

Geisha's Road™

English

Welcome back to Hanamikoji! In this two-player game full of implicit intentions, veiled messages, and hidden actions, you and your opponent are rival but friendly patrons who each help your favored geisha advance from apprentice to full geisha (or even to okaasan, the teahouse owner) by performing their art at different teahouses. When they have mastered their craft and come home to their original teahouse, their skill and beauty are recognized and admired.

Objective

- ◆ In this game, you and your opponent will play and select cards from each other to help the geisha journey across teahouses to showcase their artistic performances to guests. Geisha score prestige points (i.e., pick up Lantern Card) when they land exactly on their original "home" teahouse.
- ◆ After 4 turns, compare the total influence for each color in each player's tableau to see who wins that Geisha's prestige points.
- ◆ The player with the most prestige points wins!

Components

◆ 5 Teahouse Cards



◆ 20 Item Cards (1~4 for each of the 5 colors)



◆ 9 Lantern Cards (Prestige Points)



◆ 5 Geisha Row Cards (5 Colors)



◆ 5 Geisha Standees



◆ 8 Action Markers



◆ 5 Scoring Markers

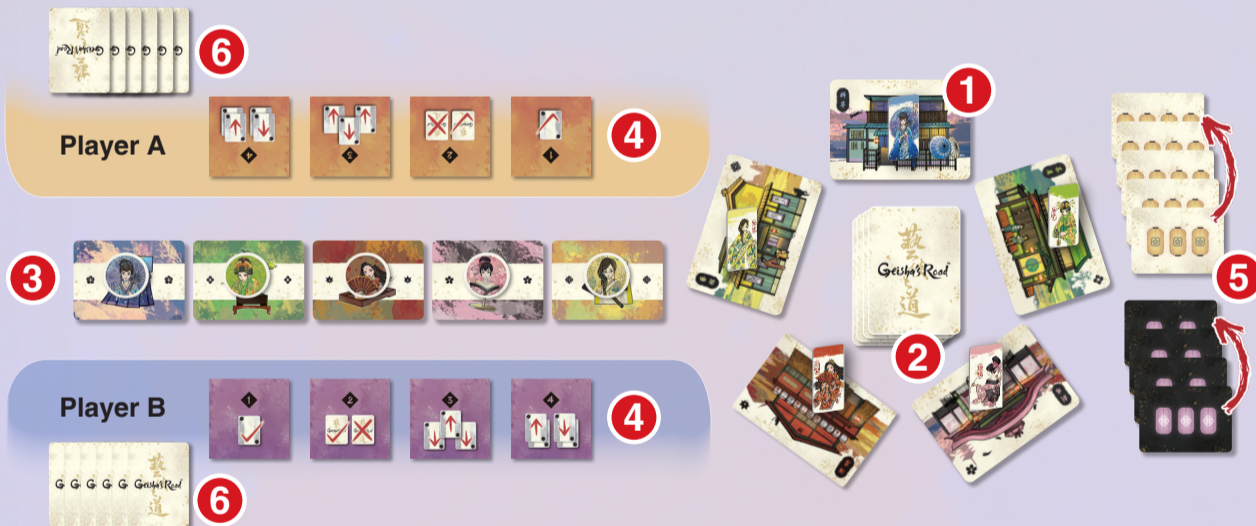


◆ 1 Starting Player Marker



Game Setup

Players sit across the table from each other and set up the game as follows:



1. Place the teahouse cards in a circle randomly with the matching Geisha Standees on top of each card as shown.
2. Shuffle the deck of 20 Item Cards and place face-down in the center of the circle.
3. Set up the Geisha Row Cards between the two players (any order works) and place a Scoring Marker in the middle of each Geisha Row Card.
4. Each player takes a set of 4 Action Markers of the same color and places them face-up.
5. Set up the Lantern Cards into two decks (top to bottom): Light: 3, 3, 4, 4, 4 points and Dark: 3, 2, 2, 2 points
6. Deal 6 Item Cards to each player. Each player's hand of Item Cards is hidden from the other player.
7. The player who has come back home most recently takes the Starting Player Marker.
8. Each player (starting player first) selects one of the Scoring Markers to move to their side as a starting tiebreaker. (For your first game, randomly select one color each).

Gameplay

- ◆ Beginning with the starting player, players alternate turns. The active player will draw an Item Card from the top of the deck and then take 1 of the 4 actions depicted by the Action Markers. To take the action, the player flips the corresponding Action Marker face-down and performs the action.
- ◆ Each action must be played once and only once during the round, but in the order the player chooses.
- ◆ All actions will result in Item Cards played to the tableau.
- ◆ When a player plays an Item Card face-up into their tableau, they will move the geisha of the corresponding color in a clockwise direction by as many spaces as the number on the Item Card.
- ◆ The round ends after 4 turns, when both players have played all 4 actions.

◆ The **4 actions** are:

1-Reveal



◆ Play an Item Card **face-up** immediately into your tableau and move the geisha accordingly.

