

Rise of Tokugawa

A Small Samurai Empires Expansion



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Rise of Tokugawa

OVERVIEW

Game Components:



5 Player Scoreboard



Island Map Extension



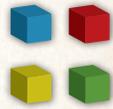
5th Region Influence Board



15 Destiny Cards
(7 red, 3 orange, 2 teal, 2 gray, 1 violet)



2 Seeding Tokens



4 Cubes - Influence Track Markers

5th Player Components:



1 Turn Track Marker



1 Player Screen



16 Samurai Meeples



3 Castle Meeples



6 Cubes
(5 Influence Track Markers +
1 Score Track Marker)



11 Order Tokens

SETUP

New Region Setup:

1. Add the **New Region board** on either side of the map (north or south).
2. Take the 7 Bushido and 7 Food seeding tokens. Seed them randomly on each space of the map that has the ① (resource slot) symbol. Place the other resource tokens near the board to form a supply.
3. Shuffle the new **Destiny cards** in the Destiny deck, then deal 3 to each player.
4. Each player places 2 **Armies** from their supply in each **Capital City** province, so each player will start with 10 total **Armies** on the board.
5. Add the **New Region Influence board**, and then place one cube marker of each player on the starting spaces of the Influence tracks.
6. Each player places their score marker at the “0” space on the score track.
7. Determine first player and place their turn marker on the 1st slot on the turn Order board. Then in clockwise order, place all player’s markers on the next slots.

5th Player Setup:

Note: When playing with 5 players you must use the **New Region** components.

The 5th player gets the Tokugawa house pieces: **16 Armies**, **3 Castles**, **Tokugawa Order tokens**, **2 Bushido** and **2 Food tokens**.

GAMEPLAY

During the game, players will be able to place their Order tokens and play out actions on the New Region the same way they would in any other region. Rounds are played as in a 4-player game. Each player places 3 action tokens during the first planning phase in an era, then 2 tokens during the second planning phase in an era.



Adding New Region

1)



2)



Training Grounds

OVERVIEW

This module adds the unique Training Ground boards to each house in the game. Each player will play with different abilities and powers contained on their board. The module also adds the new Archer Armies, as well as the almighty General.

Game Components:



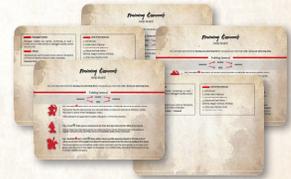
5 Training Grounds



15 Archer Meeples
(3 per player)



5 Generals
(1 per player)



5 Help Boards
(1 per player)

SETUP

1. After choosing your house (training ground), add all your Samurai Meeples to the Regular Armies space on your Training Ground.
2. Set the 3 Archers Armies and the General on the slots above.



GAMEPLAY

New Rule

■ Besieging

Besieged Castles are Castles containing at least 1 enemy Army in their province. You cannot recruit Armies in Besieged Castles.

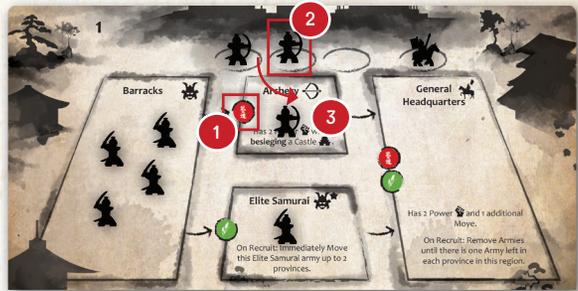
Training (Planning Phase)

During the game, you may use the Samurai Meeples just as you would in a normal game, with the addition that you can Train them during your planning phases. However, you may train only 1 Army per turn. **Armies are: Samurai Army, Archer Army and Elite Army.**

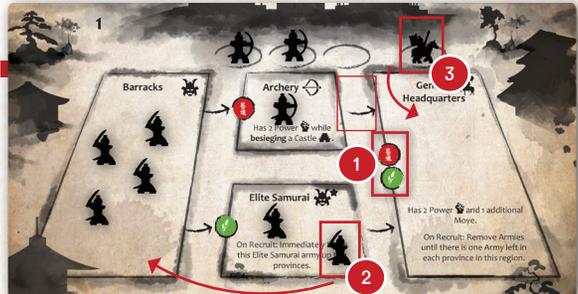
To train a Samurai, first choose which type of Army do you want it to become. Then pay the required resources (Bushido/ Food) and:

- Place an Archer Army from the supply into the Archery Range space (if you're training an Archer); or
- Move a Samurai Army from the Barracks into the Elite Army space (if you're training an Elite Army); or
- If you wish to further train your Archers/Elite Army into General, pay the required resources to place the General meeple into the General Headquarters space on the Training Ground. Then, either return an Elite Samurai meeple in the Barracks (you must have already trained an Elite) or return an Archer in the supply (you must have already trained an Archer).

