

Phase 1: Planning
 Phase 2: Mapping
 Phase 3: Resolve
 Phase 4: Battle
 Phase 5: Favor Purchase
 Phase 6: Eat
 Phase 7: Check Treachery
 Phase 8: End of Day



COIN
 GOODS
 FAVOR
 TREACHERY



SPECIALTY

- 1 - Collector - Start with one random Inventory Item.
- 2 - Holy - You Gain 1 Favor when you enter a Town or Shrine.
- 3 - Hunter - Skip Phase 6 when in Plains or Forest.
- 4 - Oathsworn - Start with any one Bushido trait of your choice.
- 5 - Prepared - Resources start at 6 instead of 4.
- 6 - Swordmaster - You start with 4 Flex.

BATTLE

FLEX

■■■■■
 ■■■■■

Win = 2 - 72
 Lose = 1 or less
 Draw = 73+



CLUE COIN

INVENTORY

- 1-Kabuto Helm - You may reroll one die at the end of Battle if you tied.
- 2-Karuta Armor - A Loss counts as a Tie in Battle.
- 3-Yumi Bow - Before battle you may gain 1 Treachery to gain an automatic victory.
- 4-Shogun's Sigil - Skip Phase 6 when in Pagoda or Town.
- 5-Spyglass - You may choose farthest white die to match with red die instead.
- 6-Yokai Mask - Gain a Good and Coin when your Treachery increases.

ZEN GARDEN

	●	●●	●●●	●●●●	●●●●●	●●●●●●
★	★	★	★	★	★	★
★	1	v	h	n	r	a
★	o	2	e	k	a	d
★	u	c	3	a	s	w
★	j	l	a	4	y	g
★	x	a	f	t	5	m
★	a	p	i	z	b	6
★	★	★	★	★	★	★

○ COMPASSION

○ RESPECT

○ LOYALTY

○ INTEGRITY

○ TRUTHFULNESS

○ SELF-CONTROL

○ HONOR

○ COURAGE

GUSUKU



1472 The Lost Samurai

BY Mike Heim, 2020, v03

TIME ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■

LEDGER

integrity

truthfulness

courage

honor

compassion

loyalty

respect

self-control

Phase 1 Planning

- ★ Roll 6 white dice and 1 Red die.
- ★ Match the Red die with the physically closest white die and put them aside.
- ★ Reroll any/all of the other 5 dice up to two more times.



REFERENCE PAGE

Phase 4 Battle (if required)

- ★ Roll 2d6 and place in any two boxes on the Battle area of your sheet.
- ★ Repeat twice more with the other white dice until all of the boxes are filled.
- ★ Subtract the bottom from the top to determine Win, Lose, or Tie.

Win = See your Opponent's reward.

Tie = Lose 1 Grit

Lose = Lose 1 Grit and Gain 1 Treachery

Phase 2 Mapping

- ★ Add the Fate Dice to determine the terrain of one adjacent unmapped hex.
- ★ Make one other adjacent unmapped hex Mountains.

Phase 5 Favor Purchase

- ★ Use the Chart Below to exchange one Favor for the Resource available at your hex location.

Fate Dice	0-4	5-6	7-8	9	10	11+
Terrain Type						
Favors			/		/	

Phase 3 Resolve

- ★ Use the Chart Below to Resolve the results of your 6 white dice. Any dice results of more than 3-of-a-Kind are ignored.

Die					
1	Lose 	Lose 	Lose 	Lose any Resource	Gain
Pair	Gain 	Gain 	Gain 	You may move into an adjacent and mapped hex.	No effect
3-of-a-kind	Gain 	Gain 	Gain 	You may move into an adjacent and mapped hex and also gain a Clue .	Event

Phase 6 Eat

- ★ Lose 1 Coin or 1 Good.

Phase 7 Check Treachery



- ★ If Treachery exceeds Favor, lose 1 Grit.

Phase 8 End of Day

- ★ Mark 1 Time box in the lower right of your Player Sheet.

1472 The Lost Samurai

Number of Players
1

Player Ages
11+

Time to Play
45-90min

1472 The Lost Samurai is a solitaire map-building, roll-and-write survival game all on one disposable page by Mike Heim. Version 03



Ever since the Sengoku civil wars, only worrisome reports have come from The Island. Nobody has heard from the Shugo, and rumors of the Shugodai making his own kingdom has threatened the authority of the Emperor. As one of the Emperor's inspectors, you quickly volunteer to go to the Island, find the Shugo and expose the Shugodai. In truth, you would rather be anywhere than in the midst of the corrupt royal court. It's no wonder the lands are in chaos. There will be no back up or reinforcements sent, so you're on your own.

