



2020.04.06



1-2
人 PLAYERS

5
分 MINUTES



10
分 MINUTES

ENGLISH



ROKUMON

This is a short abstract strategy game for 1 or 2 players, designed in Japan by Charles Ward from EXIST GAMES, with artwork by Andres Agostini. It is published as a Forever Free Print and Play Game for the 2020 - 9 Card Game Print and Play Design Contest.

Print

1 Rulebook
7 Coin cards
2 Clan cards

Find

1 White die
4 Black dice
4 Red dice

Alternatively, you can use playing cards using the red and black face. The cards are numbered. The dice can be any colour so long as they are distinguishable.



EXIST
GAMES



Overview

The game outlines the history of the Sanada Clan in 5 acts. Each act offers a simple addition to the rules. To learn the game, play the acts in order, replaying any act as you see fit. The **Standard Game** is Act 4, see [8](#). The **Solitaire Game** is explained in the Epilogue [10](#).

Story

During the Sengoku period (1467 -1615) many Japanese clans controlled territories by military force, alliances and treachery. Smaller clans became absorbed by larger ones, until Japan was eventually unified and governed by a new Shogun.

One of these small clans was the Sanada Clan, whose leaders proved to be great warriors and strategists. The most famous and fierce of whom was Sanada Yukimura (1567-1615). See cover.

How to Win



There are 3 ways to win a game:

3 Dice in a Row

You win as soon as there are 3 or more adjacent cards with your uncovered dice on them in a straight line (in any direction).

3 Dice in a Stack

You win as soon as there are 3 of your dice in a stack on 1 card.

Submission

You win as soon as your opponent cannot take any actions on their turn or surrenders.

If you win 3 times in a row (any Act) against the same opponent, you become the Honourable Shogun of Japan. As such, you should henceforth 1) allow your opponent to take back their last action, and 2) announce **Ta no mo!** (challenge to battle) when you are likely to win on your next turn.



Sanada Yukimura (Nobushige)



Act 1 ♦ ROKUMONSEN

The Sanada Clan was founded by Sanada Yukitaka (1512-1574) and the Rokumonsen is adopted as its symbol. The six coins represent the toll you must pay to cross the Sanzu River in the afterlife. With this tribute always at hand, the Sanada warriors were not afraid to die in battle.

In 1544, Sanada joins the legendary Takeda Shingen, and proves his strategy and combat skills in numerous bloody battles.

Before and after Sanada's death, his 3 sons fight under Takeda.

At the Battle of Nagashino in 1575, 2 of the 10,000 Takeda casualties are Sanada's sons. Sanada Masayuki, the third son, inherits the Sanada Clan.



Rokumonsen, the Sanada Clan crest.

Setup

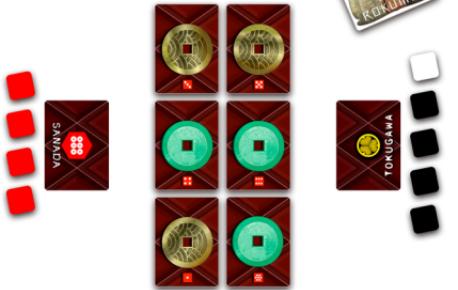
1. Whoever most recently lost a game decides who will be the first player. The first player takes 4 red dice, representing Sanada.

The other player is the second player and takes 4 black dice and 1 white die, representing Tokugawa.

Both players take their clan card and keep it along with their dice in their supply. The values of the dice are not used until Act 3.

2. Shuffle the cards and place 6 of them at random in a face down grid (2x3). Then, flip the cards over to show the coins.

Set aside the other card.



Turn Overview

Starting with the first player, players take turns until someone wins. On your turn, take 1 action.

You may **Place** or **Move** your dice.

= MOVE =

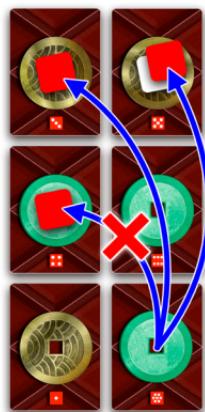
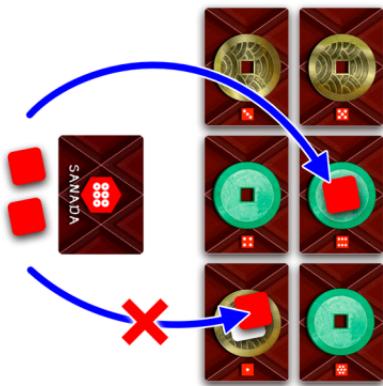
Move any 1 of your uncovered dice from a card to any different coloured card, any distance away.

If there is exactly 1 die on the card you are moving to, you must cover that die with the die you are moving. You may not move a die while it is covered by another die.

You may not cover a stack unless both dice in the stack are yours.

See **3 in a Stack**.

! If by moving your die you reveal your opponent's **3 in a Row**, you lose.





