces. Return the remaining tile to the box.
- ⑤ Place the **Sōrin Tile** above the Pagoda on the part that has not been constructed. Shuffle the four **Sōrin Scoring Tiles** and draw one randomly. Place it next to the **Sōrin Tile**.

⑥ Take the **Jokoro Cost Tiles** and add 0/3/1 **Cancelled Jokoro Cost Tiles** for a 2/3/4 player game respectively. Shuffle them together and place them face down forming a draw pile at the side of the board. Return the unused **Cancelled Jokoro Cost Tiles** to the box. Place 0/3/1 **Neutral Jokoros** at the side of the board for a 2/3/4 player game respectively.

- ⑦ Shuffle the **Altar Tiles** and place them face down in a pile at the side of the board. Draw 3, chosen randomly, and place them on the 3 Altar Construction Spaces.
- ⑧ Shuffle the **Altar Decoration Tiles** and place them face down in a pile at the side of the board. Place three, chosen randomly, on the Decoration Spaces. If all three are identical, return them to the pile, shuffle them and draw a new three.

- 9** Place the resources within reach of all the players (Mon, Stone, Wood and Emeralds).
- 10** Separate the **Meditation Tiles** by era and shuffle each pile to form two separate draw piles at the side of the board. Draw 12 tiles from the First Era pile and place them on the 12 Mountain Spaces.
- 11** Place the **Hikari Tokens**, one on each of the uppermost spaces (of the available four spaces) in each Mountain.
- 12** Shuffle the **Starting Tiles** and draw the same number of tiles as there are players, plus one additional tile, placing them face up on the table. Return the rest to the box.
- Player Setup. Each player must take:**
- 13** One **Amulet Tile**, chosen randomly, which is not revealed to the other players. Return the remaining Amulet Tiles to the box.
- 14** Three **Monks**, five **Jokoros** and two **Bells**, corresponding to the player's colour, which are placed on the table in front of each player, as their personal reserve. Each player should place their sixth Jokoro in the corresponding Jokoro Space of the **Offering Track** on the board.
- 15** Three Sect Tokens, placed on the Construction Area of the board.
- 16** One **Satori Points Marker**, placed on space 5 of the Scoring Track.
- 17** One **Hand** for the Prayer Wheels, placed on the Roof of the **Prayer Wheels**.
- 18** One **Offerings Track Marker**, placed on the first space of the **Offerings Track** (the space at the base of the track with the icon).
- 19** One Incense Track Marker, placed on space 0 of the Incense Track (the base of the Great Jokoro).
- 20** Randomly choose who will be the starting player and place one of their Bells on the first space of the **Turn Order Track** on the lefthand side. Then, in a clockwise direction, the rest of the players place their Bells on the same track.
- 21** Beginning with the starting player and following the order of turn, each player chooses a **Starting Tile** and receives the indicated resources and bonuses. They then return the Starting Tiles to the box. Subsequently, and following reverse turn order, each player places a **Monk** on any one of the available spaces in any of the mountains. Return the unused Starting Tile to the box. In this way, the starting player will be the first to choose a tile and the last to place a Monk.
- 22** Place the +40 SP Tiles next to the board.

Example 1

Lara (blue) chooses the Starting Tile with the image of 1 Wood, 1 Stone and 1 Incense. She takes these first two resources from the general reserve and moves her Incense Track Marker to space 1 of the Incense Track.

4. HOW TO PLAY

The game takes place over 5 rounds. In each round, beginning with the starting player, each player will take their turn following the order shown on the Turn Order Track. When each player has had three turns, the round ends.

Paying resources: Each time it is indicated that resources must be paid, these will come from the resources available in the personal reserve of each player, who will discard these resources and return them to the general reserve. If it is indicated that Incense must be paid, this is done on the Incense Track by moving the Incense Track Marker down the number of positions corresponding to the number of Incense that needs to be paid.



The highest position on the Incense Track is 3. If a player obtains more than this, they will lose the additional Incense.

The resources of the game are finite. If at any moment a resource is not available in the reserve, the players will not be able to obtain this resource.

Satori Points: advance your Satori Points Marker on the Scoring Track each time you obtain Satori Points (from here on referred to as SP).



5. PLAYER'S TURN



On your turn, place a **Worshipper** on one of the Altars on the main board in order to receive resources and carry out actions. Additionally, at any point during your turn (see later), you can spend **one Incense** to carry out an additional single action from the Prayer Wheels.

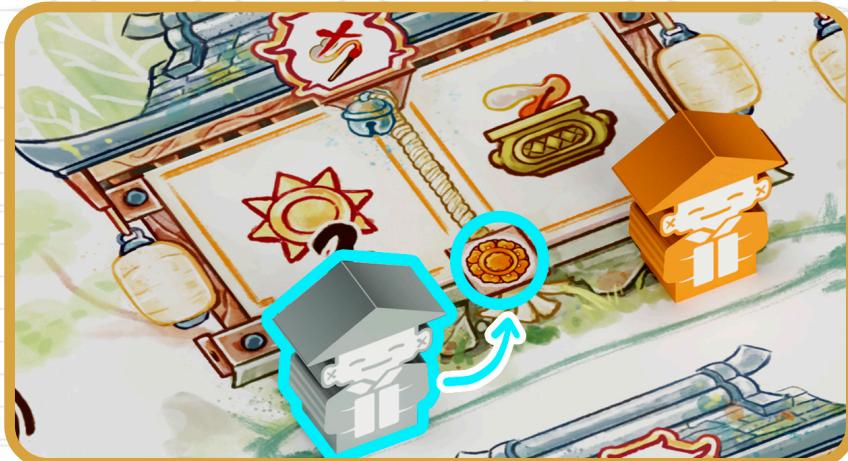
5.1. Place a Worshipper on an Altar

Choose a Worshipper available in the Sanmon (entrance door to the temple) and place it on one of the Altars, empty or occupied by another Worshipper, on the main board or on the Charity Altar (see later). **There is no limit to the number of Worshippers who can visit an Altar.** You can resolve the actions on the Altar on the main board in the order that you wish, taking account of the following:

