

AZUCHI CASTLE

SENGOKU JIDAI—the central government's authority had weakened and local lords were fighting each other. Japan fell into a chaotic era of warring states.

With the Warlord Oda Nobunaga's arrival in Kyoto, people started dreaming that the age of peace would begin. Oda Nobunaga tried to unify the country and reorganize the government by bringing the authority back to TENNO.

In 1576, he selected Azuchi, a town on the eastern shore of Lake Biwa where he started to establish his new castle and power. This unconstrained and lively city reflected his ambition to bring an end to a chaotic era. The city was characterized by a luxurious castle and open markets; his city underwent unprecedented growth.

Now it is your turn! The players as his retainers need to complete the Oda Nobunaga's mission—Construct Azuchi castle.

(1) Components

80 action cards: 16 sets of 5

12 event cards: 4 sets of 3

1 victory point status card

36 building resource cubes: 12 black (roof tile),
12 gray (stone), 12 brown (wood)

4 player cubes: 1 red, 1 blue, 1 yellow, 1 green

12 worker wooden cylinders: 2 red, 2 blue, 2 yellow, 2 green,
4 black

1 Oda Nobunaga tile

6 coins

(2) Preparation

Shuffle the action cards and event cards separately and place each deck face down on the table. Place the victory point status card face up on the table.

Each player chooses a color (red, blue, yellow, or green) and takes 2 wooden cylinders and 1 cube of his or her color. Then players put their cubes on the area marked as 0 on the victory point status card.

The players choose a starting player randomly. He or she gets the Oda Nobunaga tile.

(3) Playing the Game

The game is played over several rounds (min. 12). There are 4 steps to complete each round.

Step 1: Receiving Action Cards

The player with the Oda Nobunaga tile draws 3 cards from the Action Deck and places them face up in the middle of the table. Then he or she selects 1 card among the 3 cards and places it face up in front of him or her.

Next, the player to the left draws 1 card from the Action Deck, and places it face up next to the 2 cards already drawn by the previous player. Then he or she takes 1 card among the 3 action cards.

This is repeated in clockwise order until all players get 2 action cards each.

Step 2: Action Phase

The player with the Oda Nobunaga tile puts his or her wooden cylinders (workers) on the action cards and then immediately executes the action on that card. The other players also do so in clockwise order.

The players may use any or all of their workers (max. 3). There can be no more than 1 cylinder on each card.

■ **There are 5 actions as follows:**



Workers placed on the cards shown on the left produce resources. You get a black, gray, or brown cube.

The card shown on the right is an “Army”. You can prepare for an attack by an event card, by placing a worker on it.



If you have a worker on the card shown on the left, you can exchange one resource cube for another or get a coin or black cylinder (an additional worker) for 2 resource cubes of any color. You cannot get another black cylinder if you already have one.

Step 3: Event Phase

Draw 1 card from the Event Deck and place it face up next to the event cards from the previous rounds. If it is the first round, just place it face up in the middle of the table.

Every player performs this event in clockwise order starting with the player with the Oda Nobunaga tile. The players may now win or lose victory points.

■ There are 3 possible events:



The first possible event is "Construction". Each player can decide whether to perform it or not. You can pay either 3 different resource cubes to get 3 victory points or a black cylinder to get 2 victory points.

The second possible event is "Attack". Every player will win or lose victory points when he or she is under attack. If a worker is not placed on your "Army" card, you lose 2 victory points. If a worker is placed on your "Army" card, you win victory points based on the number of workers on your "Army" cards.





The third possible event is “Tribute”. Each player can decide whether to perform it or not. You get 2 victory points by paying one coin.

Players can only get or lose victory points from the event card drawn in this round. Players who win or lose victory points move their cubes on the victory point status card accordingly. Be aware that victory points cannot be less than 0.

Now the event phase is done. Turn that event card face down. If it is a “Construction” card though and any player got victory points from that, it should stay facing up.

Step 4: Discarding Action Cards

All players discard all of their action cards. The 2 action cards that were not chosen by any player should also be discarded.

However, players keep “Army” cards in the following two cases:

- the player did not put a worker on the “Army” card.
- the player put a worker on the “Army” card, but there was no attack.

Discarded action cards should be kept in a separate pile. Reshuffle them to be used again, when you run out of the Action Deck.

The next round begins with the player to the left taking the Oda Nobunaga tile.

(4) Game End

Once 12 rounds are finished, you need to check how many “Construction” cards are facing up. If 4 “Construction” cards are face up, then the game ends. If not, the game continues.

Leave the face up “Construction” cards and reshuffle the other event cards to make a new Event Deck. Continue playing the game until all remaining “Construction” cards are drawn and executed.

Example: If 3 “Construction” cards are facing up after 12 rounds, players should continue playing the game with the other event cards (9 cards in this case). The game ends at the end of the round, in which the last “Construction” card is drawn and any player gained victory points from that.

The player with the most victory points is the winner!