ROKUMON

Forever Free Print and Play Game
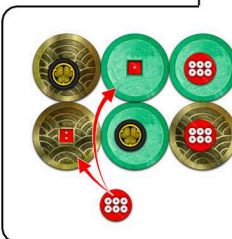Designed in Japan by Charles Ward from EX1ST GAMES
Art by Andres Agostini. CC BY-NC-ND 4.0 2020
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Components

- 2 Clan tiles
- 9 Warrior tokens
- 7 Coin tiles (3 gold, 4 green)
- 7 Revenge tokens

Game Overview

As your chosen clan, play all 6 acts in order. During each act you will be placing and moving warriors to try to win the act. At the end of Act 6, the player who won the mosts acts wins the game. If tied, play Act 6 again.

How to Win an Act

There are 3 ways to win any act.

3 IN A ROW: You win if you control 3 or more adjacent coin tiles in a straight line (in any direction). You control a coin tile when the top warrior token on it is yours.
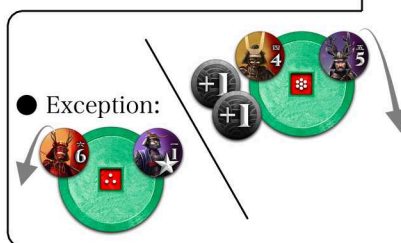
3 IN A STACK: You win if you have 3 of your warriors in a stack on 1 coin tile.

SUBMISSION: You win if your opponent cannot take any actions or surrenders.

Take 1 revenge token if you lose an act.

Setup

Chose a clan. Place your matching warrior tokens (face down) and clan tile (face up) in front of you. This is your supply. Set aside the 7 revenge tokens and the 7 coin tiles.

● Exception:

Turn Overview

The Sanada player (red) is always the starting player. Take turns until someone wins the act. On your turn, take 1 action. The actions are **Deploy**, **Move**, **Attack**, and **Surprise**. See each act for the possible actions.

Code of Honour

If you have fewer revenge tokens than your opponent you must always: ① Allow your opponent to take back their very last **Move** action. ② Announce "Tanomo!" if you are able to win on your next turn.

Act 1: ROKUMONSEN

Shuffle the coin tiles. Place 3 of them in a row, and another 3 in a row below it. Set aside the other tile. Always place tiles face up and from left to right. Sanada is always the starting player.

You can Deploy or Move

Deploy

Place any 1 warrior token from your supply onto any empty coin tile, face down. You may not deploy a warrior on a tile that already has 1 or more warriors. The warrior token values are not used until Act 3.

Move

Move any 1 of your previously placed warrior tokens from a coin tile to any different coloured coin tile, any distance away. You may not move a warrior that is covered by another warrior. If there are warriors on the coin you are moving to, cover them with the warrior you are moving. However, you may not move to and cover a stack of 2 warriors unless both warriors in the stack are yours. All of the warriors in a stack of 3 must be of the same colour.
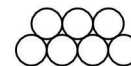● If your move reveals your opponent's 3 in a row, you lose.

Act 2: UEDA CASTLE

Take all 7 coin tiles and shuffle them. Place 3 of them in a row, and another 4 in a row below it, forming a brick pattern.

You can Deploy or Move.

Act 3: 1st SIEGE of UEDA

Follow the same setup as in Act 2.

You can Deploy, Move, or Fight.

Fight

Reveal and compare 2 warrior tokens in a stack on any 1 coin tile. One of the warriors must be yours. Return the lowest value warrior to its owner's supply, face down. It can be deployed again later. The other warrior remains on the coin tile.

Before revealing the warrior tokens, players may, in any order, use any of their face-up revenge tokens. When both players are ready, reveal both warrior tokens. Each revenge token used during this action adds 1 to the value of their warrior, and then remains face down in front of its owner until the end of the game. If both warriors are tied, return each of them to their owner's supply.
● Exception: When comparing the red 6 and the black 1 marked with a star, the 6 always loses.
You may look at any of your own warrior's values at any time.

