



 **MATHIEU BIERI**  
**ALEX FORTINEAU**

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*In feudal Japan, a Naishi was a woman who served the imperial court. She had an important role and served many functions, notably in preparing rituals and ceremonies. The emperor often chose Naishis from noble families as they had significant influence in the different circles of power.*

## GAME RULES

# OBJECT OF THE GAME AND KEY CONCEPTS

*In Naishi, you will develop your province by obtaining new structures and influential characters in order to grow your prestige. However, the Shogun's law is strict and forbids you from reorganising your cards.*

*Also, seize crucial opportunities by sending your emissaries to the imperial court in order to place your cards as efficiently as possible and thus control the most prestigious land in all of Japan.*



You have a *Hand* and a *Line* made of 5 cards each. Both of these represent your territory. You can never freely reorganise your cards, neither in your *Hand* nor in your *Line*.

Developing your territory allows you to replace cards from your territory with cards from the *River*, arranging these cards in the same relative position in your *Hand* or *Line*.

You will also have the opportunity to send your *Emissaries* to the *Imperial Court*, which will grant you additional actions.

At the end of the game, the cards in your *Hand* will be revealed and placed under those of your *Line*, in the correct positions.

Your territory will therefore represent a grid of 2 x 5 cards.

Add the total points gained from each card and the player with the most points wins!

# COMPONENTS

- ❁ 16 mountain cards  
(set up cards)
- ❁ 34 development cards comprised of:
  - 19 *Character* cards (with or without  $\square$ )
  - 15 *Province* cards ( $\square$ )
- ❁ 1 *Imperial Court* board
- ❁ 4 *Emissary* tokens
- ❁ 1 *First Player* card
- ❁ 4 *Player Aids*
- ❁ 1 *Scorepad*



*First Player card*  
(recto verso)



*Imperial Court*



*Mountain*

*Character development*



*End-of-game conditions and scoring points*

*Number of copies*

*Province development*

*Emissary tokens*



# SET UP



1 Randomly determine a first player. He or she will claim the *emissary* tokens with the white flower (☼).

2 He or she takes the First player card. If you play a second game, give this card to the other player and flip it to the opposite side; the one showing a black *tomoe* (☾).

3 Place the *Imperial court* on the side, perpendicular between the 2 players.

4 Shuffle the *Development* cards and form 5 draw piles of 6 cards face down. Then, reveal the first cards for each pile. This zone is the *River* and will allow players to develop their territory during the game. Give 2 of the remaining 4 *Development* cards to each player.

5 Each player adds 3 mountain cards to their *Hand* and places 5 mountain cards in a line, face up, on their side of the *River*. This area will represent a player's *Line*.

6 Each player keeps one *Development* card (from the 2 picked up in step 4) in their *Hand* and gives the other to their opponent.

7 Each player now shuffles the 5 cards in their *Hand*. **From now on, you cannot freely rearrange your Hand!**

8 Keep a space next to the *River* for a discard pile. Cards are discarded face up, but the discard pile cannot be examined during the game.

**Definition of adjacent cards:** Cards in your territory that are perpendicularly connected are considered to be adjacent. Diagonals do not count.

Do not forget that cards are placed in a grid at the end of the game (2 x 5), the leftmost card in your *Hand* will therefore be adjacent to the leftmost card in your *Line*.

## GAME ROUND

On your turn, you must carry out **ONE** of the following actions:

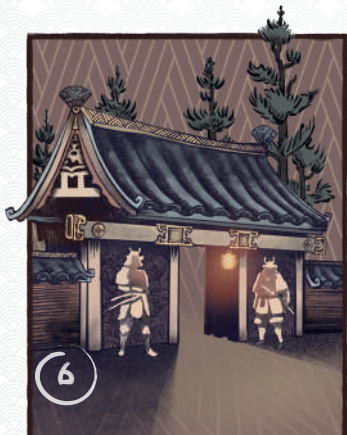
❁ **Develop your territory;**

If you choose this action, you may also carry out an additional action before or after your obligatory development action (see p.8).

❁ **impose an imperial decree;**

❁ **recall your *emissaries*;**

❁ **declare the end of the game.**



# DEVELOPING YOUR TERRITORY

This action allows players to gain new cards from the River to add to their territory.

- ❁ Choose one card from your *Hand* OR your *Line* and discard it.
- ❁ Take the corresponding card from the *River*, **IN THE SAME POSITION** as the one you just discarded, and place the new card in the empty space in your *Hand* or *Line*.
- ❁ Reveal the next card from the draw pile in the *River*.

**Example :** Cindy wishes to gain the sentinel from the River to add it to her Line.

She starts by discarding her mountain which is card in 4<sup>th</sup> position (from left to right) in her Line, then takes the sentinel and places it in that position.

She could have instead chosen to add it to her hand, but in order to do so, she would have had to discard her naishi (pink), also situated in 4<sup>th</sup> position in her Hand.

Once the action is completed, she reveals the next card in the draw pile in 4<sup>th</sup> position in the River, which will therefore be available to the next player.