Your ship was sunk by a severe storm enroute. You wash up on the shore in a forest and are nursed back to health by a friendly family. They do not speak kindly of Shugodai Genji Yoshido due to his malicious nature, but divulge that something sinister must be in the works.

You now must collect enough evidence to convict Yoshido and earn enough respect throughout the land to become a samurai. With katana in one hand, and a ledger in the other you begin your journey...

Components

Besides this Rules PDF and Player Sheet PDF, you will need:

*8 six-sided dice (1 Red, 6 white, 1 of any other color/s)

*A penny or small coin (with heads and tails)

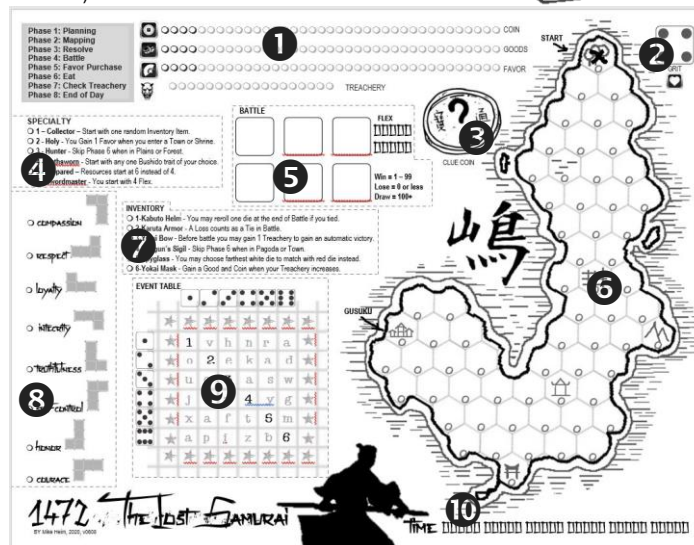
*Pen or Pencil

*8 six-sided dice consisting of:

1 Red and 6 White for planning

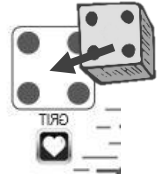
1 of any other color to track Grit

Exploring your Player Sheet



Set Up

1) Take the *other colored* die (not red or white) and place it with the four-side up at the top right of the Player Sheet over the Grit die space. Grit is your primary resource and you begin the game with Four Grit, tracked by this colored die. As you gain and lose Grit, change the die face to the represent the new value. It can never drop below 1 or exceed 6. Grit is your primary resource.



2) You begin your journey at the small X in the middle of the northern forest hex marked Start on your Player Sheet. As you travel to other hexes, draw a travel line to them to mark your progress.

3) Your secondary resources are Coins, Goods, and Favor, but unlike Grit, they can exceed 6.

CIRCLE the first four (dark) bubbles on each of these resources, but do not fill in the bubbles. A circled bubble means that you have one of that resource. A filled in bubble shows that the resource was spent or lost.



As you collect a resource, you will circle the next gray bubble of the given resource. Since there are limited number of gray bubbles that can be circled, there are a limited number of each of these resources you can collect during the game. If you are directed to collect a resource but all of its bubbles have already been circled, you do not get the resource.



4) Cover the coin graphic with your penny, tails-up.

5) Roll two white dice and use one to determine your Specialty and the other to determine your starting Equipment item. Fill in the bubbles of those two choices and refer to them throughout the game. If their action conflicts with the rules, follow the SPECIALTY or INVENTORY directions.

For instance, if you rolled a 4 and a 1, you could either have Oathsworm and Kabuto Helm, or Inspector and Shogun's Sigil.