Example: Blue wants to train an Archer. They pay the required cost **1** and move one Archer from the Untrained Archers space **2** to the Archery Range space **3**.



Example: Blue wants to train the General. They pay the required resources **1** and they remove one Elite Army **2** and place it back to the Barracks. Afterwards, they take the General **3** and place it on the Trained General Space (Headquarters).



Recruitment (Planning Phase, Resolution Phase, Neutral Actions)

Whenever you would recruit a Samurai, you may choose to recruit any of your other trained Meeples (Archers, Elite, General). If you chose to recruit an Elite or a General, you will get an immediate bonus effect. Usually this will depend on the province or region that unit is recruited.

Additionally, some of these units have more power or effects than a normal Samurai Army, while on the map board. You may recruit these Armies during the Planning Phase, Resolution Phase or via Neutral Action.

- **Archer** (Cost 1 Bushido) – The Archer has the same power as a Samurai Army (1) when on a province without a Castle. They have 2 power when besieging an opponent Castle. If an Archer is besieging an opponent’s Castle, their owner gains 1 VP at the end of each era.
- **Elite** (Cost 1 Food) - It has the same power as a Samurai Army (1); On the board it is used as a regular Samurai Army, but it has an immediate ability when recruited.
- **General** (Cost 1 Food and 1 Bushido + Trained Archer/Elite) – It gives you immediate ability when recruited. When in play the General has 2 power and same as a Castle, it gives extra region influence to its owner (+1). Additionally, whenever the General moves, it moves 1 additional space.

Example: In the resolution phase the red player (Training Ground #5) wants to recruit an Elite. When recruited, their Elite Armies have the power to do the neutral action of any of their already placed Order tokens. So, they have to choose from option 1 where their Elite can do the “Move 1” – neutral action or option 2 where their Elite can do the “Harvest 1” - neutral action.



New rule

■ Attack:

Whenever you want to destroy any units on the board, you have to destroy them in order of priority.

Attack priority:

Samurai Army > **Archer Army** > **General**

This means that if a province is occupied with a General, an Archer and a Samurai (All from the same player), first, you have to destroy the Samurai, then the Archer and then, the General.

Example: Yellow is attacking in the Capital with an Order Token. They choose to pay 1 bushido and destroy 2 armies. Since Blue has 2 Samurai and 1 Archer in the targeted province, Yellow, following the attack priority, has to destroy the 2 Samurai Armies.



Training Ground Abilities

Each Training Ground board has different powers for the Elite Samurai and General.

Training Ground #1

- **Elite:** Immediately move your Elite up to 2 spaces.
- **General:** Destroy Armies (friendly included) from the region until there is 1 Army (from each player) in each province.

Training Ground #2

- **Elite:** Recruit another Samurai Army with this Elite.
- **General:** Destroy all opponent Armies in a province in this region.

Training Ground #3

- **Elite:** Destroy 1 opponent Army in an adjacent province.
- **General:** Move any number of Armies to this province (from any other region).

Training Ground #4

- **Elite:** Move 2 opponent Armies from one adjacent province to another adjacent province.
- **General:** Gain the regional resources, then kill 2 opponent Armies in this region.

