

A GAME BY LUIS BRUEH



NIGHT PARADE

OF A HUNDRED YOKAI

ADVENTURERS BEWARE



Night Parade of a Hundred Yokai is an asymmetric engine building game in which you deploy yokai from your own Night Parade throughout the islands of the mortal realm. Extend your influence, gather resources and recruit strange and wonderful creatures from the spirit world as you compete against your rivals to claim the Fire Throne of the Yokai King.

COMPONENTS

Yokai Meeples:

Gamanoke 10, Onikuma 10, Nekomata 10, Nogitsune 10

Torii 20

Scroll 5, 5, 5

Spirit 11, Spirit x2 8, Spirit x3 6

Talisman 10, Mystery Bonus 6

Yokai Cards:

Yokai Level 1 (2), Yokai Level 2 (4), Yokai Level 3 (6), Hidden Plot (14)

Starting Yokai Cards:

Gamanoke (3), Onikuma (3), Nekomata (3), Nogitsune (3)

Island Tiles:

ISLAND TYPE: 6 MEEPLES TO BUILD TORII

1ST TORII BONUS

13 TORII LIMIT

Island Types:

水 WATER, 木 WOOD, 土 EARTH, 火 FIRE

GAME CREDITS

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Special Thanks to: André Teruya, Better Half Reviews, Evellyn Bruehmueller, Ferdinand Capitulo, Fernando Celso Jr, Igor Knop, Jane Benoit, Jiri Salo, Nephastus.

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Help & Support: If you have any issues with your game's components, contact our Support Team at the following email address: luis.brueh@gmail.com

Please make sure to add photos of your game and your full shipping information in your email in case we need to send you a missing/replacement component.



GAME SETUP

Build the World Map

At the beginning of the game, place the Fire Island Tile in the center of the table, shuffle the remaining Island Tiles and place them around it randomly in the pattern shown here.



Midnight Game Mode

If you are playing a 1 or 2 player game, setup the game using the Midnight side of the Island Tiles. This game mode reduces the maximum Torii slots on each island enhancing the game for lower player counts.



Unveil the Spirit Dimension

Shuffle the 3 decks of Yokai Cards separately and place in a row. Then place 2 cards from each deck face up in columns below the corresponding draw deck.

Plan Your Ascension

Shuffle the Hidden Plot Cards and deal 1 face down to each player. Return any unused cards to the box without revealing them.

In solo games, reveal 1 Hidden Plot card instead, this card will be active for both you and the Yokai King.



Choose Your Clan

Gamanoke

Silence the mind and the soul will speak.

This clan focuses on harvesting spiritual power so they can have enough magic to free stronger yokai.



Onikuma

The greatest warriors always keep their temper.

This clan focuses on fighting invaders to protect their territories. For them, attacking is the best defense.



Nekomata

Life is either a daring adventure or nothing.

This clan focuses on traveling quickly between the islands to snatch bonuses by building their Torii first.



Nogitsune

Cunning surpasses strength.

This clan focuses on quickly freeing yokai, increasing their numbers with each new ally made.



5



5 Prepare for Battle

Give to each player: 10 Meeples, 3 Starting Yokai Cards and 5 Torii matching their chosen clan and 3 Scroll Tokens (1 of each).

6 Lead Your Night Parades

Place each of your Starting Yokai Cards to the right of the matching colored Scroll Tokens. These will be your Night Parades. Yokai that join your clan as the game progresses will always join the parade that corresponds to the card's color (Earth - Brown; Water - Blue; Wood - Green).

7 Create Your Personal Supply

Give each player 3 Spirit Tokens. This will form your Personal Supply. Place all the remaining tokens in separate piles to form a General Supply. Every time you gain Spirit, Mystery Bonus or Talisman Tokens, you will take them from the General Supply into your Personal Supply.

8 The last player to choose their clan starts the game.

PLAYER TURNS

Night Parade of a Hundred Yokai is played in rounds in which each player takes a turn. Each turn, a player will perform the following Phases: **Night Parade**; **Recruit Yokai** and **Release Spirit Power**. Then, the next player in clockwise order takes their turn.

