

TO START PLAYING

Who Gets Black or White

- Randomly determine who receives which color (or simply choose).
- Choose a homeground. Both homegrounds are equivalent.
- White will start first with fewer tiles.
- Black will go second with more tiles.

Build Your Hand

- Gather all 24 of your tiles into a pile, called your tile reserve.
All tiles are always face up.
- White picks out 7 tiles into starting hand.
- Black picks out 9 tiles into starting hand.
- White then picks out 1 more tile for their hand.

White Starts Play

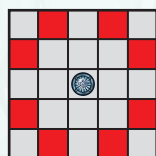
- White plays a turn followed by black, and players continue to alternate until one wins.

To Win, Score 10 Points

- 2 points for each of your tiles currently on your opponent's homeground.
- 1 point for each of your tiles currently on middleground.
- The game ends as a tie if each player has lost 13 or more tiles and has 5 or fewer points.

TILES: THREAT AND COVER

- All tiles take 2 Threat to capture, or 3 if in Cover.
- Tiles can shift up to 2 unless noted.
- The tiles' special abilities are exceptions to the regular game rules.
- Tiles Threaten red squares and provide Cover to red heart squares as shown.



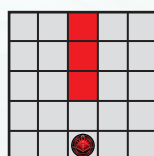
Air

Cannot shift.
Threatens like a knight in chess.

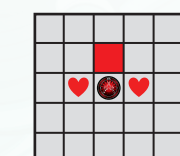


Fire

Threatens itself and *all* tiles in its Threat. Thus, it is captured by 1 Threat, or 2 if in Cover
You can't deploy on its Threat.

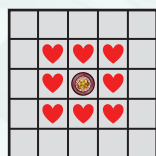


Bow



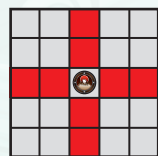
Sai

Can shift 2 immediately upon being deployed, before capture phase.



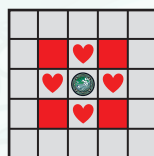
Lotus

Cannot shift. Covers itself. Can deploy in any unoccupied square, even in up to 2 Threat or in the black squares. Gives no points toward victory.



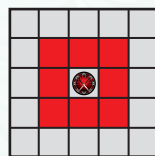
Earth

Only shifts 1 square.



Water

Optionally, instead of shifting, a Water already on the board can be re-deployed like a tile from your hand. You can re-deploy water in its own Threat.

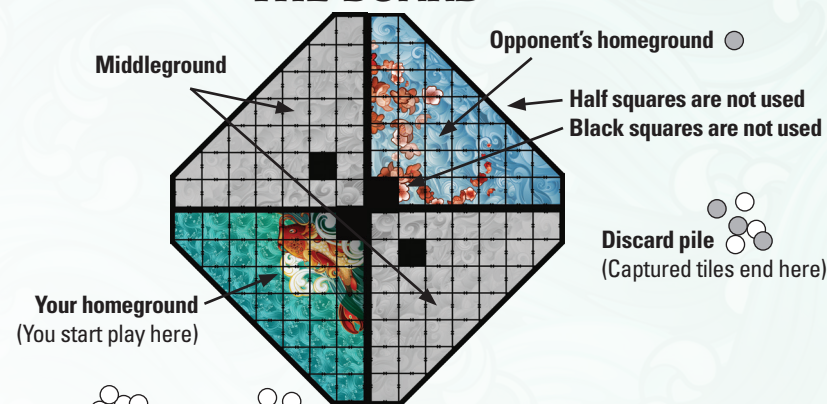


Sword

Paikō

RULES OF ENGAGEMENT

THE BOARD



Your tile reserve
(Spend a turn to draw from here)

Your hand
(Play from these tiles)



THE TILES

Tiles are placed in the squares, not on the lines. Icons on the edges of tiles shows Threat with triangles and Cover with circles. See back page for tile-specific rules.

THE GOAL

TO WIN, SCORE 10 POINTS.

- 2 points for each of your tiles currently in the opponent's homeground
- 1 point for each of your tiles currently in the middleground
- The game ends tied if each player has lost 13 or more tiles and has 5 or fewer points

ON YOUR TURN...

...do **one** of these things in your Action Phase:

Deploy a Tile

- Deploy a tile from your hand onto the board.
- **Hint:** Can get you more points.
- **Hint:** Can strengthen your forces.

Draw 3 Tiles

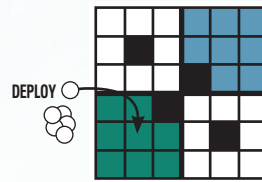
- Draw up to 3 tiles of your choice from your tile reserve into your hand. All tiles are always face up.

