



2-6  
players



Age 8  
and Up



10-20  
minutes

## Overview

You are a rising Samurai during the chaotic Sengoku Period (Japan in the 17th century). You must take part in successive campaigns to gain land and resources, until one is left with no resources. The one with the most resources (Mangoku Coins) then becomes the all-powerful Shogun. During each campaign, you will use Character Cards to attack and defend, or steal cards or Mangoku Coins from other players. You will need to strategize and decide if you use a card with higher Battle Points to attack and attempt to eliminate your opponent now, or keep it to defend yourself later in the campaign. Then, you'll need to decide whether to play higher Honor Points cards in order to get all the Mangoku Coins at the end of the campaign, or to play them early to prevent your opponent from attacking and potentially eliminating you from the current campaign.

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30 Mangoku Coins

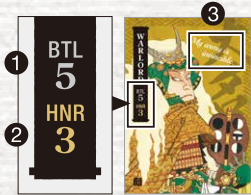


30 Character Cards



## Character Full Description

- 1 Battle (BTL) Points
- 2 Honor (HNR) Points
- 3 Card Effect



■ **EMPEROR** | BTL 0 | HNR 5 | 1/30



**End the current campaign.**

The Emperor tires of bloodshed.  
「Let he who has the most honor  
be victorious.」

■ **PEASANT** | BTL 1 | HNR 0 | 6/30



**Play 1 Peasant: no effect.**  
**Play 2 Peasants: Initiate 5 BTL  
attacks against all other players.**

Banding together, the Peasants  
have arisen in arms.  
「Together we need not fear battle!」

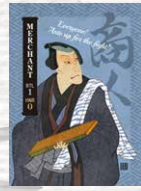
■ **BANDIT** | BTL 2 | HNR 1 | 3/30



**Steal 1 Mangoku from any player  
(even those already eliminated).**

I'm no poncy prancing Samurai!  
「Gimme your gold!」

■ **MERCHANT** | BTL 1 | HNR 0 | 2/30



**All other players (even those  
already eliminated) add 1  
Mangoku to the coin pile.**

War requires more gold than soldiers.  
「Everyone! Ante up for the fight!」

■ **PRINCESS** | BTL 0 | HNR 3 | 1/30



**Steal half of the Mangoku in  
the pile (rounded down).**

Half of this pot just might make a  
dowry!  
「Half is for me!」

■ **CAPTAIN** | BTL 3 | HNR 1 | 5/30



**Initiate a 3 BTL attack against a  
single player.**

The Captain always knows where to  
find a fight!  
「C'mon! Let's fight!!」

■ **MONK** | BTL 1 | HNR 2 | 3/30



**Immediately cancel any card's effect  
on you, including an attack. (May be  
played out of turn as an instant.)**

The Monk has convinced his foe to  
cease the quarrel.  
「Let us end this fruitless dispute.」

■ **SHRINE MAIDEN** | BTL 0 | HNR 4 | 1/30



**All other players must reveal their  
hands face up for 15 seconds.**

As a servant of the gods, the Shrine  
Maiden peers into your heart.  
「Bare your soul!」

■ **COMMANDER** | BTL 4 | HNR 2 | 3/30



**Initiate 4 BTL attacks against  
2 players.**

The Commander is an expert in tactics.  
「Hit two birds with one stone.」

■ **NINJA** | BTL 2 | HNR 0 | 1/30



**Choose another player.  
That player must discard his or  
her hand and draw 2 cards.**

The Ninja flanks on hidden paths.  
「And now, you shall die.」

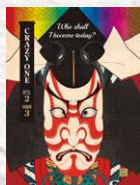
■ **TEA MASTER** | BTL 1 | HNR 3 | 1/30



**Choose a player and randomly  
draw one card from his or her  
hand; play it immediately.**

The Tea Master's tea house is open  
to anyone.  
「Come, sit and have some tea ...」

■ **CRAZY ONE** | BTL 2 | HNR 3 | 1/30



**Take any face up card from  
the discard pile and play it  
immediately.**

Battle is the Crazy One's stage, and  
every part is his.  
「Who shall I become today?」

■ **NOBLEMAN** | BTL 1 | HNR 4 | 1/30



**Look at a player's hand; take 1  
card and play that card  
immediately.**

The word of a noble bends the will of  
the mob. Who shall I command?  
「Raise thine eyes...」

■ **WARLORD** | BTL 5 | HNR 3 | 1/30



**Initiate a 5 BTL attack  
against a single player.**

Let me show you the power of a  
Samurai Lord!!!  
「My army is invincible.」



## 1 Victory and Game End

One game consists of successive campaigns, and ends **when one of the players runs out of Mangoku Coins** at the end of a campaign. Mangoku Coins represent the land and resources controlled in The Zipang. The player with the most Mangoku Coins wins. The remaining players are ranked according to their Mangoku Coin totals. If the top players are tied, those players shuffle the deck and draw one card each. The card with the most Honor Points wins.

## 2 Game Setup

1 Each player starts the game with **5 Mangoku Coins** (or **4 if there are only 2 players**). Remove the rest of the Mangoku Coins from the game.

**Note** Players must make their Mangoku Coins visible to other players at all times.

2 Depending on the number of players, remove the following cards:

2-3 players	2 Bandits, 2 Captains, 4 Peasants, 1 Monk, 3 Commanders
4-5 players	1 Bandit, 1 Captain, 1 Peasant, 1 Monk, 1 Commander
6 players	None. Use all cards.