- 1 Resource Tracks: Coins, Goods, and Favor tracked here by circling bubbles as you acquire them, and then filling in the bubbles as you use them.
- 2 Grit Tracker: Uses a die to track your Grit.
- 3 Clue Coin: Each time you find a coin, you turn your coin over here. Each time Heads comes up, you mark a Clue on the Event Table.
- 4 Specialty: You begin the game with one of these.
- 5 Battle Boxes: Battle is resolved here by placing dice and subtracting totals.
- 6 Map: This blank map is filled in with terrain icons as you explore it.
- 7 Inventory: You start with one inventory item but may acquire more throughout the game.
- 8 Bushido Skills: All of these must be acquired in order to win the game. Each one triggers a journaling exercise on the back of the Player Sheet.
- 9 Zen Garden: Used to uncover Events, Clues, and gain Bushido Skills.
- 10 Time: Turn tracker

To Win - You have 30 days (rounds) to gain all 8 Bushido traits in order to become a samurai and enter the town of Gusuku, thus publicly deposing the Shugodai.

To Lose - Grit is reduced to 0, or 30 days have expired and you haven't completed the Win Objective.

Scoring (optional)

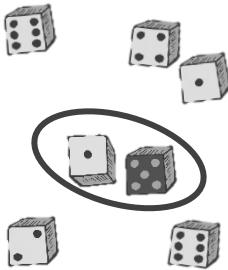
If you lose, score 1 point for each hex discovered in the game.
If you win, score 1 point for each hex discovered in the game, plus 2 points for each Bushido trait you have acquired. You can write your score in the lower right corner above the Time boxes to remember.

Turn Order

Each day is represented by a turn consisting of eight phases. You will roll dice and resolve them while tracking supplies and progress. You will sketch terrain, and trace your movement toward the town of Gusuku while trying to complete a tetromino pattern mini-game and a dice allocation battle mini-game when possible.

Phase 1 - Planning

Roll all 6 white and 1 Red die together.
(The other colored die will never be rolled since it is used to track Grit only.)
Pair the Red die with the physically closest white die you rolled.
If multiple white dice are closest, choose one of the closest dice.
These paired dice are called your *fate dice*.
Place them off to the side without changing their values.
They are "locked" (which means that they cannot be rerolled). The locked white Die is used multiple times, so do not change or lose it until the end of the turn.



Keep the values of other 5 white dice or reroll any/all of them.
You have two rerolls (of any/all unlocked dice) allowed. If rerolling multiple dice, they must be rolled simultaneously. You may roll any/all dice you have already rerolled.

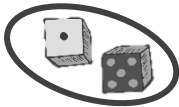
Group the 5 white dice together by sets of the same number. The white die from the *fate dice* will also be combined with these 5 dice during a later phase.

1s are Wild and at the end of this phase are flipped to any number you want. You do not flip the *fate dice* though if either (or both) of them is a 1. You do not flip the fate dice, even if either of them is a 1.

Phase 2 - Mapping

There are seven Terrain types already sketched on the map of The Island (including the Forest hex in which you begin the game).

You will map one or two hexes per round during this phase by sketching the icon for it in a blank adjacent hex to your current location if (if any are blank).
You can only ever move to an adjacent mapped hex.



Use the sum of your two *fate dice* to determine which terrain an adjacent space has. Typically, the higher the result, the better terrain. Use your pen to draw the determined terrain into any single adjacent unmapped hex. In the example above, the circled dice add up to 6 so the terrain of an adjacent unmapped hex would be Plains.

Fate Dice	0-4	5-6	7-8	9	10	11+
Terrain Type						
Favors			/		/	

Phase 2B – Mountains

If another unmapped hex exists next to your current location, draw Mountains in that hex. Mountains are impassable unless you find an Event allowing entrance. Mountains are also the most common terrain feature on the Island. You cannot move into a Mountain hex, and you should never draw a mountain hex if it would block your only possible route to Gusuku.

Phase 3 - Resolve

All six of your white dice (the 5 white dice set aside plus your white fate die) will be used to resolve effects. If you only have one of given number, something bad will usually happen. If you have a pair of the same number, something good will usually happen. 3-of-a-kinds are very helpful. Some of the results allow you to place marks in the Event Box, which is required to win the game. Any extra dice in a set after 3-of-a-Kind are discarded and not used (if you have five 4s, it only counts as one 3-of-Kind.)

Die					
1	Lose 	Lose 	Lose 	Lose any Resource	Gain
Pair	Gain 	Gain 	Gain 	You may move into an adjacent and mapped hex.	No effect
3-of-a-kind	Gain 	Gain 	Gain 	You may move into an adjacent and mapped hex and also gain a Clue .	Event

As you gain and lose Grit, change your Grit tracker die to reflect the value.
As you gain other resources, circle the gray bubbles (from left to right).
As you lose resources, fill in the circled bubbles (from left to right)

Coin is the amount of wealth you have at your disposal at the moment.
Goods are a variety of traveling supplies you would take with you.
Favor is your karma and ability to negotiate with strangers.
Treachery represents the amount of notoriety you have accumulated.