2-Intrigue

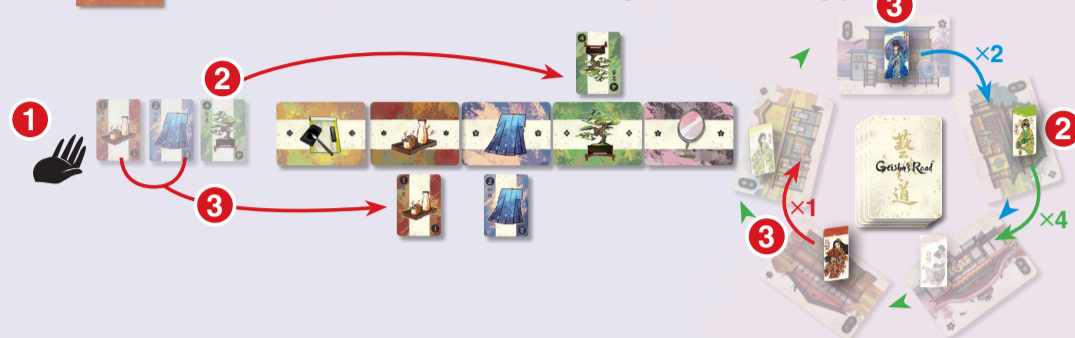


◆ Play an Item Card **face-down** in the vicinity of your tableau under this Action Marker and discard another card face-down.
◆ The **face-down** Item Card under this Action Marker will be revealed and executed at the end of the game.

3-Gift



① Pick 3 Item Cards from your hand to place **face-up**.
② Your opponent picks an Item Card to play into their tableau and moves that geisha accordingly.
③ You play the remaining two Item Cards into your tableau (in your desired order) and move those geisha accordingly.



4-Competition



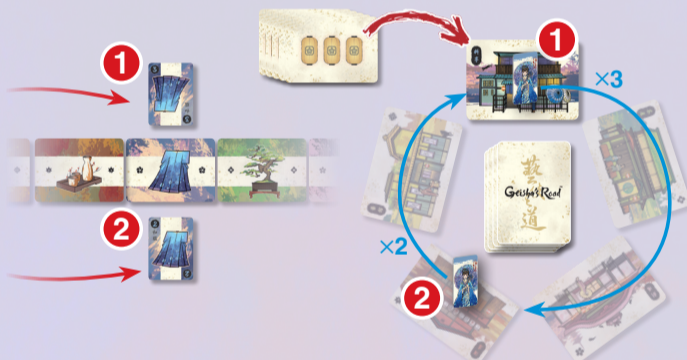
① Pick 2 sets of 2 Item Cards from your hand to place **face-up**.
② Your opponent picks a set to play into their tableau (in their desired order) and moves those geisha accordingly.
③ Afterwards, you play the remaining set (in your desired order) into your tableau and move those geisha.



Returning Home

When a geisha ends her movement **exactly** on its **original teahouse** after an item card is played:

- ◆ If this is the geisha's first time, add the next Lantern Card from the **Full Geisha Promotion deck (light side up)** to the matching color teahouse.
- ◆ If this is the geisha's second time, add the Lantern Card from the **Okaasan Promotion deck (dark side up)** to the matching color teahouse.



- ① A "Blue 3" Item Card was played on the first turn.
- ② Now a "Blue 2" Item Card is played.
- ③ Add a Lantern Card from the top of the Full Geisha Promotion deck (light side up) to the Blue teahouse

Round End

- ◆ The round ends when each player has completed their 4 actions. Beginning with the starting player, each player reveals the hidden Item Card kept from the Intrigue action, plays that card into their tableau, and moves the geisha. If the geisha returns home, score the geisha by placing the next available Lantern Card on their teahouse.
- ◆ Both players add the numbers on all the cards in their tableau for each color to determine their total influence for that geisha. The Scoring Marker counts as a ½ point of influence.
- ◆ Whoever has the higher influence for each color wins the favor of that geisha and all her Lantern Cards. Also move the Scoring Marker to the winning player's side.
- ◆ If there is a tie for a geisha, no one wins that geisha's points. Leave Scoring Marker in the middle.
- ◆ The player with the most prestige points wins the round. If there is a tie, the player with more Scoring Markers wins. If there is still a tie, the starting player wins.
- ◆ Score each round independently. Prestige points do not carry over to later rounds.

Preparing for the Next Round

1. Flip all the Action Markers **face-up**.
2. Shuffle **all** of the Item Cards back together.
3. Reset the geishas back to their home teahouse (no need reset the teahouses).
4. Put the Lantern Cards back to its initial setup (reset the Lantern Cards into two decks).
5. Do **not** reset the Scoring Markers - keep them where they are currently to seed the next round.
6. Deal **6 Item Cards** to each player.
7. The prior round's losing player chooses the new starting player.

✧ End of the Game

- ◆ Once a player has **won 2 out of 3 rounds**, they have won the game!
- ◆ The group of geisha the winning player supported across time has been widely recognized and praised for their beauty, charm, and skill, reflecting prestige back to their primary patron.

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