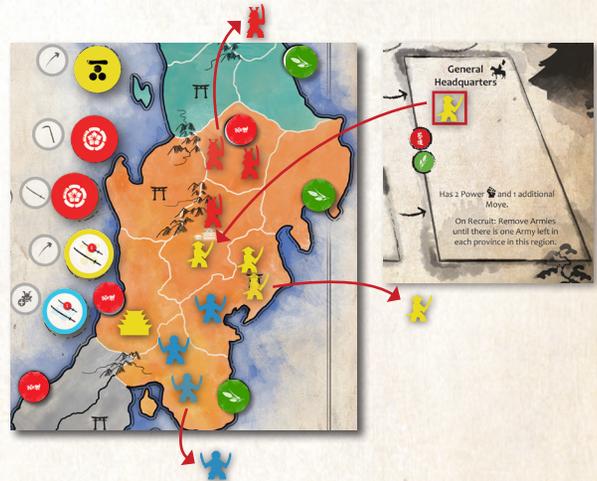
Training Ground #5

- **Elite:** Choose and play a neutral action from an already placed Order token.
- **General:** Move the General 1 space and destroy all Armies in the province it ends it's turn in.

When using the power of the Elites, or the Generals, you still have to follow the attack priority rule.

Example: The yellow player is recruiting their General. After placing it in the Capital, they need to destroy Armies from the region until there's 1 in each province. They destroy 1 red Samurai Army from the Bushido province, 1 yellow Samurai Army from the Shrine province and 1 blue Samurai Army from the food province. They cannot destroy the blue Archer since there is a blue Samurai Army in the same province.

Lastly, they do not destroy the blue Samurai Army in the shrine region since it is the only one from that player.



Solo Mode

OVERVIEW

In this mode, you will face two fierce opponents. These two houses will join forces to stop you from conquering Japan. Behold! Even though you are fighting against bigger armies, with better strategy and discipline, you might outsmart and outbattle them. Have more points than the two houses combined at the end of the game, and you will become the Emperor of Japan!

Game Components:



32 Location Cards
(16 for each Ai)



1 Solo Track

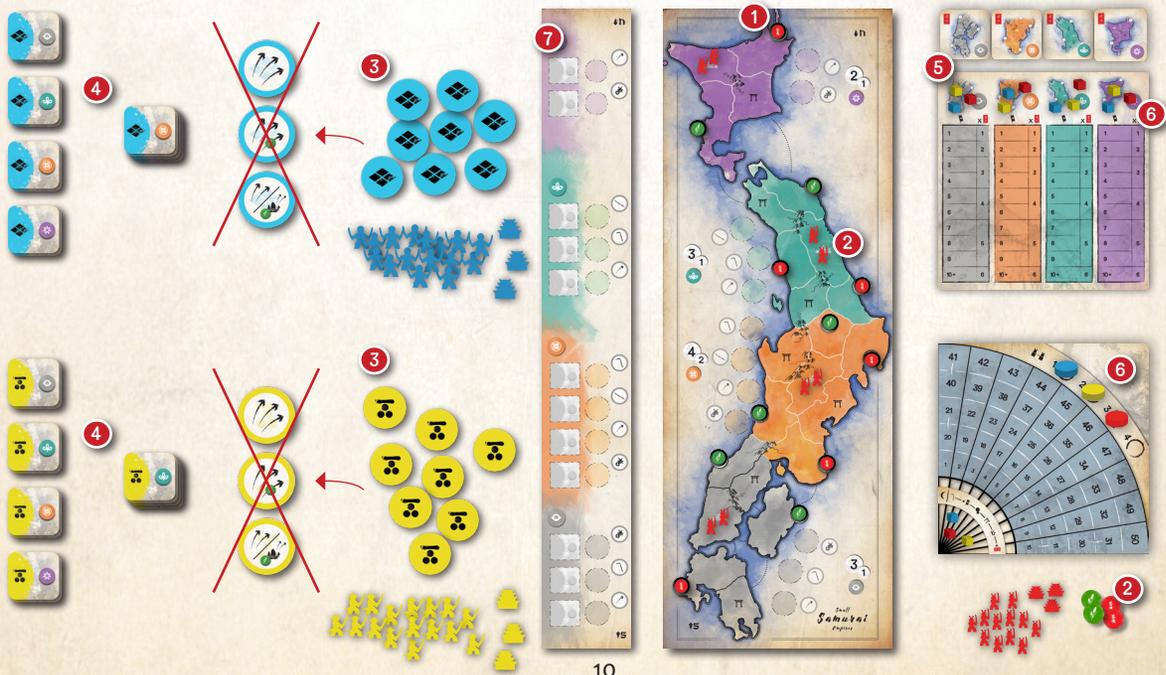


1 Help Board



SETUP

1. Take the seed tokens   and place them randomly on the map. Make sure that every region has at least 1 Bushido and 1 Food.
2. Set 2 Armies in each of the Capitals and collect 2 Food and 2 Bushido for the player. The two Ai start with 0 resources and 0 Armies on the board.
3. The AI's play with the yellow and blue colours. Remove all move tokens from each of the AI (3 for each). Shuffle the rest of the Order tokens (8) and put them face down. Take the Armies and Castles and put them close to the board.
4. Separate each AI's – Location cards by regions. Draw 2 Location cards from each of the regions and then shuffle them in one pile for each Ai, thus creating two face down decks of 8 cards.
5. Take 1 Destiny card for each of the regions, and place them next to the Influence board. Now, there should be 4 Destiny cards next to the board. Shuffle the rest and place them face down.
6. Set up the Starting Points and Destiny score. Place the player's marker on third slot of the Turn Track. Both of the AI's play before the player. At the start of the first era, the Player should be last in the turn order.
7. Place the AI's board on one side of the map. During the game, use the board to place the Location cards for the AI, as well as every action token. (Ignore the action slots on the original board)



Setting up Destiny cards:

Draw from the Destiny card deck:

| | | | |
|---|-----------------------------------|-----------------------------------|-----------------------------------|
| before Era 1 | after Era 1 | after Era 2 | after Era 3 |
| 4 Destiny cards (1 per region) | 2 Destiny cards (random) | 2 Destiny cards (random) | 1 Destiny cards (random) |

GAMEPLAY

The game is divided into **3 eras**. Each era consists of **2 rounds**, where each round is played in 2 phases (Planning phase and Resolution phase). In every era, the player and the AI's place **3 Order tokens** in the first round and **2 Order tokens** in the second round.

Quick overview of an era

1st round

Planning Phase:

- Place 3 Order tokens

Resolution Phase:

- Resolve order tokens from **bottom upwards**

2nd round

Planning Phase:

- Place 2 Order tokens

Resolution Phase:

- Resolve order tokens from **top downwards**

At the start of the first era, the Player should be last in the turn order. After the first era, the player with the least amount of points will go first during the next era. The player with the next lowest score second, and so on.

Turn actions for the AI's

The turn action is the same for both AI's.

Turn actions for AI 1st round:

Planning Phase

Draw one Location card, take one random (face down) token and place it on the bottom-most available space of the region (the Location card region). Then, flip the card and recruit one Army for each of the province/s matching the Location card. If the AI has any number of Armies present on all corresponding provinces, the AI does the neutral action next to it's token. (See page 10 neutral actions)

Note: If the AI has an Army only on one of the matching provinces, it still recruits an Army on the empty ones.

Note: If the AI cannot place a token to a particular region (i.e., the region is full), draw a card until there is a free space for a token in another region. The card/s that are unused are placed on the bottom of the deck.

When all (9) Order tokens have been placed on the board, you can proceed to the Resolution Phase.

Resolution Phase

Resolve Order tokens from bottom upwards (South to North).

After all tokens have been resolved, you can start with round 2.

Turn actions for AI 2nd round:

Planning Phase

Shuffle the remaining Location cards. The AI Draws a Location card, then places a token on the topmost available region corresponding with the card. Then, flip the card and recruit one Army for each of the province/s matching the Location card. If the AI has any number of Armies present on all corresponding provinces, the AI does the neutral action next to it's token.

The AI wants to ignore placing tokens over itself, so its priority is **empty space > enemy token > own token**. The AI do not pay any resources for placing a token over another enemy. The player has to pay 1 Bushido for covering the first enemy token, and 2 Bushido for covering the second one. However, only one token for each AI and player can be covered during this era.

When all (6) Order tokens have been placed on the board, you can proceed to the Resolution Phase.

Resolution Phase

Resolve Order tokens from top downwards (North to South).

After all tokens have been resolved, the Era ends.

Order Token Actions for the AI

All actions are corresponding with the drawn Location card.