## ADDITIONAL ACTIONS

Before or after developing your territory, you can carry out **one additional action** by sending one of your *Emissary* tokens to a free space on the *Imperial Court* board.

**You can never move an Emissary token that is already on the board to a different location.** If there are no free spaces for one of the additional actions, you cannot do it.

You can only carry out an additional action if you have an available *Emissary* token.

### When you carry out an additional action

**Place one of your available *Emissary* tokens** on a free spot on the *Imperial Court* board, and immediately carry out the corresponding action.



**Discard 1 card from the top of 2 different draw piles in the River and immediately reveal the top cards in each draw pile.** Only reveal cards once both have been discarded.



**Switch the position of 2 cards.**

You may choose to switch:

**2 cards from the River** (impossible to switch with an empty draw pile) or

**2 cards from your Line** or

**2 cards from your Hand** or

**1 card from your Hand with 1 card in the same position from your Line**

## IMPOSING AN IMPERIAL DECREE



This unique action is a favor given by the emperor to one player only.

Place one of your available *Emissary* tokens on the Imperial Decree space on the *Imperial Court*. **This token is now locked** into this spot until the end of the game (🔒). This action will therefore be unavailable to any player for the rest of the game.

**Then, the player must choose between:**

- ❁ Exchanging a card from both players' *Hand* in the same position;
- ❁ Exchanging a card from both players' *Line* in the same position.

## RECALL YOUR EMISSARIES

❁ Recall one or both of your *Emissary* tokens from the *Imperial Court*.

You can only carry out this action if you have *Emissary* tokens to recall from the *Imperial Court*.

**Reminder:** A token placed on the *Imperial Decree* space may never be recalled!

## DECLARE THE END OF THE GAME

(If the end of game has not already been declared)

❁ May only be carried out if one of the draw piles in the *River* is depleted. If you believe that you have a better territory than your opponent, you may declare the end of the game. You will therefore carry out no other action on your turn.

Your opponent must then play a final turn, and you both move on to final scoring.

# END OF THE GAME

The game can end in one of two ways :

❖ **When 2 draw piles from the *River* are empty.**

If this happens during the first player's turn, the other player must play a final turn before moving on to final scoring.

If this happens on the turn of the player without the first player card, move on to final scoring.

❖ **When a player declares the end of the game.** (see p.9).

# FINAL SCORING

Before final scoring, each player places the 5 cards from their *Hand* under the 5 cards from their *Line*, in the same position. The leftmost card from your *Hand* under the leftmost card from your *Line* and so on.

Each player will therefore have a grid of 2 x 5 cards. It's at this moment that the Ninja must choose which character he decides to copy (see p.12).

Count up all the points gained from your cards, one color at a time.

**The player with the most points wins the game!**

In case of a tie, the player with the most different colors in their territory wins. If there is still a tie... play again!

**Example of scoring:** Mountain = 5, banner = 3, advisor = 3 + 4 (naishi), rice fields = 20, fort = 12, sentinel = 3 + 4 (fort), naishi = 8. **Total = 62 points.**



# CARDS TYPES



## Mountain (white)

Count the number of mountains in your territory. If you have 1, score 5 points. If you have 2 or more, lose 5 points.



## Naishi (pink)

Each naishi scores points if she is placed in the central column of your territory. In your Line she is worth 12 points. In your *Hand* she is worth 8 points.



## Advisor (purple)

Each Advisor scores points depending on his position. Whether he is in your *Hand* or in your *Line*, he will score 2 points in positions 1 and 5; 4 points in positions 2 and 4; and 3 points in the 3<sup>rd</sup> position. In any case, he also gives 4 bonus points per adjacent Naishi.



## Fort (brown)

Count up the total number of forts in the corners in your territory. You score 6 points per fort on these extremities.



## Sentinel (green)

The sentinel scores 3 points only if she isn't adjacent to another sentinel. In any case, she scores 4 bonus points per adjacent fort.



## Torii (red)

Count up the total number of torii in your territory. If you have 1, you lose 5 points. If you have 2, score 0 points. If you have 3 or more, score 30 points.

## Monk (orange)



Each monk in your *Hand* scores 5 points. In any case, score 2 bonus points for every adjacent *torii*.

### Rice field (yellow)



Each group of rice fields scores points according to their size. 2 adjacent cards are worth 10 points, 3 adjacent cards are worth 20 points, and 4 or more rice fields are worth 30 points.

### Banner (light blue)



Count the number of banners in your *Line*. If you have 1, score 3 points. If you have 2, score 8 points.

### Horseman (deep blue)



Each horseman in your *Hand* is worth 3 points. He also scores 10 bonus points if a banner is in the same position in your *Line*.



### Ronin (turquoise)

Each ronin scores points according to the number of different cards (□ or ◇) present in your territory. 8 different types score 8 points, 9 different types score 15 points, and 10 different types score 45 points.



### Ninja (black)

At the end of the game, each ninja must copy a character card (♠) present in your territory. He then becomes that character card and copies its color and its scoring conditions.

**Attention :** The ninja does not count as a card type when scoring the ronin!



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To all our test subjects at the «protos» evenings: Thank you!

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