- If the colour of the Worshipper is different to the colour of the Altar (see image), carry out the actions on one side of the Altar only, left or right. **Resolve the actions on the chosen side in the order you prefer.** If applicable, advance that player's Offerings Track Marker one space (see Offerings Track).
- If the colour of the Worshipper coincides with the colour of the Altar, **resolve as many of the actions on both sides or either side of the Altar in the order you prefer.** If applicable, advance that player's Offerings Track Marker two spaces (see Offerings Track).

Example 2

Lara plays a grey Worshipper on the orange Altar. She must choose to carry out the action from the lefthand side or the righthand side.



Example 3

Gael plays a grey Worshipper on a grey Altar. He is able to resolve the actions on both sides of the Altar in the order he wishes.



Offerings Track

Advance your Offerings Track Marker when any player, including yourself, places a Worshipper on any one of **your Altars that is equipped with a Jokoro**:

1. If the colour of the Worshipper is **different** to the colour of the Altar, advance **one space** on the Offerings Track.
2. If the colour of the Worshipper is **the same** as the colour of the Altar, advance **two spaces** on the Offerings Track.

Example 4

(1) Gael plays a Worshipper of the same colour on one of Lara's altars (blue). Gael carries out the actions on both sides of the Altar and Lara (blue) advances two spaces on the Offerings Track (2).



5.2. Spend an Incense on the Prayer Wheels

Only once per turn and at any point during your turn, you can pay one Incense to carry out an additional action from the Prayer Wheels. Take the Hand Token corresponding to your colour and place it on the Prayer Wheel of your choice. If this action is already occupied by the Hand Token of another player, remove the Hand Token of the other player and replace it on the Roof of the Prayer Wheels. A player cannot carry out the action of a Prayer Wheel when, at the beginning of their turn, their own Hand Token is already on that Prayer Wheel space.

The actions of the Prayer Wheels are explained further on within the actions of the Altars.

Example

Lara (blue) wants to carry out the action of picking up Wood within the Prayer Wheels, but she cannot do this because her Hand Token is already placed on this action. Instead she decides to pick up Stone. As this Prayer Wheel is already occupied, Lara removes the Hand Token of the other player in order to place her own there, and picks up Stone.



6. ALTAR ACTIONS

Some of the actions included on the Altars grant **resources** directly, while others permit you to carry out **actions** and others permit you to **exchange resources** for other resources, actions or bonuses.

6.1. Obtaining resources



Wood: Obtain the number of Wood indicated from the general reserve.



Stone: Obtain the number of Stone indicated from the general reserve.



Mon: Obtain the number of Mon indicated from the general reserve.



Incense: On the Incense Track, move your Incense Track Marker up the number of spaces indicated. You will not receive more Incense if you are already on the highest level of the track.



Emerald: Obtain the number of Emeralds indicated from the general reserve.



6.2. Exchange of resources

Using the resources from their personal reserve, the player carries out, once, the payment indicated on the left in order to obtain the resource, action or bonus on the right.



Example

To obtain 1 Emerald on this altar, Lara must spend 1 Mon and an additional 2 resources, choosing between Wood and Stone, in any combination.

6.3. Actions



Build a new Altar

Choose one of the Altars available **on the Construction Area** of the board and **pay the cost indicated on the left** (2 Mon, 2 Wood or 2 Stone) plus the **number of Meditation Tiles**, if applicable (0/1/2 Meditation Tiles to build your first, second or third Altar respectively).

Next, **place an Altar on one of the available spaces for a new Altar or replace a Basic Altar printed on the board** (unless it is shaded yellow). After that, **choose one of the Altar Decoration Tiles** available on the board and place it within the allocated space of the Altar Tile which you have just built. **Place one of your Sect Tokens** on the Roof of the Altar that you have just built.



To replace a Basic Altar, you must pay the additional cost of one Incense. **You may only replace a Basic Altar with one of the same colour.**

The amount of spaces available for Altars depends on the number of players.

You may build up to a maximum of three Altars per person during the game.



The spaces with this icon are only available for games of 3 and 4 players.

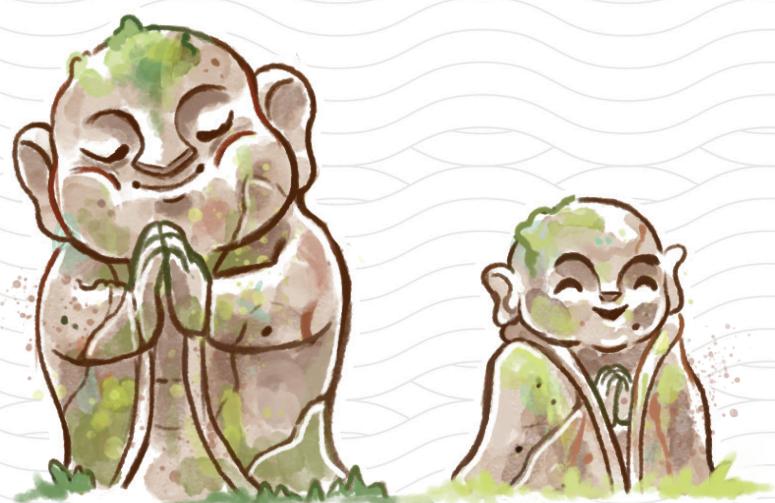


The spaces with this icon are only available for games of 4 players.