Order token actions are:

-  Attack
-  Harvest
-  Recruit Armies
-  Build a Castle

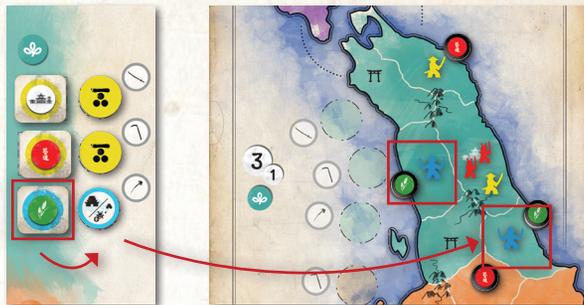
Neutral Actions for the AI:

Neutral actions are the actions that are on the board. The AI can play the neutral action only when they have Armies in all corresponding provinces matching the Location card.

Neutral actions are:

-  Attack
-  Harvest
-  Recruit Armies
-  Move

Example: Here, the blue AI flips its blue token which is Build Castle. Since the AI has 2 Armies in each of the provinces matching the card (Food), the AI chooses to build a Castle in the southern Food province.



ACTIONS OVERVIEW

All Actions Explained:

Applies to Token and Neutral Actions

Attack: Attack in a province where the AI has at least one Army.

- If a Token Action: If there are multiple locations where the AI can attack, the AI attacks in all locations and destroys 1 Army in each of the provinces. If the attack is happening in one province (ex. Capital), destroy two Armies.
- If a Neutral Action: Attack in all or one location where the AI can attack (corresponding with the Location card), and destroys 1 Army in each of the provinces.

Attack action priority: The AI wants to attack the enemy that has the most Armies in the targeted province. In a case of a tie, the AI prioritizes the player



Harvest: Harvest the resources from the province/s of the corresponding Location card.

- If the Armies are in Bushido resource province - get Bushido for each province.
 - If the Armies are in Food resource province - get Food for each province.
 - If the Armies are in a Shrine - gain 1 point for each shrine.
- If the Armies are in the Capital - gain 1 influence for that region.



Recruit Armies: Recruit one Army in each province/s matching the Location card. If the card is corresponding with 1 province, recruit 2 Armies in that one. If the card is corresponding with multiple provinces (ex. Shrine, Food etc.), recruit 1 Army in each province.

Note 1: If the AI has only 1 Army left to recruit from the supply, and it has the recruit Army action, it should put the last Army on the southern-most location corresponding with the card.

Note 2: The maximum limit of Armies in one province is 3 for the AI. If the AI has 3 Armies in a province, and it has the action recruit, simply skip that action.



Build Castle: Upgrade 1 Army into a Castle in one location. If the AI has multiple locations to build a Castle, choose the location that is southern-most. The AI can build Castle with one Army. It cannot build a Castle in a province that already contains another Castle, cannot build

in the Capital nor it can build a Castle in a region that already contains a Castle from the same AI.



Move: Gain 1 VP.

Example: In the 2nd round of the era, the Yellow AI places an order token that matches a Capital Location card. Since the Yellow AI has at least one army in the Capital, the AI does the neutral action, in this case attack. It resolves it immediately and destroys one Army from the Red player.



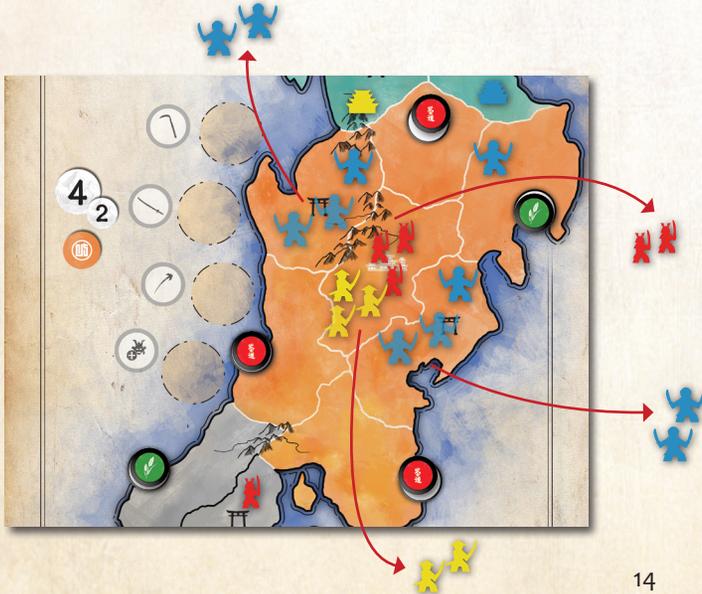
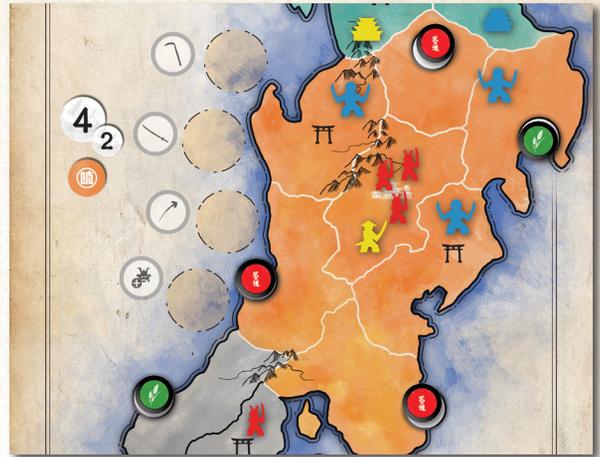
ERA END