Act 4: 2nd SIEGE of UEDA

Follow the same setup as in Act 2.

You can Deploy, Move, Fight, or Surprise.

Surprise

Once per act, reposition any 1 coin tile to an empty part of the board so that it touches at least 2 tiles and adheres to the brick pattern. This coin tile may not be moved on the following turn. Any warriors on the coin tile the moved remain on that coin tile.

Each player may only surprise once per act. Flip your clan tile face down to show you have taken this action. Reset your clan tile at the end of the act.

Red wins!
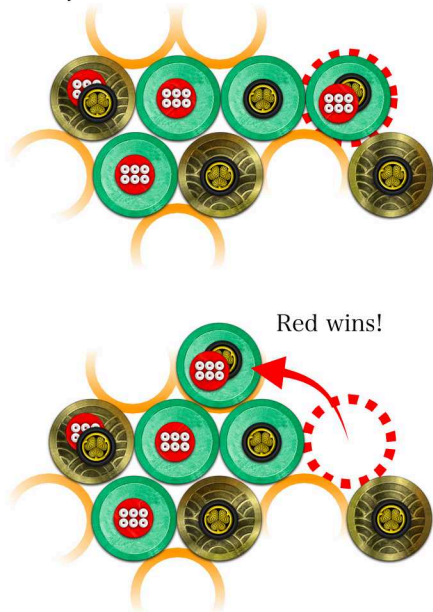
Act 5: WINTER in OSAKA

Shuffle all of the coin tiles, then draw 1 and reveal the number of dots on it. Then, follow the same setup as in Act 2. Finally, flip over the coin tile drawn earlier. It adds a 3rd colour to the game. As such, you can Move a warrior token from it to any other tile, and vice-versa.

You can Deploy, Move, Fight, or Surprise.

Act 6: SUMMER in OSAKA

Follow the same setup as in Act 5. Then, flip over all of the warrior tokens. These remain face up during this act.

You can Deploy, Move, Fight, or Surprise.

Epilogue: RETURN to UEDA
Solitaire Rules

Play ROKUMON against Taroma (from "Taro" and "Automaton"), an artificial opponent. The rules are mostly the same. Only the differences are explained. You, the player, must choose to play as Tokugawa (easy), Sanada (medium), or as Tokugawa with only 4 pieces (difficult). Taroma will play as the other clan. As your chosen clan, you must win 3 consecutive battles to win the solitaire game. Battles are won the same way any Act is won.

At the beginning of each battle, shuffle all of the coin tiles and place them at random, face up, forming a hexagon with 1 tile in the middle. Feel free to try different tile layouts after you win.

You can Deploy or Move
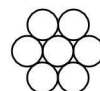
Taroma's Turn

On each of Taroma's turns, go through the list of actions below, from 1 to 10, and choose the first possible action. As you go through the list follow these 2 golden rules: ① Always block the greatest number of possible player wins. ② If in doubt, base your choice on the coin tile with the fewest pips.

1. CONQUER: Deploy or Move one of Taroma's warriors to create 3 in a row or 3 in a stack, and win.

2. COVER: Move 1 of Taroma's lone warriors and cover 1 of the player's lone warriors.

3. BLOCK: Deploy 1 of Taroma's warriors to block a player win.

4. MATCH: Deploy 1 of Taroma's warriors on a coin tile that matches most of the player's lone warrior's coin tile colour. In other words, if the player has more lone warriors on gold or green coins, deploy 1 of Taroma's warriors on that colour tile.

5. BOLSTER: Move 1 of Taroma's lone warriors to cover another of Taroma's lone warriors.

6. MANEUVER: Move 1 of Taroma's warriors in a stack to cover one of the player's lone warriors, or 1 of Taroma's lone warriors.

7. DEPLOY: Deploy 1 of Taroma's warriors.

8. MOVE: Move one of Taroma's lone warriors.

9. RETREAT: Move 1 of Taroma's warriors in a stack.

10. SURRENDER: Taroma admits defeat. The player wins this battle.

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