Once an Altar has been built, you can resolve the actions on the side of your choice (the actions on the right or the actions on the left) of the Altar that you have just built.

Example

Gael builds an orange Altar over a Basic Altar (also orange) printed on the board (1). He pays its cost (2 Wood) and places the Decoration Tile (2). Next, he places his Sect Token, and, as it is his second Altar, he discards a Meditation Tile (from his reserve). Additionally, he has to pay 1 Incense because he has placed his Altar over a Basic Altar printed on the board (3). Now Gael can carry out the actions on the left or the action on the right, according to his choice. He chooses the right side and picks up 1 Incense. (Remember that the new Altar and the Basic Altar must be the same colour).





Place a Jokoro (incense burner)

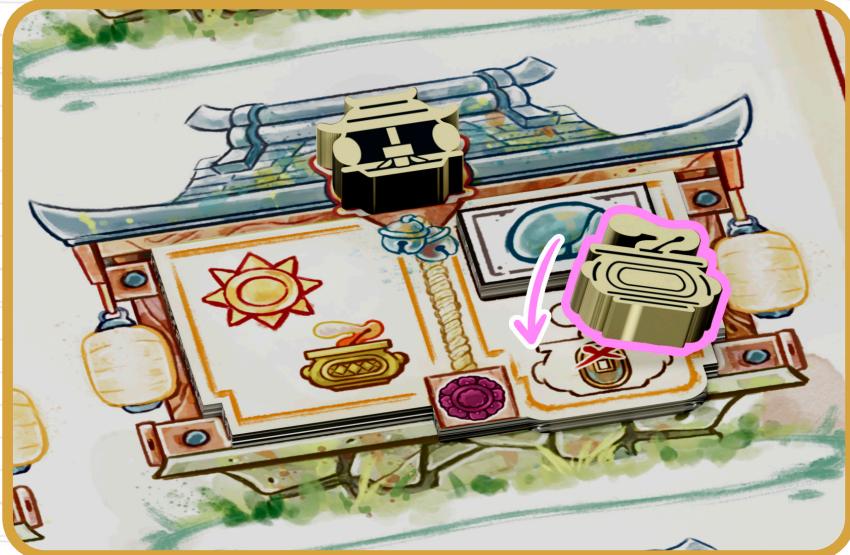
Build a Jokoro on one of your Altars or on the Pagoda.

Place a Jokoro in one of your Altars

To build a Jokoro on one of your Altars, pay the cost indicated and then place it on the allocated space on the Altar Tile.

Example

Gael pays 1 Mon to build one of his Altars.

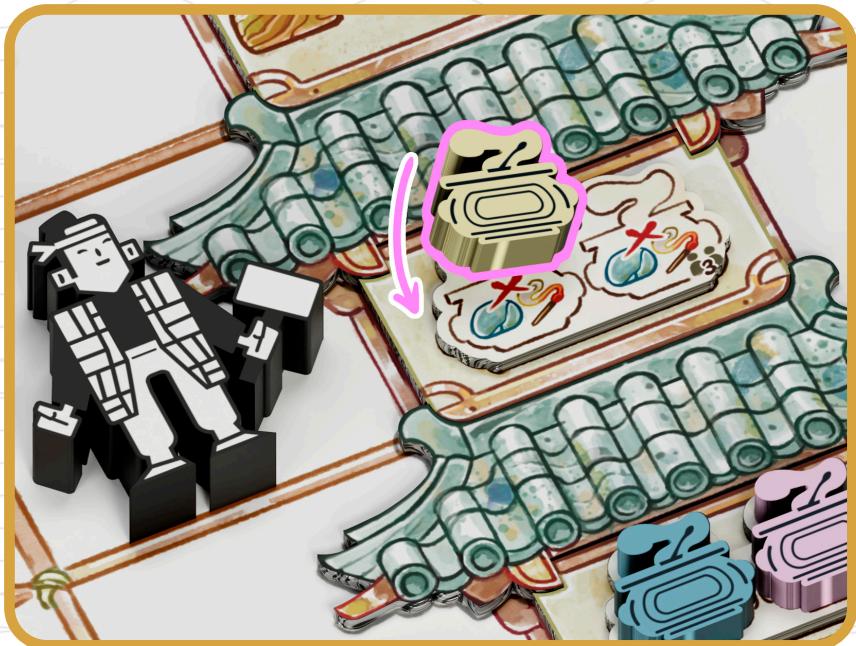


Place a Jokoro on the Pagoda

To build a Jokoro on the Pagoda, pay the cost indicated and then place it on the empty space on the Jokoro Cost Tile on the Tier of the Pagoda (the Pagoda Tier Tile must already be built, see later).

Example

Gael pays 1 Stone and 1 Incense to build a Jokoro on the Pagoda.



The Jokoros on the Pagoda are used for scoring at the end of the game, like the Jokoros on the Altars, which additionally allow you to advance on the Offerings Track. Consult 'End of Game' for more details.



Building on the Pagoda

You can contribute to erecting the Pagoda by building a **Tier** or a **Roof**. You can only build one item per action. It is not allowed to build above the level where the Architect is, only on his level or below.

Building a Tier

Pay the cost indicated on the Pagoda Tier Tile and receive the corresponding SP. Then, turn over the Pagoda Tier Tile, take a Jokoro Cost Tile from the pile and place it on the Tier constructed. Each of these tiles have two spaces to build a Jokoro for games for 3 and 4 players. In games for 2 players or in the Solo Variant, only one space is available for Jokoros on these tiles.

