

MADOSHI

The worshipers of the Sun and Moon are at odds. Two powerful priests engage in battle for the dominance of the Yokai. The spiritual essence of all things deemed supernatural by mortal man, the Yokai can bring good fortune or bad. Harness the elements, capture Yokai, and use their magic to swing the balance of night and day to your favor. Seize enough of their power and you will reign victorious.

Components

- 1 Game Board
- 25 Element Tokens
- 22 Yokai Cards (10 level 1, 7 level 2, & 5 level 3)
- 2 Reference cards
- 2 Player Cards

Setup

1. Shuffle the Element Tokens so you don't know where the voids or wilds are located.
2. Place the tokens with the elements face-up randomly on the game board.
3. Create 3 stacks of Yokai Cards based on their difficulty level. Place the stacks to the side of the game board face up, so that only the top card of each stack can be seen.
4. Each player chooses a Player Card (Sun or Moon). The yellow grid on the Yokai cards should be facing the Sun player.



Game Overview

As a Yokai hunter, you will capture Yokai by matching patterns of matching Element Tokens on the Game Board to one of the patterns on the face-up Yokai Cards. If you are successful, you will capture the matching Yokai. If you capture the most points (victory points) of the Yokai by the time the Yokai run out, you win.

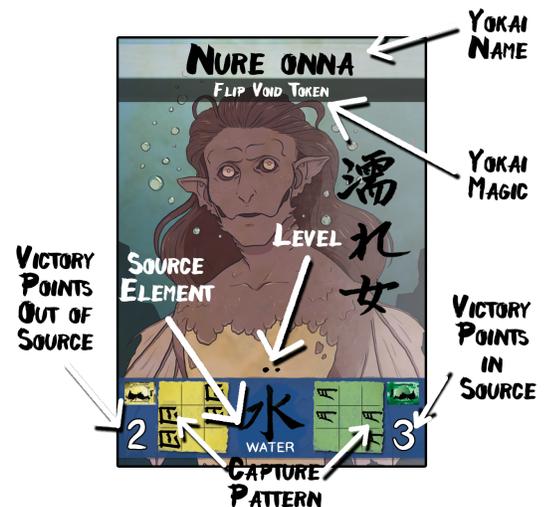
Turn Order Summary

1. Swap Element Tokens.
2. Capture Yokai (if possible).
3. Use the captured Yokai's Magic (if possible).

Swap Elements

During your turn, you will swap the location of two Element Tokens on the Game Board. You may swap any 2 tokens on the Game Board with the following exceptions:
 You may NOT swap the same two tokens that your opponent swapped during the last turn.
 You must swap two tokens on every turn, regardless of whether or not a match can be made.

Tokens are never removed from play.



Capturing Yokai

After you swap Elemental Tokens, if a pattern of Element Tokens on the board matches any of the **Capture Patterns** on one or more of the face-up Yokai, then place the captured Yokai in front of you. Capturing a Yokai must obey the following rules:

- You must match the Capture Pattern from your orientation. The patterns on the Yokai or the game board cannot be turned and must match exactly. The Sun may ONLY match the yellow pattern and the Moon may ONLY use the green pattern.
- You may only use a pattern of one element per Yokai when capturing.
- You may capture multiple Yokai cards on the same turn. You can use two different patterns with different elements on the board or parts of the same pattern to capture multiple cards.
- You may never capture more than 1 Yokai from any Yokai stack in the same turn.

Source Elements

Yokai each have a Source Element that matches one of the elements on the game board (Water, Wind, Fire, Wood, and Earth). The Yokai's Source Element is indicated on their card.

Using Captured Yokai's Magic

Immediately after capturing a Yokai you **MUST** use the Yokai's ability (if possible). If multiple cards are captured using the abilities in any order you choose. If the resulting action creates a pattern that matches a Yokai, it may **NOT** be collected until the next collection phase.

