

NAISHI

内侍



2
JOUÉURS



20
MINUTES



10
ANS ET +

LÉGENDES & VOYAGEURS

COMPONENTS

- ✿ 7 legends cards
- ✿ 6 travellers cards
- ✿ 1 Ryokan card
(front (4), back (7))



SETUP

(Replace points 4 and 5 of the base game setup)

- ✿ Set aside the Ryokan card.
- ✿ Shuffle the 7 legend cards and reveal 3 of them. Put the remaining 4 back in the box.

✿ In the development deck, replace **one copy** of the 3 base game *characters* corresponding to the revealed legends.

✿ Deal 2 development cards and 3 *mountain* cards to each player.

✿ Add the 3 *legend* cards to the development deck. Add 5 randomly picked *traveller* cards (without looking at them) to the development deck. Put the remaining *traveller* card back in the box.

✿ Shuffle the 35 development cards and deal them into 5 decks of 7 cards each to form the river.

Return to step 6 of the setup in the base game.

LEGENDS

Legends are cards with alternative scoring rules.

✿ **Naishi (pink)** : Scores 10 points if in the center or at the extremities of the line; 10 points if in the center of your hand.

✿ **Advisor (purple)** : If there is no Naishi in your territory, score 5 points per Advisor.

✿ **Sentinel (green)** : Scores 5 points if not adjacent to another Sentinel; +3 points per rice field or fort in the same line.

✿ **Horseman (blue)** : Scores 4 points per adjacent structure (◻) and additionnal 4 points per adjacent banner. (so a banner scores 8 points).

✿ **monk (orange)** : Scores 2 points per adjacent character (◻). It count for both a monk (◻) and a torii (◻)

✗ **Ronin (turquoise)** : Scores on the longest series of identical cards : 3 identical cards scores 8 points ; 4 identical cards 15 points ; 5 cards or more 25 points.

Ninja (black) : At the end of the game, copy one *character* card (◻) from the opponent. adverse (y compris son icône). If the opponent has no character to copy, this card does not score. If the legendary Ninja copies a character that isn't in your territory, it counts as a different character for the Ronin.

✿ No Ninja (legendary or base) can copy a legend card.

TRAVELLERS

Travellers pass through and influence the game.

Each time a traveller enters your territory from the river:

- ❁ If you don't already have the Ryokan card, take it (wherever it is) and place it on the side of your territory, on the (4) point face;
- ❁ If you already have the Ryokan card on face (4), flip it to face (7).



Travellers do not contribute to your territory, do not score, and have no icons. They have two possible triggers.



: effect triggers when the traveller enters your territory from the river.



: effect triggers when the traveller leaves your territory to the discard pile.

Effect Explanations:



Swap 2 cards anywhere in your territory.



Recall your emissaries (the token on the imperial decree cannot be recalled with this effect).



Take the Ryokan card and flip it to its face (7).



Immediately develop an additional card. (The next river card is revealed only after resolving this effect.)

At the end of the game, the Ryokan card counts as an 11th card in your territory (for scoring and icons).

- ❁ If several travellers have simultaneous effects, you can chose the order of resolution.
- ❁ If you play with travellers module, there are 7 cards in each pile of the river during setup.
- ❁ The traveller cards are not considered as characters (they are invalid for Ninja effect or legenday monk scoring)
- ❁ The travellers' effects are not mandatory.



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