If a **Cancelled Jokoro Cost Tile** is drawn (only possible in 3- and 4-player games), take a new Jokoro Cost Tile and place a **Neutral Jokoro** on one of the available spaces on the new cost tile.

If, when revealing a new Jokoro Cost Tile, another Cancelled Jokoro Cost Tile is revealed, place it on the Tier with two Neutral Jokoros on it.

The spaces with Neutral Jokoros on them are not available for players to place their Jokoros.



Example

(1) Lara builds the first Pagoda Tier, paying 1 Emerald, 1 Stone and 1 Wood and receiving 5 SP. Next, she turns over the Pagoda Tier Tile and draws, from the pile, a Jokoro Cost Tile. (2) It is a Cancelled Jokoro Cost Tile so she draws a new Cost Tile (3) and places it on the Pagoda Tier. She places a Neutral Jokoro on one of the available spaces.

Building a Roof

Pay the cost indicated on the Pagoda Roof space printed on the board and receive the corresponding SP. Now place one of your **Meditation Tiles from your reserve** on the Pagoda Roof space. You cannot build a Roof if you do not have a Meditation Tile in your reserve.

Example

Gael builds a Roof on the third Pagoda Tier, paying 3 Mon and receiving 3 SP. Next, he places a Meditation Tile from his reserve on the corresponding Pagoda Roof space.



Building the Sōrin

In the fifth round, it is possible to build the Sōrin. The building cost for the Sōrin is 1 Mon, 1 Wood, 1 Stone, 1 Incense and you must discard one Meditation Tile from your reserve. Pay the cost and turn over the Sōrin Tile. Then, take the Sōrin Scoring Tile, which will count towards your points at the end of the game. Place a Jokoro Cost Tile over the Sōrin in the same way as when you build a Pagoda Tier.

Example

Lara builds the Sōrin, paying its cost and discarding a Meditation Tile. Next, she takes the Sōrin Scoring Tile and puts it in her play area for the final scoring.





Meditation

Place one of your available Monks on an empty space in the Mountains, i.e. that is not occupied by another Monk or a Hikari Token. If you do not have any Monks available, you may move one which you have already placed in the Mountains to another available space in any of the Mountains.



Hikari

Move the light to enlighten the monks and reach Satori.

Each Hikari icon **allows you to advance the Hikari Token one space**, in a **clockwise or anticlockwise** direction in one of the Mountains of your choice. You cannot finish your turn if a Hikari Token is on another player's monk.

When the Hikari is over one of your Monks, take the corresponding Meditation Tile and put it in your play area. Next you can resolve the Meditation Tile. You can resolve all or part of it, in any order, according to your choice or even choose not to resolve any of the actions or effects. If, on your turn, you gain more than one Meditation Tile, resolve the actions and effects on the Tile in any order that you choose but you must resolve the first Tile before resolving any subsequent ones. Turn over the first tile to indicate that it has been resolved and then resolve the subsequent ones in the order you receive them.

After resolving the Meditation Tile, place the enlightened Monk on the sun printed on the board to indicate it has been enlightened. The Hikari Token remains on the space where the Monk was enlightened.



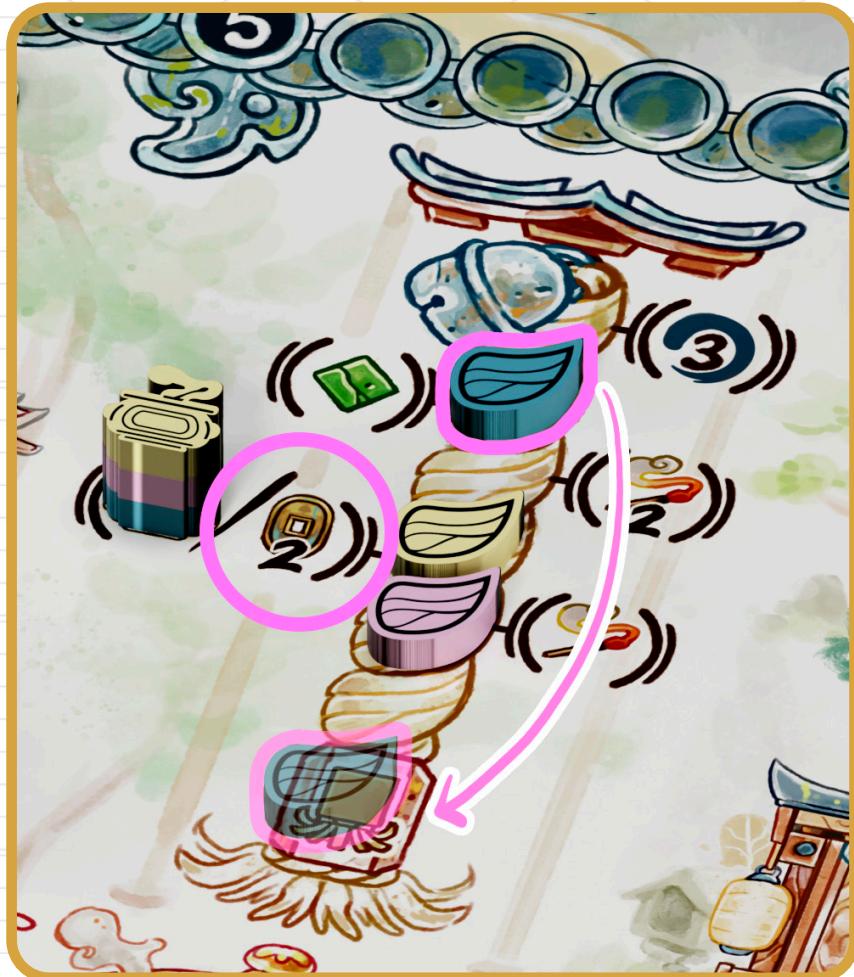
Example

(1) Gael places a grey Worshipper on the orange Altar and chooses the action which allows him to carry out two Hikari movements. Gael moves the Hikari two spaces, passing over Lara's Monk until it arrives at his Monk (2), who is enlightened. Gael resolves the Meditation Tile and takes 2 Stone and 2 Wood. Next, he places his enlightened Monk on the sun printed on the board. Then, Gael adds the Meditation Tile to his reserve, with the actions face down.