When you capture a Yokai, place that Yokai next to your Player card. If the Yokai was captured using any element other than the Yokai's Source Element, place that Yokai to the left of your Player card. If it was captured matching only the Source Element, place the Yokai to the right of your Player Card.

After you have completed using your Yokai's Magic, it becomes your opponent's turn.

VOIDS – Void tokens may not be used to capture a Yokai. *They may not be swapped with other tokens.* Any magic that affects an ELEMENT does not apply to Voids.

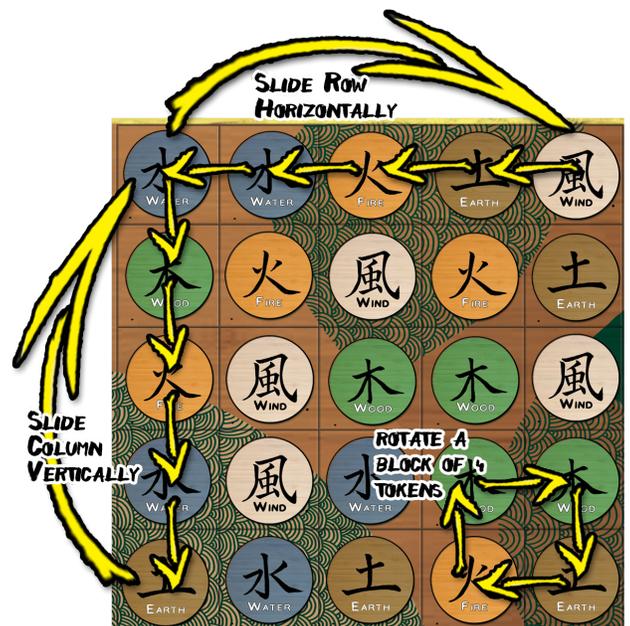
WILDS – A Wild Token may be used as any element to capture a Yokai. It may be used to represent multiple elements in 1 turn to complete multiple patterns. *They may not be swapped with other tokens.* Any magic that affects an ELEMENT does not apply to Wilds.

FLIP A WILD (OR VOID) – If a Wild token is face-up, flip it face-down. You may not look at the other side of the token when deciding. This is also true for Void tokens.

SLIDE TOKENS HORIZONTALLY, VERTICALLY, DIAGONALLY or ROTATE A BLOCK OF 4 TOKENS – Choose a row or column of tokens. Take one off the end and slide the remaining tokens to fill the empty space. Place the removed token in the open space.

End Game

When 1 of the three Yokai Stacks is empty, the game ends immediately.



PLAYER'S POSITION

Winning

When the game ends, add up the points from both Yokai captured with Source Elements and Yokai captured without. The player with the highest points total wins the game. If players are tied, the player who captured the most points from Source Elements wins. If you are still tied, the player who captured the fewest Yokai wins.

Solitaire Mode

Follow the setup and rules for the two-player game with the following exceptions:

- If you cannot collect a Yokai card, DISCARD one face-up Yokai card from one of the Yokai Stacks.
- Play ends after you have either captured or discarded ALL of the face-up cards.

When the game is over, add up your total points and see how you rank on the following list.

Total points Ranking

- 20 – Novice
- 30 – Accolade
- 35 – Monk
- 40 – High Priest

Example Of Play (1 and 2 player rules)

Step 1: Swap Element Tokens

You look at the board and see that a match can be made on the Yokai card Chimi. To make the match, you swap an Earth token with a Wood token.



Step 2: Capture Yokai

Because the swap results in a pattern of Wood tokens that matches the pattern on the Chimi Yokai card that Yokai card is captured. It is placed to the right of your character card because it was captured with Wood Tokens earning 2 points. If it had been captured using any other element it would be placed to the left of the character card and earn 1 point.



Step 3: Use The Captured Yokai's Magic

After capturing this card use the Yokai's Magic. The player must flip an Earth token. You choose an Earth token and flip it. The other side of that token reveals a Void.



Step 4: Play passes to your opponent who begins again at step one.

Credits

Game Design by Dan Hundyc3, Stephen Bonzo
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