1. NIGHT PARADE PHASE

Choose 1 of your inactive Night Parades, flip its Scroll Token to the active side and activate each of your Yokai Cards in order from left to right, resolving one action icon at a time. Action icons are always activated from top to bottom and you must always activate all action icons in your chosen Night Parade. Choose wisely, as you will not be able to activate the same Night Parade on your next turn.

You cannot place more than 1 Meeple on each Island Tile during a turn. Also, if all your Meeples are already in play and you must resolve a Swim, Climb, or Dig action icon, you must take one of your Meeples from an Island Tile and place it on a different, appropriate Island Tile.

In this example, the player flips their blue Scroll Token to activate their Night Parade of Water Yokai. They place 1 Meeple on a Water Island Tile and take 1 Talisman Token from the General Supply; they then place a 2nd Meeple on a different Water Island Tile and remove 1 opponent Meeple from any Island Tile where they already have a Meeple in place; they place a 3rd Meeple on a 3rd Water Island Tile and take 1 Spirit Token from the General Supply; finally, they place a 4th Meeple on a 4th Water Island Tile and move 1 Meeple they have already placed to an adjacent Island Tile.

Fight: Return 1 opponent's Meeple on the same Island Tile as one of your own Meeples to its owner's Personal Supply.

Move: Move 1 of your Meeples from any Island Tile to an adjacent Island Tile.

Spirit: Take 1 Spirit Token from the General Supply.

Talisman: Take 1 Talisman Token from the General Supply.

水 **Swim:** Place 1 Meeple on a Water Island Tile. You cannot place more than 1 Meeple on the same tile in a single turn.

木 **Climb:** Place 1 Meeple on a Wood Island Tile. You cannot place more than 1 Meeple on the same tile in a single turn.

土 **Dig:** Place 1 Meeple on an Earth Island Tile. You cannot place more than 1 Meeple on the same tile in a single turn.

1.1 EXPAND YOUR INFLUENCE

During your Night Parade phase, if you gather enough of your Meeples on a single Island Tile, you can claim it as sacred to your clan. To do so, return all your Meeples from the tile to your Personal Supply and place 1 Torii on the Island Tile. If your clan is the first to place a Torii on an Island Tile, you also gain its bonus. You can only have 1 Torii on each Island Tile, though each tile can accommodate a different number of Torii (as indicated in the bottom right corner of the tile).

This Water Island Tile requires 5 Meeples of the same clan to occupy it to be considered sacred by them.

The first clan to build a Torii here takes 3 Spirit Tokens from the General Supply.

This Island can hold 3 Torii.

First Torii Builder Bonus Icons:

In this example, the Nekomata player gathers 5 of their Meeples on a Water Island Tile (the required number of Meeples to be considered sacred), so they return all of their Meeples back to their Personal Supply and place a Torii there. As their Torii was the first to be placed on this Island, they also take 3 Spirit Tokens from the General Supply.

Take 1 Spirit Token.



Take 1 Spirit Token for each lantern on Island Tiles where you have Torii. It also gives you 2 points at the end of the game.



Take 1 Mystery Bonus Token. It may give you points or Spirit Tokens.

2. RECRUIT YOKAI PHASE

There are many mysterious creatures that remain sealed beyond the gates of Jigoku, the Spirit Dimension. You must use your magic and powerful talismans in order to release them and recruit them into the ranks of your Night Parades.

To recruit a Yokai Card from the Spirit Dimension, you must return 1 Talisman Token plus a number of Spirit Tokens equal to that shown on the back of the cards in the chosen card's column. Every time you recruit a Yokai Card, it must be placed to the right of the last card in the Night Parade of the corresponding color (Brown, Green or Blue). The Spirit Dimension is refilled as soon as a Yokai Card is recruited from it.

Once per turn, as a free action, you may return the 2 face up Yokai Cards from a single column of your choice back to the deck, shuffle it, and reveal 2 new cards.