Grit is a special resource. It represents your endurance, health, and willpower, depending on the situation. If your Grit is ever reduced to 0 you lose the game.

At the end of each day you'll have to eat. You can use some of your ration (represented by Goods), or you can use Coin to purchase food for the day.

The Zen Garden in the middle of your Player Sheet is where you will prove your 8 traits of Bushido and become the regent Samurai. You need to mark many of these boxes to win the game. You will mark boxes through three actions; Events, Stars, and Clues. The “zen” you will find is in the making of tetromino shapes.

Event Boxes – Use the *fate dice* as coordinate dice to mark the Event box in your Zen Garden, then look in the Event List for the event beginning with the same letter in the box you marked. Unless your fate dice are doubles, you will always have two choices of boxes in the Zen Garden from which to choose. For instance, a roll of a 5 and 1 can be used to mark the A box or the X box in your Zen Garden. Only after you have decided on which letter to mark may you proceed to the Event List.

Doubles will always be a numbered box and all other combinations will be a lettered box. The letters are the only hints you receive before deciding which event to encounter. Only after you choose an event and mark it out on the chart are you allowed to refer to the correct passage on the Event Ledger. Do not look at other events. As you replay the game, you’ll have a better understanding of the events and know which ones are most helpful. You can only complete an event once per hex. When you are given multiple Event options, you can only choose the option if you have enough resources. If you cannot afford any of the options when you must lose something, lose 1 Grit instead.

You must fill in the bubble at the bottom of the hex you are in to show that an Event has been completed. You cannot complete an Event in the future in a hex that has the bubble marked. If both Events available by the dice combinations have been marked already, gain a Clue – by turning the coin over to the opposite side – instead. Certain events will reward you with a Bushido trait. You can also gain it through tetrominoes.



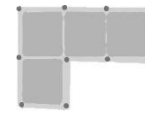
There are seven Terrain types already sketched on the map of The Island (including the Forest hex in which you begin the game). If you start a Round in one of these hexes and the bubble at the bottom of the hex hasn’t been filled, then immediately lock three white dice to 6s at the beginning of Phase 1 before rolling the other three dice. An Event will always be encountered in these premapped hexes. So, for the first round, you will lock three white dice or 6. None of these locked dice can be fate dice.



Clue Box - If you gain a Clue, turn the coin to the other side. Each time Heads is turned up, mark any box of your choice on the grid (Star or numbered/lettered box) without referring to the Event. This mark is only used to help complete a tetromino

Gaining A Bushido Trait and Journaling

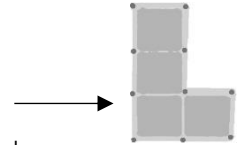
Check the Zen Garden to see if you have completed a tetromino – which looks like any of the eight moves a knight can complete in Chess – these symbols are shown in the Bushido Skills section of the player sheet. Completing a tetromino adds zen to your garden and the way you journal your acquisition of a bushido trait will be thematic. A completed tetromino represents a witnessed example of Bushido.



Refer to the Bushido Chart on the left side of the Player Sheet to see which trait you have gained, and fill in the bubble.

← This tetromino would complete COURAGE.

This tetromino would complete TRUTHFULNESS.



Draw a dark border around a completed tetromino in the Zen Garden. Those boxes cannot be used to complete other tetrominoes.

You then write a short sentence explaining what you did to gain this trait on the back of the Player Sheet, known as the Ledger.

Ledger (back side of Player Sheet)

Whenever you gain a Bushido trait through an event, you must write how the event influenced your Bushido trait.



Star Box – These boxes are found along the perimeter of the Zen Garden and can be used to complete tetrominoes. You always mark a Star box of your choice. You can only choose a box in Rows 0 and 7, or a box in Columns 0 or 7, since these are the only places Stars exist.. These star boxes can be gained through Clues and Events, but not fate dice.

