

Samurai (2015 edition)

A game for 2 to 4 players by Reiner Knizia. Condensed rules by Eric Postpischil, <http://edp.org/>.

(The Fantasy Flight Games 2015 rules are equivalent to the original 1998 edition rules, but these condensed rules are customized for differences in component design and terminology.)

Setup

Select the 3/4/5 Japan map pieces used for 2/3/4 players as marked on the backs. Return unused pieces to game box. Position the pieces face-up to make the A/B/C/D symbols (on the backs) adjacent.

With 2/3/4 players, place 7/10/13 figures of each caste (Castle, Buddha, Rice) on the table. Return rest to game box. Give each player a screen and a set of 20 tiles of one color.

- Each player selects 5 tiles to put face-up behind their screen and shuffles the other 15 facedown by the screen.
- If there are new players, the players may agree to all draw their initial 5 tiles randomly.

Select a start player (per the rules, the youngest player).

Play

Place Figures

Place one of each figure in Edo, the capital city (3 blue buildings).

In turns clockwise from the start player, players move a figure to a city (2 gray buildings) until all cities have 2.

- The figures in a city must always be different from each other. (In this and following rules, Edo is a city.)

Continuing (do not reset to start player), players move a figure to a town (1 orange building) until all towns have 1.

Play Tiles

In turns clockwise from the start player, play until a game end condition (below) is reached.

On each turn, a player plays one or more tiles, which may be:

- one normal tile (blank by its bottom vertex) and/or
- any number of **fast tiles** (red Japanese icon by bottom vertex). (These 5 tiles are: **1 Ronin**, **1/1/2 Ship**, **Switch**.)

After playing, the player draws randomly to refill to 5 face-up tiles behind their screen, while available.

Tiles

Land tiles (light player-color background but not Move) are placed in empty land spaces (and not in cities or towns).

- The 2/3/4 Castle/Buddha/Rice tiles have the indicated influence on the indicated caste, only.
- The 1/1/2/2/3 Samurai and **1 Ronin** (horseman) tiles have the indicated influence on each and all castes.

Ship tiles (blue background) are placed in empty sea spaces.

- The **1/1/2 Ship** tiles have the indicated influence on each and all castes.

The **Switch** tile (dark player-color background) is played by discarding it and switching any 2 figures on the board.

- The figures in a city must always be different from each other.

The Move tile (value 0) replaces a previously played normal (not fast) tile of its player, which moves to a new space.

- The displaced tile is immediately moved to an empty land space elsewhere on the board.
- The Move tile has 0 influence during captures.

Captures

Whenever all land spaces adjacent to a city or town are filled, the figures in it are immediately captured.

Each figure is taken by and placed behind the screen of the player with the most influence from adjacent tiles.

- If there is a tie, the figure is removed from the board; nobody captures it.
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Game End

The game ends at the end of any player's turn in which either:

- the last figure of any caste is removed from the board (by capture or tie) or
- a fourth figure is removed from the board by a tie.

A player who has more figures of a caste than any other player is leader of the caste. A tied caste has no leader.

The leader of the most castes wins.

- If there is a tie, the tied player with the most figures of castes they do not lead wins.
- If there is still a tie, the tied player with the most figures wins.
- If a tie remains, victory is shared.