After the era ends, do actions in this order:

1. Harvest Food and Bushido for the player and the AI's.
2. Count and add influence.
3. Count and add points (From Regions and Shrines).
4. Remove tokens and Location cards.
5. Cull the whole map. Remove all but one AI's Armies (Each Ai) in every province.
6. Setup new turn Order tokens.
7. Draw new Destiny cards (see setup).
8. Add Location cards (If applicable).

Example: Culling

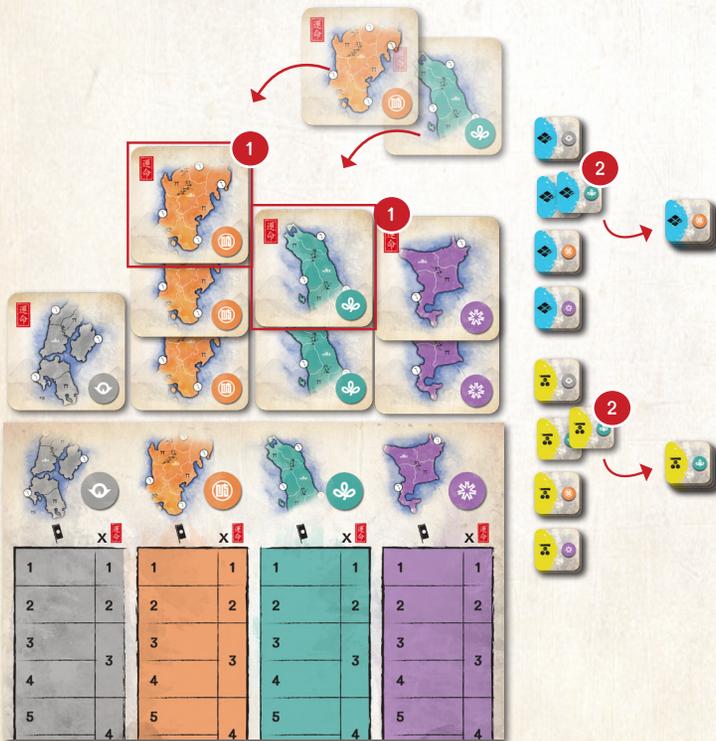
After the Era is over, you start resolving the actions needed for end of an era. After step 4, the next step is culling. you remove the Armies and prepare the map for the next era.



■ Adding new Destiny and Location cards

For each even number of a new Destiny card (per region), add 1 new Location card to the deck the AI's draw from. This means that each time you add the 2nd, 4th or 6th destiny card next to the influence board, you need to add 1 location card of the corresponding region.

Example: After Era 2, you draw 2 new Destiny cards ①. You add the Orange and Green Destiny cards next to the influence board, and then you add 1 Green Location card ② to both decks since you drew the even (2nd) Green Destiny card.



You can start the new Era.

GAME END

After the Third Era ends, players continue to resolve “End Era”

steps 1-8. Then, finally, players will calculate final Influence points and gain points from resources they possess.

The player with the most points wins the game. In case of a tie, the player with the least resources wins.