Most traits offer a bit of a story-starter to help, but if you gained a trait through the tetromino, it would require a bit more creativity. For instance, if you completed the tetromino for Compassion while in a coastal hex, you could write, ***“I SAVED AN OLD FISHERMAN I SAW FALL OFF SOME ROCKS INTO THE BREAKING SURF. HE THANKED ME AND TOLD ME HIS NAME; KATSURU MAKOTU-SAN.”***

When you complete a tetromino with a Clue, you should write what the clue was, using the event, terrain, and circumstances of the current round to create a believable piece of information. For instance, if you used a Clue mark to complete a tetromino. while at a Pagoda you could write ***“ALTHOUGH THE SENSEI IN THIS SCHOOL IS A CLOSE ALLY TO THE SHUGODAI, YOU WERE ABLE TO TRICK HIM INTO GIVING UP INFORMATION THAT THE SHUGODAI HIRED SPECIAL CARPENTERS TO WORK ON THE SHUGO’S SHIP RIGHT BEFORE IT WENT MISSING.”***

While writing Traits and Clues down, you should try to combine them from time to time. For instance, Katsuru Makotu-san may have been a carpenter who refused to sabotage the Shugo’s ship, so was exiled to the countryside...

Phase 4 - Battle (when triggered by an Event)

You will encounter enemies during the game that will have to fight. These enemies are discovered when you mark specific boxes in the Zen Garden. When you must conduct a battle, use all of the six white dice.

Each of the battles has a dice challenge to complete. This is done by filling up the six boxes with numbers rolled from two dice at a time and then subtracting the top and bottom 3-digit numbers when all 6 dice are rolled and placed.

Roll 2d6 and place them without changing their facings (1-6) in any two of the six unfilled boxes. The two numbers do not have to be adjacent to each other. Roll another two d6s and place them in any of the four remaining boxes. Roll the final two d6s and place them in the remaining two empty boxes.

In this example, the first two white dice rolled are a 4 and a 1. The player decides to place the four in the upper middle box and the 1 in the lower right box.

BATTLE

FLEX

Win = 1 - 99

Lose = 0 or less

Draw = 100+

The second roll of two other dice produce a 2 and a 6. The player places the 2 in the upper right box and the six in the upper left box.

BATTLE

FLEX

Win = 1 - 99

Lose = 0 or less

Draw = 100+

The last roll of the two remaining white dice are both sixes! The player only has two empty boxes remaining so she places the sixes in those boxes.

Battle Resolution

Now subtract the top and bottom 3-digit numbers to determine your SOLUTION. It will be anything between 555 and -555. The goal is to have a solution which ranges from 1 to 99. Any solution more than 99 is a Tie/Draw and any solution less than 1 is a Loss/Defeat (negative numbers are possible).

BATTLE

FLEX

Win = 1 - 99

Lose = 0 or less

Draw = 100+

The solution here would be -19. Since it's a negative number, the Battle is Lost.

FLEX

You can manipulate these numbers by using your Flex Score. The Flex Score is a permanent effect that reflects your prowess and experience in battle. You can add or subtract any amount up to your Flex Score to the final result in order to get closer to 1. You do not expend Flex when you use it.

A Defeat will always result in the gain of 1 Treachery and loss of 1 Grit, and a Tie will always result in the loss of 1 Grit. Victories (win) have different rewards based on the enemy you are fighting.

All enemies except Ashigaru Soldiers can only be encountered once, whether you win, lose, or tie.

Phase 5 - Purchase with Favor

You may exchange 1 Favor to for a Resource. The types of resources you can acquire are determined by the type of terrain you currently inhabit. In Farm and Town Terrain, you get to choose one of two resources as shown on the chart. In Shrine Terrain, you get both Grit and Goods in exchange for one Favor.

Fate Dice	0-4	5-6	7-8	9	10	11+
Terrain Type	Forest	Plains	Farm	Pagoda	Town	Shrine
Favors			/		/	

Phase 6 = Eat and Rest

Lose 1 Coin or Good. If both Coin and Goods are depleted, lose 1 Grit instead.

Phase 7 - Treachery

Lose 1 Grit if Treachery exceeds Favor.

Phase 8 – End of Day

Mark one Time Box in the lower right of the Player Sheet.

TIME

Then start a new Round with Phase 1. Continue this cycle until you win or lose.