3 Shuffle the card piles created in 2-1 and deal 2 cards to each player face down. Place the remaining cards in a single pile at the center of your play area. This will be referred to as the "supply".

4 Randomly choose a player to start (or let the youngest player go first), and begin the first campaign.

## 3 Campaign Beginning

1 Shuffle the supply and deal 2 cards to each player, then place the rest of the supply face down in the center to create the supply. Each player looks at his hand, keeping it hidden from other players.

2 Place the top card of the supply face down next to it to **create the discard pile**.

3 **Each player puts 1 Mangoku Coin** in the center to initiate a new campaign.

## 4 Campaign Turns

1 When your turn begins, **draw the top card from the supply**. When the supply runs out, the campaign ends (see "Campaign End").

2 **Play one of your 3 cards face up into the discard pile**. If initiating a battle with a Warlord, Commander, Captain, or 2 Peasant cards, see "Battle."  
**Note** You must have 2 Peasant cards to initiate an 'ikki' (peasant revolt).

3 If you are the last player remaining at the end of your turn, the campaign ends (see "Campaign End"). Otherwise, play continues clockwise to the next player still in the game.

### ! Hand Refill Rule

You must always have 2 cards (or 3 if it's your turn to play) in your hand **at all time** during the campaign, if possible. Even if a card is taken from you, draw back up to 2 cards in hand immediately. This happens before that taken card is played.

## 5 Battle

### Attack

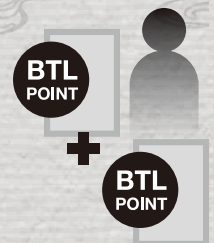


Attack other players by playing a **Warlord, Commander, Captain or 2 Peasants** (see "Ikki" below). Each attacker card has a Battle Point (BTL) value and specifies how many players it attacks. With the exception of the Peasant, you can attack with one card only. Multi-player attacks are separate and simultaneous.

**"Ikki" (peasant revolt): Playing 2 Peasants initiates a 5 BTL attack against all players.**

### Defense

Each defending player **sums the Battle Points from all of the cards** in his or her hand. If that sum is equal to or higher than the attacker's card's Battle Points, the defender shows the attacking player his or her hand, and the attack is blocked. The defender keeps the cards in his or her hand. If the defending player has fewer total Battle Points, the defender is eliminated from the current campaign.



**Special Blocks:** If attacked before your first turn of a campaign, you can block the attack by adding 1 Mangoku Coin to the center pile. You may do this once for each attack that occurs before your first turn. You can also cancel an attack by playing the Monk.

### Player Elimination

An attacker who is blocked remains in the campaign. A defender who is defeated is eliminated from the campaign. When eliminated, players must discard their entire hand face up, but keep their Mangoku Coins and wait for the next campaign to begin. Eliminated players can still be affected by Bandits and Merchants.

## 6 Campaign End

(1) If you are **the last player remaining after a battle**, the campaign ends and you take all the Mangoku Coins in the center pile. If one of the players has no Mangoku Coin left, the game ends (see Victory and Game End).

(2) If **the Emperor Card is played, or if there are no cards** for a player to draw at the beginning of his turn, then the player with the highest sum of Honor Points in his hand wins the campaign and takes all the Mangoku Coins in the center pile. If there is a tie, the Campaign is a draw, all the Mangoku Coins stay in the center pile, and a new campaign begins. If one of the players has no Mangoku Coins left, the game ends (see "Victory" and "Game End").

(3) If no game end is triggered, then initiate a new campaign. The winner of the previous campaign takes the first turn. If the previous campaign was tied, then whoever went first in the last campaign goes first again.

## 7 FAQ Frequently Asked Questions

**Q1 What happens if I have no Mangoku Coins left to block an attack before my first turn of a campaign.**

A1: You are unable to block and are eliminated from the campaign.

**Q2 What happens if I cannot draw up to 2 cards at the end of a turn.**

A2: You finish the campaign with the cards remaining in your hand; you simply sum the Honor Points of any cards you still have in hand.

**Q3 What happen if I run out of Mangoku Coin during a campaign when Bandit or Merchant played against me?**

A3: You're still not eliminated from the campaign.

**Q4 Do eliminated players still need to pay Mangoku if the Bandit or Merchant is played?**

A4: Yes, unless they have no Mangoku Coins left.

**Q5 Can I reveal information I've learned about other players' hands?**

A5: In the spirit of the game, and for the sake of your honor, you shall not.

**Q6 If I end a campaign by playing the Emperor, do his 5 Honor Points count toward my total?**

A6: No. You would sum only the 2 cards left in your hand.

**Q7 If I steal a Peasant card from another player by playing Tea Master or Nobleman, may I then combine it with a Peasant already in my hand to initiate an ikki (peasant revolt)?**

A7: Yes.

**Q8 Can I play a Monk on my turn, as opposed to using it as a reaction to an opponent's play?**

A8: Yes, but nothing will happen.

**Q9 Can I cancel Emperor, Peasant Revolt or Shrine Maiden with my Monk card?**

A9: Emperor cannot be canceled. You can cancel other cards' effects on you, but not their effects on other players.

**Q10 Can 2 peasant cards or Ikki be used for 5 battle points defense?**

A10: No.