

Takamatsu

*A tactical, interwoven conflict by
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In the year 1600, Tokugawa Ieyasu became sovereign of Japan and relocated the capital from Kyoto to Edo (today's Tokyo). To pacify the land, the rivalling Daimyos had to stay in Edo for half a year and had been integrated into governmental machinery. Moreover, the Shogun assigned them new tenures („Han“).

Legend says that the Han of Takamatsu has been assigned in a challenge. The competing Daimyos directed their Samurai through the palace following some simple rules, using the Samurai of the other Daimyos for their purposes. An exciting interwoven competition with unexpected surprises.

Game Components

- **1 Game board** (consisting of 6 square pieces)
- **1 Rulebook** and 5 “Rules for Movement” on cards
- **10 Pagodas**, 2 each in 5 colors (blue, black, purple, red and yellow)
- **35 Samurai**, 7 each in 5 colors (blue, black, purple, red and yellow)
- **18 Shogun-cards** (13x open values, 5x hidden values)



Aim of the game

The players act as Daimyos and send their Samurai through the palace. In case a Samurai reaches the room of his Daimyo (his color), he is rewarded and can move forward his pagoda accordingly. **The player reaching the target of 20 points first, will win the game** and receive the Han of Takamatsu.

Setup

Each player chooses a color and receives the appropriate game pieces.

The number of Samurai depends on the number of players (the rest is not needed):

5 players: 5 Samurai

4 players: 6 Samurai

3 players: 7 Samurai

2 players: Each player takes 5 Samurais in 2 colors as well as all four corresponding pagodas

The Samurai are placed in the palace, into the rooms in their color: **3 Samurai** in the appropriate room (of their color) on the exterior, **the rest** in the corresponding interior room. A pagoda is placed on the starting field of the point track in the garden, the other stays with the player and marks his playing color.



The Shogun-cards are shuffled and prepared as face-down deck. The upper 5 cards then are displayed adjacent to the game board. Cards with **open values** (→) are turned over, cards with **hidden values** (⇒) stay face-down.

Gameplay

The player having been closest to Japan most recently, will be the starting player. The other players follow clockwise.

The player at turn **chooses one or more Samurai from a room and moves them forward**. The Samurai always move clockwise through the palace, arrows indicate the way to go.

All Samurai chosen **move the same range**: They start from one room and end up together in another room. It is for the player to decide how many Samurai he chooses, however, he has to consider the following rules:

- The player has to move at least **one of his own Samurai**.
- In case there are **Samurai of other players** in the room, **he has to also move at least 1** of these. Whether he moves more than 2 figures – one of his and one of another player – is up to him.
- **A room with 1 or 2 Samurai may be cleared**. If there are **more than 2 Samurai**, the **room may not be emptied, at least 1 Samurai must stay behind**. How many and which Samurai stay behind – his own and/or from other players – is the player's decision.

The chosen Samurai are moved forward, whereas **the number of chosen figures indicates the range of the movement**. Has the player chosen 3 Samurai, he has to move them 3 rooms further; 5 figures he has to move 5 rooms.

Exception: In case the Samurai start from the "+1" room, the player **may** – this is voluntary – move the Samurai 1 more room. Starting from the room "+2", **he can move** the Samurai 1 or 2 rooms further.

Example: What can the red player do?

Present in the room: Possible Actions:



Since there are less than 3 Samurai, the player may empty the room. He can either move 1 of his Samurai 1 room or both of his Samurai 2 rooms.



Only one possibility: Both Samurai must be moved 2 rooms (rule: at least 1 own and 1 of another player).



With 3 or more Samurai, the room may not be emptied, at least 1 Samurai must stay behind. Red thus has two possibilities: He chooses his own Samurai (which he has to) and in addition the blue or the yellow Samurai and moves these two 2 rooms further.



Red can choose from 5 different moves where the requirements (one of his Samurai, at least one of another player, at least one Samurai to stay behind) are met.



The Samurai are in the +2-room: The player must move his red and one yellow Samurai, but can choose to move them 2, 3 or 4 rooms further.

Evaluation

If a Samurai reaches a room in his color – the move has to end there, only passing is not sufficient –, the player receives the upper displayed Shogun card (see mark). In case several Samurai reach a room, players receive cards accordingly. As soon as one Shogun card has been taken, the other cards are moved up. A new card is placed on the free space from the deck. In case the deck is finished, the used Shogun cards are shuffled and prepared as new deck.



Attention: Only cards with open values are turned over!

Only players receive cards, which's Samurai reach the room of their color. If 5 Samurai enter the red room – 2 yellow and 3 red –, the red player receives 3 cards. It does not matter which player has moved the Samurai. The red player receives the cards also, if another player has moved them.

For cards with **open values** the pagoda of the player is moved by the number indicated. If the card shows a -2, the pagoda is moved backwards (if possible). Used Shogun cards are put on a discard pile.

Cards with **hidden values** are kept hidden by the player. The player can decide when to activate the cards (one or all) and move his pagoda accordingly. This is done to reach the goal and win the game.

End of the game

If a pagoda reaches the **goal (20 points)**, the current round is finished, so all players have been active for the same times. Now all **hidden** Shogun cards are turned over.

The player with the most points wins the game.

Modifications for 2 players

When having Samurai of other players in the chosen room, the rule is to take at least one of the other Samurai. With 2 players, this means: **If there is a Samurai of another player in the room, at least one of these has to be moved along.**

Example: *blue/yellow's turn: In the room are Samurai in blue, yellow and green. The player has to choose beside one of his own Samurai at least one green, but can otherwise choose freely. If there are not figures from the other player in the room, but both of the player's colors, he has to take at least one of each color.*

The player does not have to move his two colors in turns. Blue/yellow may move repeatedly only blue Samurai.

If a pagoda reaches the goal, the current round is finished. Then the players add the points of their pagodas and hidden cards to determine the winner.