Claiming Offerings

Take one of the rewards on the **Offerings Track**, corresponding either to the space where your marker is placed, or to any of the spaces below. Return your Offerings Track Marker to the starting space on the track.



Example

Lara decides to claim offerings. She can take an Emerald but in this case, as it suits her, she decides to take two Mon. Consequently, she returns her Offerings Track Marker to the first space (which has the icon).

Within the Offerings Track, on the third space, you can choose between two rewards: taking 2 Mon or **unlocking your sixth Jokoro**. If you choose the latter, take the Jokoro of your colour from its position by the third space of the Offerings Track on the board and put it in your play area. You now have this **sixth Jokoro** available to use.



The Charity Altar

Place a Worshipper on the Charity Altar to carry out one of the following options:

Call to prayer

Place your second Bell on the first available space from the left on the righthand side of the Turn Order Track. Next, take 1 Incense or take the Collection. If you wish, you may also Claim Offerings (see "Claiming Offerings" above).

To take the Collection, take **2/3/4 Mon** if, once you have placed your Worshipper, there are worshippers of **1/2/3 different colours** on the Altar respectively.

Example:

(1) Gael places a grey Worshipper on the Charity Altar to call to prayer. He places his second Bell on the first available space starting from the left to the right of the Turn Order Track (2). Next, as there are Worshippers of two different colours (grey and orange), he takes 3 Mon and then decides not to Claim Offerings because he prefers to keep his Offerings Track Marker where it is in order to obtain better rewards later.



Visiting the Construction Area

Resolve the actions on the lefthand side of one of the Altars available on the Construction Area.

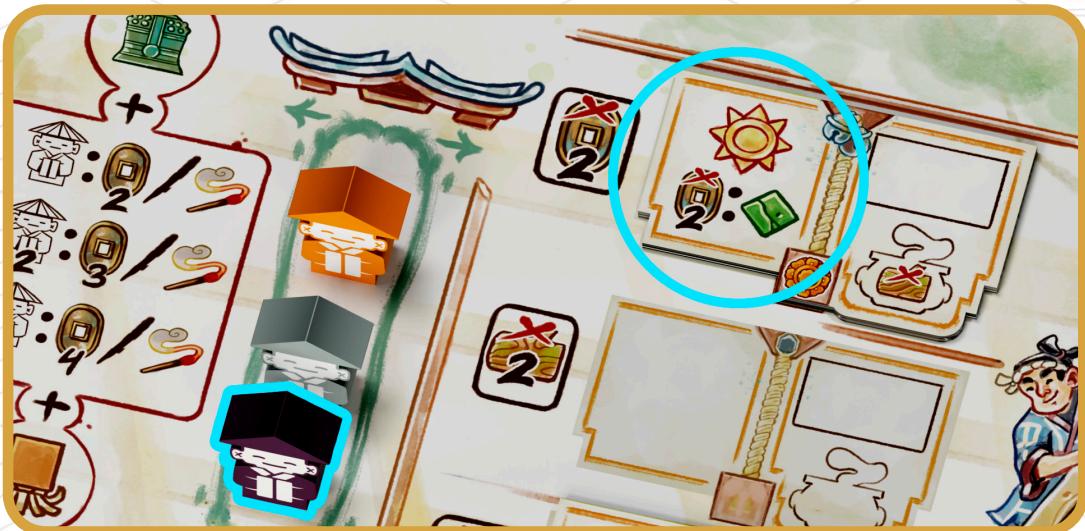
Example:

Lara places an orange Worshipper on the Charity Altar in order to pray. She therefore chooses to resolve the lefthand side of one of the Altars.

7. END OF ROUND



Follow the steps below when all of the players have completed their three turns of the round. At the end of the fifth round, do not complete this step but instead go directly to the End of Game.



7.1. Play Amulet Tiles

(Only at the end of the third round): immediately after finishing the third round, the players can choose to play their Amulet Tile. In the case that a player or players comply with the requirements of the Amulet Tile, they receive the bonus indicated next to the Architect icon on that Amulet Tile. Leave the Amulet Tile next to the board so that players can keep it in mind for the final scoring. If a player decides not to play their Amulet Tile, nobody can claim the bonus for that tile.

The Amulet Tiles each include a number and they must be resolved in ascending order, starting with the lowest number (see ANNEX I).