Act 2 ♦ UEDA CASTLE

In 1582, Tokugawa defeats Takeda and Sanada Masayuki surrenders to Oda Nobunaga. In a twist of fate, Oda dies at the hand of his own men. Sanada returns to Ueda and establishes alliances with several opposing clans in quick succession. Finally, Sanada joins Tokugawa, his old enemy, and together they build Ueda Castle in 1583.



Setup Variation

From now on, shuffle the cards and place all 7 of them, instead of just 6, at random, face down, to form the board as shown. Then, flip the cards over to show the coins.

In this game, the additional card represents Ueda Castle. The two clans compete to become the best castle architect.

Act 3 ♦ 1ST SIEGE of UEDA

In 1584, Sanada Msayuki joins Tokugawa's enemy. Tokugawa is furious and attacks Ueda Castle in the First Siege of Ueda.

Sanada's 2,000 men reduce Tokugawa's 7,845 men by 1,300, and only incur a few casualties.

Among the victors was Sanada's son, Sanada Yukimura, who gained valuable knowledge about siege defence and Tokugawa's strategy.

As well as **Place** or **Move**, you may now **Fight**.

Setup Variation

From now on, set the dice as follows:
White: 1. Black: 1 3 3 5. Red: 2 2 4 6.



The values do not change.

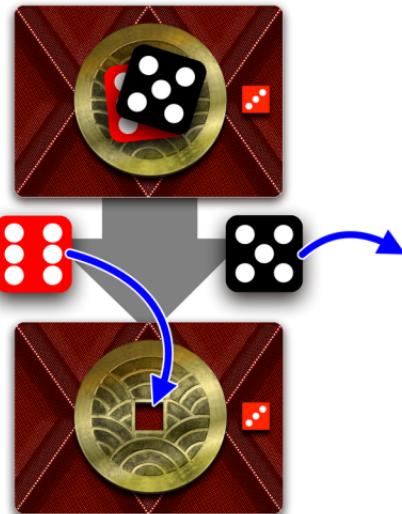
= FIGHT =

Compare 2 dice in a stack on any 1 card. 1 of the dice must be yours.

The lowest value die is returned to its owner's supply. The other die remains on the card.



- When comparing, only the white 1 can defeat the red 6.



Act 4 ♦ 2ND SIEGE of UEDA

Around 1600, Sanada Masayuki and Yukimura join The Western Army. But Nobuyuki (Yukimura's brother), possibly as a way to preserve the Sanada name, joins the opposing Easter Army.

These huge East and West armies meet at the Battle of Sekigahara.

Tokugawa Hidetada (East) leads 38,000 men, including Sanada Nobuyuki, to Sekigahara. Passing Ueda Castle on route, they are ordered to reduce the castle.

To their surprise, Sanada's 2,500 men inflict severe casualties and delay them long enough that the siege is called off. Tokugawa arrives too late to make a meaningful contribution to the Battle of Sekigahara.

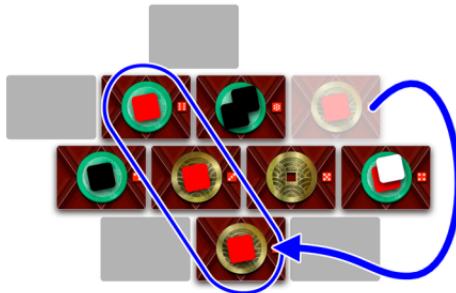
As well as **Place**, **Move**, and **Fight**, you may **Surprise**.

= SURPRISE =

Once per game, reposition any 1 card to a different part of the board so that it touches at least 2 cards and adheres to the brick pattern. This card may not be repositioned on the following turn. The dice on the card, if any, remain on the card.

Each player may only reposition once per game. Flip over your clan card to indicate that you have taken this action.

This action represents Sanada Nobuyuki's involvement in the Second Siege of Ueda.



Sanada wins with 3 in a Row.

Act 5 ♦ SIEGE of OSAKA

Father and son are exiled after Sekigahara. Nobuyuki, on the winning side, looks out for them.

After his father's death, Sanada Yukimura is freed and joins Toyotomi Hideyori in 1614.

Sanada's siege defence knowledge and 7,000 men helped him build an impenetrable fort south of Osaka Castle called the Sanada Maru.

After days of bombardment, Toyotomi agrees to a peace treaty, but this fails to keep the two sides from fighting. In 1615, the 155,000 strong Eastern Army defeat the Western Army and Osaka Castle burns. This ends the Toyotomi regime, and marks the beginning of the Tokugawa Shogunate.

A soldier under Date Masamune, the One Eyed Dragon of Oshu, kills Yukimura as he sat, took off his helmet, and accepted his fate.

Date



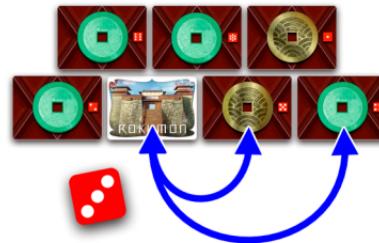
Sanada

You may **Place**, **Move**, **Fight**, and **Surprise**.

Setup Variation

Shuffle the cards and place all of them at random in a face down brick pattern. Then, flip all of the cards over, except one of them chosen at random, to show the coins.