Shift a Tile

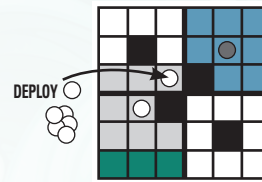
- Shift a tile already on the board.
- **Hint:** Get into already Threatened squares.
- **Hint:** Run away!
- **Hint:** Conserve your hand.

KEY Deploying Shifting Cover

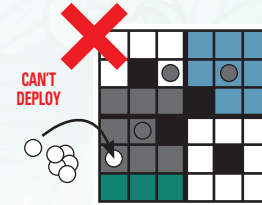
Yours **Theirs** Tiles Threat 2x Threat



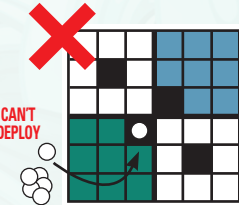
You can deploy a tile in your homeground.



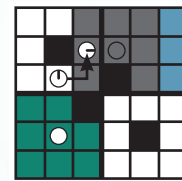
You can also deploy a tile on squares you Threaten.



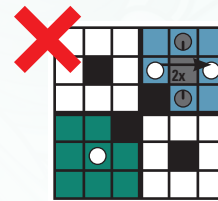
Cannot deploy on squares that Threaten you, even in your homeground or Cover.



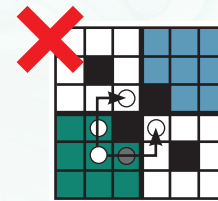
Cannot deploy on other tiles, on black squares, or on half squares.



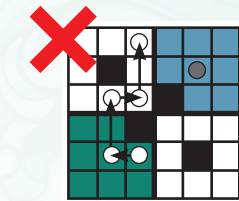
You can shift up to 2 squares (each non-diagonally) and rotate to face any non-diagonal direction.



Cannot shift to or through squares with enough Threat to capture your tile.



Cannot shift to or through other tiles, black squares, or half squares.



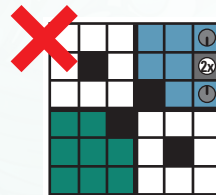
Cannot shift the same tile 4 turns in a row. *Water* and *Sa*'s special shifts count toward this limit.

AND CAPTURE TILES...

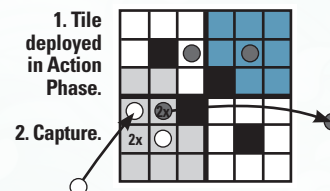
...after your Action Phase, capture based on Threat during the **Capture Phase**. See back page for individual tile Threat and Cover rules.

Threat

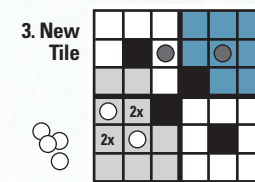
- Capture tiles in 2 or more Threat.
- Each time you capture a tile, your opponent chooses a tile for you to immediately draw from your reserve.
- Fire tiles are always the last captured in a turn.



Cannot end your action with one of your tiles Threatened enough to be captured.



1. Tile deployed in Action Phase.
2. Capture. Capture opponent's tiles Threatened by at least 2 of yours. Set aside captured tiles in the discard pile.



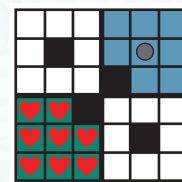
3. New Tile
For each tile captured, your opponent will choose a tile for you to draw.



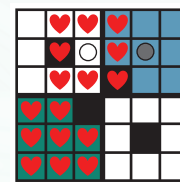
After capturing, recheck Threat and repeat. Wait to capture fire tiles last and all at once.

Cover

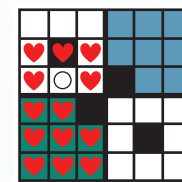
- A tile in Cover requires 3 Threat to capture, instead of 2 Threat.
- Cover does not allow you to deploy tiles.
- Even in Cover, you can't deploy in opponent's Threat.



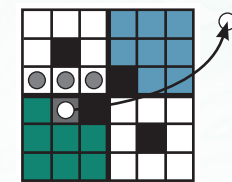
Your homeground grants you Cover.



Your tiles can also grant you Cover.



Unlike Threat, Cover is *not* cumulative.



3 Threat captures a tile in any amount of Cover. *(Cover and Threat not shown.)*

After your Action Phase and the Capture Phase, your opponent takes their turn.

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