7.2. Administration

- Discard the Altar and Decoration Tiles that remain on the Construction Area and replace them with new ones

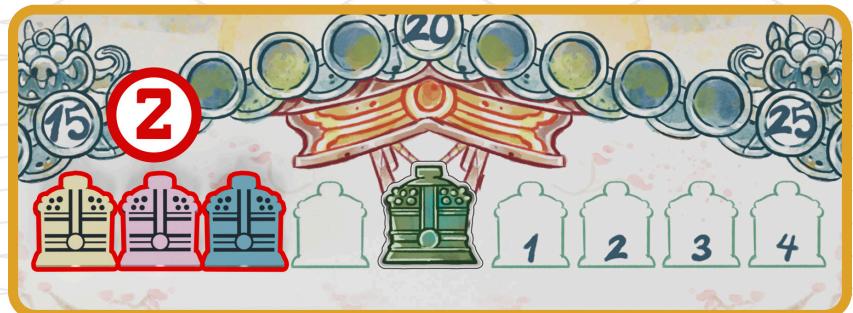
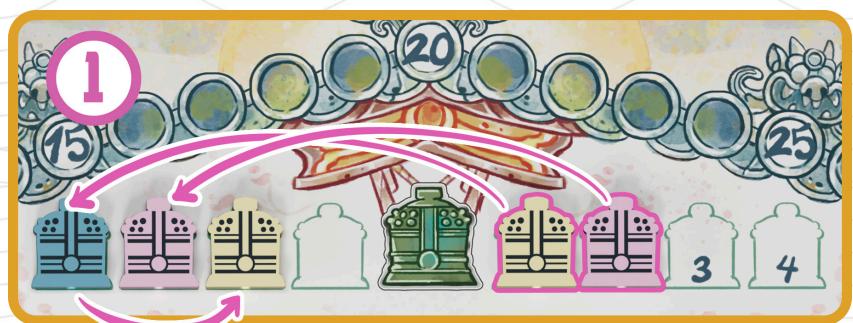
from the pile. If all three Decoration Tiles are identical, return them to the pile, shuffle them and draw a new three.

- Return the Hand Tokens to the Roof of the Prayer Wheels, leaving those actions available for the following round.

- Fill the empty spaces on the Mountains with new Meditation Tiles. Use the Meditation Tiles from the First Era for the administration after the first and second rounds. After the third round, remove all the Meditation Tiles where there are no Monks and refill all the empty spaces with Meditation Tiles from the Second Era, using Meditation Tiles from the Second Era from this moment on (after rounds 3 and 4).

Meditation Tiles from the First Era on mountains where there are Monks at the end of the third round remain in the game until they are picked up by a player enlightening a Monk on that Mountain.

- Return all of the Worshippers to the bag and draw 3 Worshippers per player from the bag, placing them on the Sanmon.
- Move the Architect up one space on the Round Track.
- Update the turn order: Reorder the Bells on the lefthand side according to the order on the righthand side. Then place the Bells of the rest of the players, maintaining the same relative turn order. Return any Bells from the righthand side to the players' play areas.



7.3. Losing Points



The players without Incense (with their Incense Track Marker on the base of the Great Jokoro printed on the board) lose one SP.

7.4. Claiming Offerings



Following the new turn order, players can take one of the rewards on the **Offerings Track**, corresponding either to the space where their marker is placed, or to any of the spaces below. For any players that choose to do this, return those players' Offerings Track Markers to the starting space on the track (the one with the icon).

7.5. Keep Monks



Players must pay one Incense per Monk they have in the Mountains. They can choose not to pay and return the Monk from the Mountain to their personal reserve. Take the rest of the Monks from the sun and return them to the personal reserve of each player.

7.6. Exchange Meditation Tiles



Following the new turn order, players can choose to exchange **Meditation Tiles** for resources (up to a maximum of 3 tiles). Two tiles can be exchanged for one Incense and single tiles can be exchanged for one Mon per tile.

The new round starts with the player who is first on the Turn Order Track and continues following the order indicated on this track.

8. END OF GAME

The game ends after the fifth round. At this point, follow the steps below to calculate scoring. Remember that there is no End of Round after round 5.



8.1. Score the Amulet Tiles



Those players who did not play their Amulet Tile after the third round may do so now if they wish. The player or players that fulfil the condition of each Amulet Tile receive 2 SP, as indicated next to the lantern on the tile. **Amulet Tiles that were played at the end of round three are also**

scored now (the lantern part only, which gives 2 SP). Remember, the tiles each contain a number and must be resolved in ascending order, starting with the lowest number.



8.2. Scoring for Jokoros in the Pagoda

Each player receives an amount of SP calculated by multiplying the number of their **Jokoros** on the Pagoda by the number of **Roofs** built on the Pagoda.

Example

Lara receives 15 SP for her 3 Jokoros on a Pagoda with 5 roofs.



8.3. Scoring for Jokoros on the Altars

Scoring for the Jokoros on the Altars: Each player receives an amount of SP calculated by multiplying the number of their **Jokoros** on their Altars by the number of different-coloured Altars they have.



8.4. Scoring for unused resources

Scoring for unused resources: Each player scores 1 SP for every five unused resources and Meditation Tiles (Mon, Wood, Stone, Meditation Tile).



8.5. Scoring for unused Emeralds

Scoring for unused Emeralds: Each Emerald grants 1 SP.

8.6. Scoring the Sōrin

(See ANNEX II).

8.7. Losing Points

Players without Incense (with their **Incense Track Marker** on the base of the burner) **lose one SP**.

The player with the most SP is the winner. In case of a draw, the player with the most Incense wins the game. If there is still a draw, the player who is further on the Offerings Track is the winner. If there is yet still a draw, those players share victory.

Take the +40 SP tile if you reach the end of the Scoring Track and continue counting SP from the starting space of the Scoring Track.

9. SOLO VARIANT

In this mode, you will confront Hasekura Tsunenaga, the Automaton. Follow the changes below in order to play the Solo Variant of Satori.

Hasekura Tsunenaga was a Japanese samurai who lent his services to the daimyō of Sendai in the 15th century. He travelled around the world, including Mexico, Venezuela and Spain. He was baptised and established a Japanese colony in Coria del Rio (Seville), whose roots are still evident in the province through the presence of the surname "Japón" (Japan).