EVENT LIST

DO NOT LOOK AT THIS PAGE OR READ THESE UNTIL INSTRUCTED TO DO SO. YOU WILL ONLY LOOK AT THE NUMBER OR LETTER ENTRY OF CORRESPONDING TO THE EVENT TABLE IF YOU MARKED OUT AN EVENT. IF YOU MARKED A NUMBER OR LETTER BOX DUE TO A CLUE,



1

Atop an old wooden pike rest the decapitated head of a warrior wearing a helmet. This was a common for of punishment and ridicule in death. You find this behavior disgraceful. [Gain INTEGRITY, or acquire **Kabuto Helm** and add it to your inventory.]

2

A group of thugs scatter upon your approach. You come across the body of a recently slain warrior. [Gain INTEGRITY, or acquire **Karuta Armor** and add it to your inventory.]

3

Relaying your story to an old samurai, he offers whatever help he can. [Gain INTEGRITY, or acquire **Yumi Bow** and add it to your inventory.]

4

You find an item hanging from a branch in the open. Using your investigative skills, you deduct that the item was lost while riding near these brambles on horseback. [Gain INTEGRITY, or acquire **Shogun's Sigil** and add it to your inventory.]

5

At an old hut, you notice that there are a few items that the simple peasant owns. He or she isn't present at this moment. [Gain INTEGRITY, or acquire **Spyglass** and add it to your inventory.]

6

A crazy old man living near a well and wears a mask that scares people away. You approach him undeterred by his insults and threats. [Gain INTEGRITY, or acquire **Yokai Mask** and add it to your inventory.]

A

Ashigaru Soldiers -- The Emperor sent two regiments of soldiers to the Island to try to maintain order and control. These undisciplined soldiers split up into parties of thugs, terrorizing the countryside. They are just as corrupt as the emperor if not more so. [Conduct Phase 4 - Battle. If you win, gain 1 Flex.]

B

Baby Found -- It seems as if somebody abandoned this body, or it was kidnapped; a common act of the Ashigaru to get money from families. Your investigative skills can help to find and return the child to her parents. However, you could also just deliver it the local authorities and allow them to determine if the baby was abandoned or find its owner. [Gain 1 Favor, or Immediately mark one Time to gain COMPASSION.]

C

Criminal Brigands -- The four scoundrels that surround you seem to think that you're easy prey. No amount of parley is able to talk them down. [Conduct Phase 4 - Battle. If you win, gain 1 Flex and 2 Favor.]

D

Desperate Farmer -- A family of farmers are relocating to the nearest town as they lost their houses and families in recent raids. The father is even so desperate that he will sell his daughter's hand in marriage for a handful of Coin. Although you are much older than the daughter, turning down the father may also be taken as offensive. [Lose 1 Favor or Lose 3 Gold to gain the wife and a dowry. If you chose the wife, two hexes away draw a Pagoda with a Star in an unexplored hex. While you are in that starred hex, Treachery cannot increase by any means.]

E

Enraged Mob -- A violent mob stokes fears about a Chinese invasion and thinks that you are an agent of the Chinese. [Lose 2 Grit but gain SELF-CONTROL, or Conduct Phase 4 - Battle. If you win, gain 1 Flex and 1 other resource of your choice.]

F

False Samurai -- This agent of Yoshido has been tracking you for quite some time. It's clear that the Shugodai knows of your presence and wants you dead. [Conduct Phase 4 - Battle. If you win, gain 1 Flex and HONOR.]

G

Gion Matsuri -- The Ashikaga banned this festival all across Japan. However, people on the Island still pause and put their differences aside to celebrate. You can either join in the festivities or pay some coin to avoid attention. [Gain 2 Favor and gain 1 Treachery, or Lose 1 Gold.]

H

Houichi the Minstrel -- He is blind and has kanji runes painted all over his body. He wants to get to a nearby graveyard where he says he can hide from witches and spirits. You can either take pity on the blind lunatic, or escort him to the graveyard. [Mark one Time and gain Favor, or Lose 1 Good.]

I

Informant -- You hear of somebody that's been tracking you since your arrival and is reporting back to Yoshido. He sends two children with scrolls explaining that he'll sell information about the Shugodai for the right amount of money. You realize all communications will be through these young messengers. [Lose 3 Coin and gain a clue, or gain 1 Treachery.]

J

Jungle Kenchiku -- The last known location of Shugodai Genji Yoshido-san is two hexes away. If you go there with 6 or more Bushido Traits, you can confront him in Battle. [Draw a Forest with a star on it in any unexplored hex two away. If you visit there with at least 6 Bushido traits and win the battle, you win the game. If you lose, you must complete the original objective instead.]