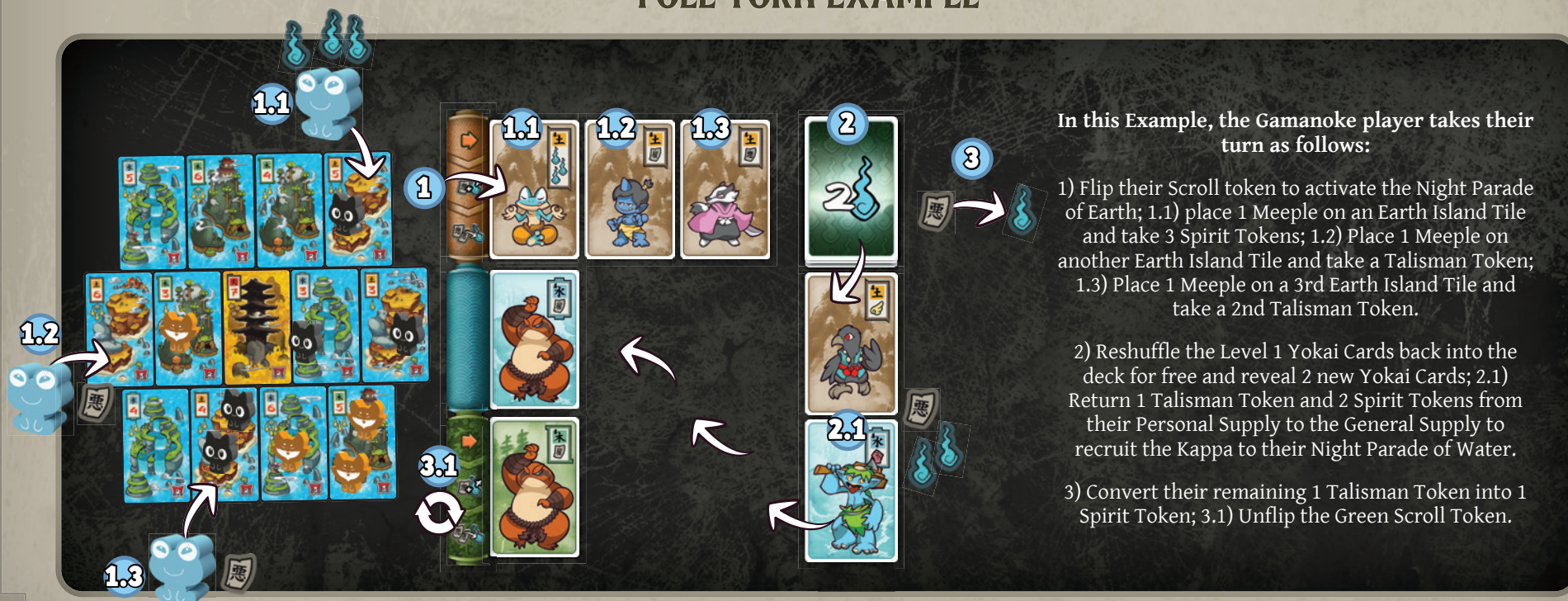
3. RELEASE SPIRIT POWER

The spiritual energy held within your talismans cannot be stored inside them indefinitely or else it would fester and become negative energy. You cannot keep Talismans Tokens between turns, so once you have finished recruiting Yokai Cards from the Spirit Dimension, you must exchange your remaining Talisman Tokens for Spirit Tokens. Take 1 Spirit Token from the General Supply for every 2 Talisman Tokens you return from your Personal Supply rounded up. If you ever have more than 8 Spirit Tokens in your Personal Supply at the end of your turn, you must discard down until you have 8.

To complete your turn, return any activated Scroll Tokens that you did not flip this turn to their deactivated sides. You may now activate this Night Parade again in coming rounds as normal.



FULL TURN EXAMPLE



In this Example, the Gamanoke player takes their turn as follows:

- 1) Flip their Scroll token to activate the Night Parade of Earth; 1.1) place 1 Meeple on an Earth Island Tile and take 3 Spirit Tokens; 1.2) Place 1 Meeple on another Earth Island Tile and take a Talisman Token; 1.3) Place 1 Meeple on a 3rd Earth Island Tile and take a 2nd Talisman Token.
- 2) Reshuffle the Level 1 Yokai Cards back into the deck for free and reveal 2 new Yokai Cards; 2.1) Return 1 Talisman Token and 2 Spirit Tokens from their Personal Supply to the General Supply to recruit the Kappa to their Night Parade of Water.
- 3) Convert their remaining 1 Talisman Token into 1 Spirit Token; 3.1) Unflip the Green Scroll Token.