This face down card represents the Sanada Maru Fort and is different from the other cards. Therefore, you can **Move** a die from this card to any other card, and vice-versa.



Epilogue ♦ RETURN to UEDA

Sanada Nobuyuki (now Nobuyoshi) was made lord of the Ueda Domain. The Shogun's restrictive rules limited warlords to just one castle each. Culture and trade flourished. Peace was on its way.

Rokumon can be played solitaire against an Automa opponent.

You may only **Place**, **Move**, or **Surprise**. You may not **Fight**.

Setup

1. You will be the first player. Keep the red dice and your clan card in your supply, and the other dice nearby. Set the dice values as on page 7.

2. Shuffle all of the cards and place them at random, face down, forming a hexagon with one card in the middle. Then, flip all of the cards over to show the coins.

AUTOMA

On your opponent's turn, move their dice ("**a die**" hereon) choosing the first possible option:

- 1.** Place **a die** to form 3 in a Row.
- 2.** Move **a die** to form 3 in a Row.
- 3.** Move **a die** that is not covering **a rival die** to cover a rival die.
- 4.** Place **a die**:

1. To block your 3 in a Row.
2. If your dice are not covering dice, place **a die** on cards that match the card your dice are on.
3. If your dice are covering dice, place **a die** on cards that match the card your dice are on.



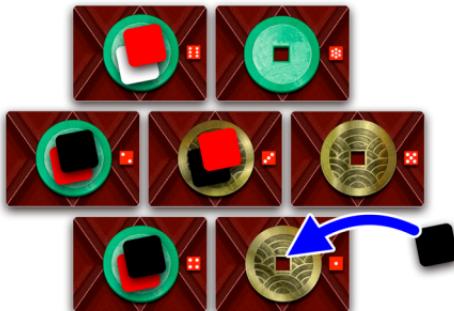
If unsure, place **a die** on the lowest numbered empty card.

- 5.** Move **a die**:

1. That is not covering dice.
2. That is covering dice.

If unsure, move **a die** from the highest card to the lowest.

Automa Example



The Tokugawa can't form 3 in a Row by placing or moving. They can't cover a red die. They must place their last **die**. Red has no **dice** that are not covering, so we must consider the **red dice** that are covering. Red has **one** on a green card and **one** on a gold card. In this case, you must choose the lowest numbered card, marked 1.

Had all the black die been placed... the **die** on the highest card, 4, would have moved to 1, since there are no **red die** to worry about. The now revealed **Red** on 4 covers **it** and wins.

Credits

Kansa
Yasuko Wardorii
Rey Wardorii
Mizuki Satshi
Andrew van Laar
James
Dave Carlson
Mark Brierly
Koyomi Shigano
Ivan Veselov
Saudo (FLAT)
J de K
Shaun Elliot
Stewart Welsh
Esdras
Kevin Chang
Turkey
Timothy Leong
Dan
Rin
EMa
Naoyuki
Machan
Kwang Ho Kim
John Albright
Onthewayover
John Koons
ISN Grade 3 4 5
Calvin Daniels
Furuhata Hiroyuki
The Hidaka Family
Andres Agostini
S. Allweiss-Rosenbaum
Tyler Lynch
Hasegawa
Coney Bauman
Koyuki & Yusei Akatsu
All Charlie's Students
You,
and You too...
Please play test
ROKUMON and
provide feedback so I
can add you to this
list. If I missed you,
let me know.



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www.boardgamegeek.com/thread/2380440

Summary and Index

3 WAYS TO WIN

Simple, not easy.

3 in a Row / 3 in a Stack / Submit

3

4 ACTIONS

Take 1 per turn.

Place

5

On empty cards only.

Move

5

To different colour card.

Fight

7

High wins, stays. Low is returned. 1 of them must be yours.

Surprise

8

Move any card. Dice stay on it. Must touch 2 cards. Only once per player per game.

5 ACTS

And 6 games to master.

Act 1 Rokumonsen

4

6 cards.

Act 2 Ueda Castle

6

7 cards.

Act 3 1st Siege of Ueda

7

Fight.

Act 4 2nd Siege of Ueda

8

Surprise.

Act 5 Siege of Osaka

9

1 face down.

Epilogue Return to Ueda

10

Solo.

Components

2

Story

2

Credits

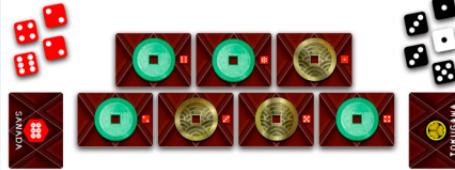
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THE STANDARD GAME

Act 4

You win as soon as you get **3 in a Row**, **3 in a Stack**, or your opponent **Submits** by not being able to take an action or surrenders.

Decide who will be the first player. They will take the red dice. The second player takes the white die and the black dice. Set the dice values as shown. Place your dice and your clan card in front of you. Shuffle and place the cards face down in the following pattern, and then flip them face up.



Starting with the first player, take turns until someone wins. On your turn, take 1 action. The actions are **Place**, **Move**, **Fight**, and **Surprise**.