K

Kyodai Gang -- A well-known gang approaches you and wants you to join them. Although they're ruffians of which samurai refuse to fraternize, you know that they are well-connected and may give helpful information about the Shugodai. Contrarily, you could keep your loyalty to the Emperor intact. [Gain 1 Clue, or lose 1 Coin to gain LOYALTY.]

L

Lavender Tea House -- Places like this make you appreciate the common folk of the Island immensely. For a modest price, you can rest and recuperate here. [Gain a Clue, or Lose 1 Coin to set Grit to 6.]

M

Menacing Dream -- A reoccurring dream haunts you. Your ship lost in the storm. It was sabotaged. Everybody died. You lived. Why? [Lose 1 Grit, or Gain 1 Treachery.]

N

Nagato Road -- Draw an East/West road (dashed line left to right) through this hex to each opposite coastal hexes. [Any unmapped terrain this road passes through is considered Mountains. You can enter Mountain spaces while on the Nagato Road. While in a Mountain Road hex during Phase 5, you may use a Favor to mark a Star box.]

O

Okiku's Well -- You hear tales of a lake haunted by the spirit of a drowned girl preventing people from traveling there. Unfortunately, it's in the path of your journey. [Draw a one hex lake halfway between your current hex and the town of Gusuku -- as if you were to take the quickest route. You may still travel through the lake hex, or go around it. [Lose 1 Resource of your choice during Phase 5 if you are in the Lake hex.]

P

Pilgrimage -- Buddhist monks are leading a large group of Burakumin undesirables to a port where they plan to board a boat to China. You can see the heavy souls in the eyes of the travelers and understand their want to escape their caste in Japanese society. [Lose 1 Time to Gain RESPECT, or ignore this event.]

R

Refugees -- You encounter a sizable collection of families escaping the troubled town of Gusuku to start their lives anew on the opposite side of the Island. You visit with them at camp and try to help as can. [Lose 1 Goods, or Lose 3 Goods and gain a Clue.]

S

Smallpox Outbreak You thought the events on the Island couldn't get any worse, but then you meet people afflicted with the pox. You do what you can to help, but the scars of this disease from your childhood remind you that you cannot stay. [Lose 2 Goods or Lose 1 Grit. Then draw a border at the range of 1 hex. Ending your turn in any of the seven hexes will result in the loss of either 1 Good or 1 Grit during Phase 8.]

T

Tranquility Garden -- A large family focused on nature and harmony have set up this butterfly and botanical garden. They welcome your company and prove to be the most gracious hosts. You have a great evening laughing and connecting with a beautiful and intelligent maiden. [Gain 2 Grit or 1 Clue.]

U

Unburied -- You wander upon two corpses slain in the middle of the path. Both appear to be simple travelers and their backpacks and other valuables appear to be missing. They have been dead for several days. A warning has been written on rice paper and attached to the bodies. It reads, "Traitors. Do not bury." [If you bury the bodies lose 1 Time and gain a Star Space, otherwise ignore this event.]

V

Vengeful Ronin -- As you approach an eerily quiet bridge, a lone samurai stands in your way. "I've been waiting for you," he says as he draws two tantos and assumes a classic butterfly defense stance. "Your masters have only brought ruin and dishonor upon our land." [Conduct Phase 4 - Battle. If you win, gain 1 Flex and HONOR, or 1 Flex and one Inventory Item of your choice.]

W

Welcoming Sunrise -- You awake to the call of majestic cranes flying across a bright red sun barely breaking above the horizon. You are encouraged knowing that this is a good omen. [Gain 1 Grit, or gain a Star box.]

X

X Marks the Spot -- You have come into possession of a treasure map. (Draw a 2 in any unexplored hex four away. If you enter this hex, immediately increase all of your Resources by 1.)

Y

Yamabushi Monks -- A number of Shaolin monks led by a Sohei are studying "The Water as Glass" and offer to trade experiences with you. Training would be grueling and time consuming. You would have a much easier time agreeing if you weren't up against the clock. [Lose 1 Time and 1 Favor to gain an Event Box of your choice, or ignore. You cannot read the Events before choosing an Event box.]

Z

Zenzai House -- You come upon a soup house where you decide it would be a good place for a short break and get some good food. Appearances are not what they seem as this shop is more than just a mere eatery. [Lose 3 Coin or gain 1 Treachery.]