WINNING THE GAME

When a player places their 5th Torii, the remaining players play out their last turn and the game ends at the end of that round. Each player scores points according to their Hidden Plot Card plus any Mystery Bonus Tokens they have collected. The player with the most points wins the game and ascends to the Fire Throne to be crowned the new Yokai King. In case of a tie, the player with the longest Night Parade is the winner, if still a tie, the player with most Spirit Tokens remaining in their Personal Supply. If this is also tied, then the player with the most Meeples on the World Map is declared the winner.

In this example, the Gamanoko player has 5 points from their Torii, plus an additional 2 points for having Torii on tiles where opponents also have Torii. They earn 3 points for having recruited Yokai Cards with Move action icons and finally, they earn 4 points from their Mystery Bonus Tokens.

HIDDEN PLOT ICONS EXPLAINED



Each Torii of yours on the World Map gives you 1 point



A Torii on an island that has another Torii gives you +1 point



A Torii on an island that has no other Torii gives you +1 point



Each of your Torii that is not adjacent to another of your Torii is worth +1 point



Each of your Torii that is adjacent to another of your Torii is worth +1 point



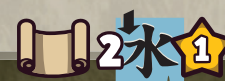
A Torii on a Water island gives you +1 point



A Torii on an Earth island gives you +1 point



A Torii on a Wood island gives you +1 point



Each 2 Water Yokai gives you +1 point



Each 2 Earth Yokai gives you +1 point



Each 2 Wood Yokai gives you +1 point



Each 3 Move icons on your Yokai Cards gives you 1 point



Each 3 Spirit icons on your Yokai Cards gives you 1 point



Each 3 Fight icons on your Yokai Cards gives you 1 point



Each 2 Talisman icons on your Yokai Cards gives you 1 point

SOLO GAMEPLAY

When playing Night Parade of a Hundred Yokai in Solo Mode, you will be trying to unseat the reigning Yokai King in a daring coup. However, the wily king will use all his strength and guile to retain control of the Fire Throne. When playing in Solo Mode, choose one of the following difficulty levels:



The Yokai King plays as Onikuma (Easy)



The Yokai King plays as Nekomata (Medium)



The Yokai King plays as both Onikuma and Nekomata (Hard) combining both clans' starting cards and meeples.

Set up the game using the Midnight side of the Island Tiles and reveal a single Hidden Plot Card. Both you and the Yokai King will score points at the end of the game based on this card. You always start the game. Every round, after you have completed your turn, the Yokai King will perform his actions according to the following rules:

1

Shuffle the Level 1 Yokai Card deck and reveal 1 card at random to add to the appropriate Night Parade of the Yokai King.

2

The Yokai King then activates his longest inactive Night Parade. If there is a tie, he activates the Parade with the most Move action icons. If this is also tied, then he activates the Parade with the most Fight action icons. If there is still a tie, he activates the top most Night Parade.

木 / 水 / 土

The Yokai King will place his Meeples on Island Tiles based on the following order of priority:

- You have at least 1 Meeple there.
- He has Meeples there.
- The Island Tile that requires the least Meeples to be considered sacred and can still hold Torii.



The Yokai King will always move his Meeples to an Island Tile that requires fewer Meeples to be considered sacred and can still hold Torii. If this is tied, he will move to an Island Tile where you already have Meeples positioned.



The Yokai King will fight on Island Tiles where you both have Meeples. In case of ties, he will remove you first from those tiles that require fewest Meeples to be considered sacred. If this is also tied, he will remove you from Island Tiles that match the element of the Night Parade you most recently activated.

When the Yokai King has enough Meeples on an Island Tile for it to be considered sacred, remove his Meeples back to his supply and place one of his Torii there. The Yokai King is all-powerful, and as such, he ignores all and icons.