9.1. Game Setup (Solo Variant)

1.- Use the Solo Variant side of the **board** and the Solo Variant side of the Great Mountain (with flowers in the mountains).

2.- Return your two **Bells** to the box: they are not used in the Solo Variant.

3.- Set out the rest of your components in the same way as in the normal game (Sect Tokens, Offerings Track Marker, Incense Track Marker, Hand Token for the Prayer Wheels and SP Marker). Place your 3 Monks and 5 Jokoros in your play area, placing the sixth Jokoro on space 3 of the Offerings Track, in the usual way.

4.- Assign a set of pieces to the Automaton, placing his SP Marker on space 5 of the SP Track, his Incense Track marker on space 0 (on the base of the great burner) and the 5 Jokoros in the Automaton's reserve in his play area. Return the following to the box: his two Bells, his Hand for the Prayer Wheels, his Offerings Track Marker, his Sect Token and the Monks of the colour assigned to the Automaton. In order for it to correspond to the information on the board, we recommend using the blue set for the Automaton.

5.- Put 3 Worshippers of each colour in the bag. Next, draw 3 Worshippers at random from the bag and place them on the **Sanmon**.

6.- Prepare the rest of the game components in the same way as for a normal Satori game (the Decoration Tiles, the Altar Tiles, the Meditation Tiles).

7.- Leave the Amulet Tiles in the box: they are not used in the Solo Variant.

8.- Take out two Starting Tiles.



If you used a Worshipper of the same colour as the Altar, the Automaton does not receive any reward.

After taking your turn, and granting the Automaton his reward if relevant, resolve the reaction of the Automaton.

9.5. Reaction of the Atomaton (Solo Variant)



Take a Worshipper out of the bag and place it on the other Altar of the same colour that you visited (unless you visited the Charity Altar in which case refer to Charity Altar below).

- If the Worshipper is a different colour to that Altar, the Automaton receives the reward indicated within the lantern beside the Altar.
- If the Worshipper is the same colour as that Altar, the Automaton receives both the reward indicated within the lantern beside that altar and also receives the reward indicated within the lantern beside the other Altar of the same colour.

Note: In the same turn the Automaton can receive up to three rewards: one by placing his Worshipper, if it is not the same colour as that Altar and the other two by taking a Worshipper out of the bag through the Reaction of the Automaton, if it is the same colour as the Altar.

9.6. Automaton's Reward (Solo Variant)

Resolve the Automaton's rewards as indicated below. In the case of various rewards, resolve them in the way that is most favourable to the Automaton.

If the Automaton cannot resolve a reward, the Automaton receives the reward of the other Altar of the same colour.



Mon: take a Mon from the reserve and place it in the personal reserve of the Automaton.



Incense: Move the Automaton's Incense Track Marker up on the Incense Track. If the Automaton's Incense Track Marker is already at the top of the track, the Automaton receives the reward from the other Altar of the same colour (Mon).



Hikari: advance the Hikari in the Mountain that matches the colour of the Worshipper that has been placed in a **clockwise direction** until it reaches the next available space. Take the corresponding Meditation Tile for that Mountain and put it in the reserve of the Automaton.



already at the top of the track, the Automaton receives the reward from the other Altar of the same colour (Mon).

Placing a Jokoro: Place one of the Automaton's Jokoros on the first available space, starting from the bottom of the Pagoda.

Do not place a Jokoro if there is no space available. In this case, resolve the reward from the other Altar of the same colour (Hikari).

9.2. Start of the Game (Solo Variant)

Choose between the two Starting Tiles and then place one of your Monks on a Mountain Space of your choice. The Automaton starts the game without initial resources.

9.3. Aspects Unique to the Solo Variant

You are only able to construct Altars on the Basic Altar Spaces. As usual, you cannot build Altars over the yellow-shaded Altars. Remember, to build on a Basic Altar Space, you must build an Altar of the same colour and pay 1 Incense.

9.4. Your Turn (Solo Variant)



Carry out your turn in the same way as for a normal Satori game and then resolve the Automaton's rewards.

If the Worshipper that you used is a different colour to the Altar, the Automaton receives the reward indicated within the lantern beside the Altar.



Building on the Pagoda: The Automaton builds on the first available space on the Pagoda from the bottom up, whether building a Tier or a Roof. **The Automaton does not spend resources** to build the Pagoda: he simply builds and receives the corresponding points.

The position of the Architect must be taken into account in the usual way. If there are no available spaces at or below the level of the Architect, the Automaton cannot build. In this case, resolve the reward of the other Altar of the same colour (Hikari).

- In the case of building a Tier, turn over the Pagoda Tier Tile and draw a Jokoro Cost Tile in the usual way. The Automaton receives the corresponding points.
- In the case of building a Roof, the Automaton can only build if he has a Meditation Tile in his reserve. The Automaton receives the corresponding points.

9.7. Charity Altar: Reaction of the Automaton

When you visit the Charity Altar, the Automaton does not receive a reward. Instead, as Reaction of the Automaton, draw a Worshipper from the bag and place it on the Charity Altar. After placing the Worshipper on the Altar, the Automaton takes the collection in the usual way. He receives 2/3/4 Mon if, once the Worshipper has been placed, there are Worshippers of 1/2/3 different colours on the Altar respectively.

9.8. Automaton: End of Round (Solo Variant)

At the end of each round, except round 5, only for the Automaton:



1.- If the Automaton is on space 0 of the Incense Track, it is penalised -1 SP in the usual way.

2.- He exchanges each resource (Mon or Incense) for one SP and returns these resources to the reserve. Place his Incense Track Marker on space 0.

