

Samurai

A game for 2 to 4 players by Reiner Knizia. Condensed rules by Eric Postpischil, <http://edp.org/>.

Setup

Assemble the two Honshu pieces. With 3-4 players, attach the Kyushi and Shikoku piece. With 4, attach Hokkaido.

- Return unused Japan regions to the game box.

With 2/3/4 players, place 7/10/13 figures of each caste (High Helmet, Buddha, Rice Field) on the table.

- Return rest to game box.

Give each player a screen and a set of 20 tokens of one color.

- Each player selects 5 tokens to put face-up behind their screen and shuffles the other 15 facedown by the screen.
- If there are new players, the players may agree to all draw their initial 5 tokens randomly.

Select a start player (per the rules, the youngest player).

Play

Place Figures

Place one of each figure in Edo, the capital city (3 yellow buildings).

In turns clockwise from the start player, players move a figure to a city (2 red buildings) until all cities have 2.

- The figures in a city must always be different from each other. (In this and following rules, Edo is a city.)

Continuing (do not reset to start player), players move a figure to a town (1 blue building) until all towns have 1.

Play Tokens

In turns clockwise from the start player, play until a game end condition (below) is reached.

On each turn, a player plays one or more tokens, which may be:

- one normal token (blank by its bottom vertex) and/or
- any number of **fast tokens** (red Japanese character by bottom vertex). (Marked in bold below for reference.)

After playing, the player draws randomly to refill to 5 face-up tokens behind their screen, while available.

Tokens

(Note: The “1” tokens may be misread as 7. There are no 7 tokens.)

Land tokens (tan, but not Figure Exchange) are placed in empty land spaces (and not in cities or towns).

- The 2/3/4 High Helmet / Buddha / Rice Field tokens have the indicated influence on the indicated caste, only.
- The 1/1/2/2/3 Samurai and **1 Ronin** (horseman) tokens have the indicated influence on each and all castes.

Ship tokens (blue background) are placed in empty sea spaces.

- The **1/1/2 Ship** tokens have the indicated influence on each and all castes.

The **Figure Exchange** token is played by discarding it and exchanging any 2 figures on the board.

- The figures in a city must always be different from each other.

The Token Exchange token replaces a previously played normal token of its player, which moves to a new space.

- The displaced token is immediately moved to an empty land space elsewhere on the board.
- The Token Exchange token has 0 influence during captures.

Captures

Whenever all land spaces adjacent to a city or town are filled, the figures in it are immediately captured.

Each figure is taken by and placed behind the screen of the player with the most influence from adjacent tokens.

- If there is a tie, the figure is removed from the board; nobody captures it.
-

Game End

The game ends at the end of any player's turn in which either:

- the last figure of any caste is removed from the board (by capture or tie) or
- a fourth figure is removed from the board by a tie.

A player who has more figures of a caste than any other player is leader of the caste. A tied caste has no leader.

The leader of the most castes wins.

- If there is a tie, the tied player with the most figures of castes they do not lead wins.
- If there is still a tie, the tied player with the most figures wins.
- If a tie remains, victory is shared.