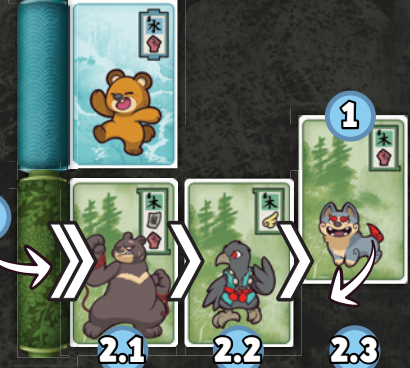
2.2



3



2



In this round, the Yokai King takes his turn as follows:

1) Reveals a Level 1 Yokai Card and adds it to his Night Parade of Wood

2) Activates the longest inactive Night Parade available (Wood) 2.1) Activates his 1st Yokai Card to place 1 Meeple on the "Wood 5" Island Tile as the would-be usurper has a Meeple there and uses his Fight action to remove the enemy Meeple. 2.2) Activates his 2nd Yokai Card to place 1 Meeple on the "Wood 3" Island Tile as he already has 2 Meeples there. He then removes all of them to place a Torii here. He also moves his Meeple from the "Water 5" Island Tile to "Earth 3" tile as this Island Tile requires fewer Meeples to be considered sacred. 2.3) Activates his 3rd Yokai Card to place 1 Meeple on the "Wood 4" Island Tile as this tile requires fewer Meeples to be considered sacred and removes 1 Meeple from the "Earth 3" Island Tile to finish his turn.

3) Unflips the Brown Scroll Token.



At the end of the game, both the player and the Yokai King compare their points using the same Hidden Plot Card. The player with most points is declared the winner.

If you win, compare your Score with the following to discover your power level:

1-7
Mortal

8-10
Oni

11-13
Bakemono

14-16
Kaiju

17+
Kami

NIGHT PARADE OF A HUNDRED YOKAI

The Night Parade of a Hundred Yokai is a riotous event when all manner of supernatural beings are released from the spirit world to parade through the realm of mortals in one massive spectacle of absolute chaos. Humans foolish or unlucky enough to find themselves without shelter during these nights are said to be spirited away by the fickle and pernicious creatures.

MEET THE YOKAI

Yokai are all supernatural creatures from Japanese folklore. Their ranks include ghosts, goblins, demons, harvest gods, urban legends and so much more. In this box you will find the following creatures as cards:



Gamanoke live deep in the mountains, near temples and shrines.



Onikuma grow to sizes much larger than wild bears.



Nekomata are old and powerful cats with two long tails.



Nogitsune love to transform themselves to trick foolish humans.



Kaeru guide and carry spirits to ensure they safely return home.



Amanojaku are known for provoking humans into acting upon the wicked.



Kasha snatch corpses on stormy nights.



Itachi are said to bring ill omens, and people fear their magic.



Karasutengu like abducting people to drop them from great heights deep into the woods.



Mujina are badgers who have developed magical powers.



Yamawaro like to help woodcutters, if paid with food.



Maneki neko are bringers of good luck and fortune.



Chōchin-obake surprise people and suck out their souls.



Okuri-inu are said to protect travellers.



Kappa are proud and stubborn, but also fiercely honorable, they would never break a promise.



Oni are born when truly wicked humans die.



Shukaku was a tanuki who lived in disguise as a Buddhist monk.



Kasa-obake favorite trick is to sneak up on someone and lick them.



Inugami unless seriously mistreated they remain loyal forever.



Sara-hebi haunt shores and rivers looking for humans to eat.



Kama itachi have learned to ride the swirling whirlwinds.



Gashadokuro are skeletal giants which wander around in the darkest nights.



Yosuzume pursue travelers at night, swirling around them in a creepy swarm.



Inoshishi are loyal servants to the god of the mountains.



Nopperabō, often referred to as mujina, can change its face to resemble any human or yokai.



Yamata no Orochi is a serpent so large that its body covers the distance of eight valleys and eight hills.



Otoroshi attack humans only when they spot a wicked person near a temple.



Nurarihyon is the most powerful and elite of all the yokai.