3.- Advance the Automaton as many spaces on the Scoring Track as the Automaton has Meditation tiles in his reserve. Do not discard these tiles. Over the course of the game, the Automaton will accumulate more tiles and advance more points in each round.

9.10. Automaton: End of Game (Solo Variant)

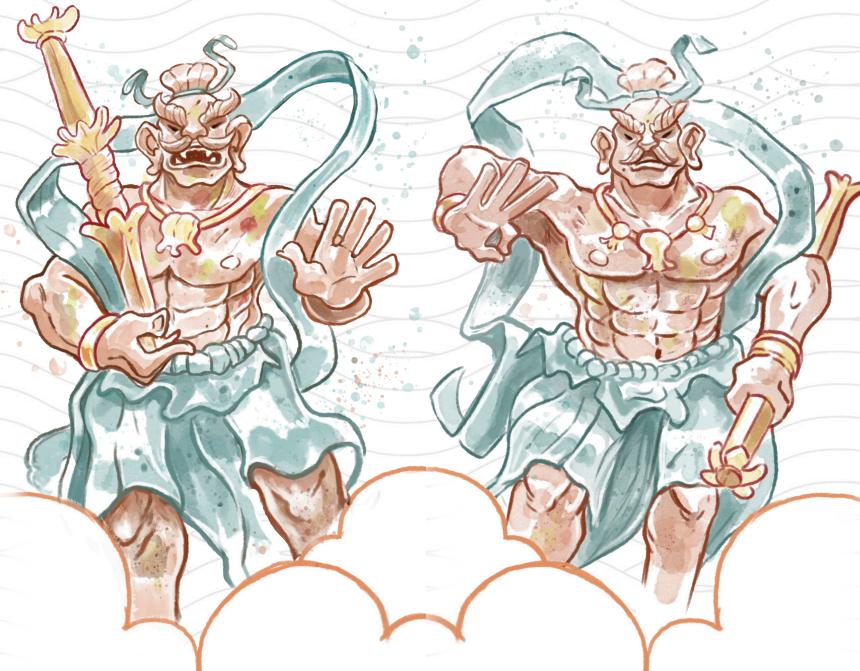
The end of the game, the same as with a normal Satori game, is resolved after the end of the fifth round (without resolving the End of Round in round 5).

Resolve the scoring in the usual way following all of the steps in "End of Game" except the step corresponding to the Amulet Tiles (see step 8.1).



The Automaton receives his points as usual at the end of the round (see "Automaton: End of Round Scoring"). Additionally, he receives points for his Jokoros in the Pagoda in the usual way (see step 8.2).

If after scoring you have more points than the Automaton, you are the winner. In case of a draw, you share victory with the Automaton.
In Annex 3 you will find different levels of difficulty for the Solo Variant.



9.9. End of Round (Solo Variant)



The end of the round for the player is the same as a normal Satori Game. The next round starts with 3 Worshippers on the Sammon.

ANNEX I. THE AMULETS



The player or players with the most SP gain 4 Mon.



The player or players with the most Jokoros built on the Pagoda and the Altars gain an Emerald.



The player or players who are highest on the Offerings Track gain an Emerald.



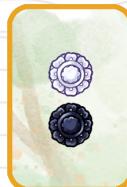
The player or players with the most Meditation Tiles in their reserve gain two resources of their choice between Incense and/or Mon in any combination.



The player or players with the most Emeralds in their reserve gain two resources of their choice, out of Incense and/or Mon in any combination.

ANNEX II. THE SŌRIN

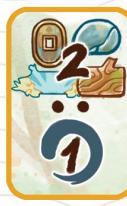
In the fifth round it is possible to build the Sōrin. The player who builds the Sōrin takes the Scoring Tile for the end of the game.



This tile gives you two different Altar colours. Score the two additional Altar colours in the same way as in step 3 of "End of Game".



This tile grants you Satori points according to where your Incense Track Marker is situated on the Incense Track at the end of the game. You gain 2 SP for each level on the Incense Track.



This tile allows you to re-score for unused resources. For each two resources, you are granted 1 SP (Stone, Wood, Mon and Meditation Tiles).



This tile grants you points according to where your marker is on the Offerings Track. You gain 1 SP for each level on the Offerings Track.

ANNEXO III. LEVELS OF THE SOLO VARIANT

To regulate the difficulty in the Solo Variant we suggest three changes which can facilitate victory. You can incorporate one or more changes of your choice. The more changes applied, the easier it is to beat Hasekura Tsunenaga.

1- Few Worshippers for the good times

During the game preparation, instead of putting 3 Worshippers of each colour in the bag, use only two of each colour.

2.- The Charity Altar does not admit converts

Instead of gaining Mon, the Automaton gains one Incense in the Charity Altar.

3.- My time for prayer

When it is not possible to resolve the reward of the Automaton, he does not receive the reward from the Altar of the same colour and instead loses his reward.

ANNEX IV. FINAL SCORE SOLO VARIANT

Subtract the Automaton's score from your score and compare it to this table.

Negative Value

There is still a tough road ahead of deep learning and meditation in order to defeat Hasekura Tsunenaga. Try lowering the level of difficulty of the Automaton, as indicated in Annex III.

1-4

You did it! There's still room for improvement but you have made a great step. Hasekura Tsunenaga was caught unawares by your wide knowledge of spiritual enlightenment.

5-8

Very good result! Your support has been vital in the construction of the pagoda and the consecration of zen Buddhism in Japan.

9+

Excellent game! You've controlled every move of Hasekura Tsunenaga perfectly. The emperor will be very proud of you and will remember you as a key piece in the construction of this holy city.

10. CREDITS

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