

Orewa Gozoku

『俺は豪族』
I, Clansman

I am a Gozoku -- a lord of a major clan in ancient Japan.

In the 3rd Century A.D., several chieftains in Yamato Province got allied to form a kingdom. The Yamato Kingdom conquered all the Japanese islands, putting end to the long war among hundreds of clans. These chieftains were now called Gozoku -- the political powers of the kingdom. They had vast farmlands and many minor clans under their control. Even the kings were elected by Gozoku in many cases. But they didn't know -- the kings were trying to centralise and deprive power from Gozoku, and one day in the future, a king would become an emperor -- a true ruler of Japan.

In the history card game "I, Clansman", you play roles of the lords of ancient Japan and lead your clans for 16 generations -- from the 4th to the 7th Century A.D.. You compete each other in collecting political powers. Victory Points are earned when you contribute to strengthen the kingdom in military, economy and other fields. At the end of the 7th Century, the player with the most VPs is the winner and becomes the highest rank aristocrat in the newlyborn empire.

4 players / age 12+ / 90 mins.

Contents



64 Clan+Mission cards
(16 cards in each of the 4th-7th Centuries)



32 Tadokoro cards
(Miyake on the back sides)



4 Kochisei-Shuraku cards
(in 4 colours)



4 starting Clan cards



3 Royal Prince cards



4 Hero cards



4 Kofun cards
(used in Expert Games)



4 Emperor cards
(used in Expert Games)



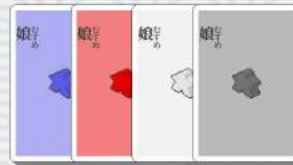
15 Iron tokens



9 Mirror tokens



9 Statue tokens



4 Daughter tokens
(in 4 colours)



1 Start Player marker

1 Rulebook

Beginner Game

In this rulebook, rules of Beginner Game are explained first, and rules of Expert Game later.

Kofun cards and Emperor cards are used only in Expert Games.

Goal

The game is played in 16 rounds.

A player obtains one card in each round.

Clan cards and Tadokoro cards strengthen the clan of the player, while Mission cards provide Victory Points (of various colours) to the player.



Military (red)



Religion (yellow)



Government (purple)



Economy (green)



Others (white)

After 16 rounds, the player with the most VPs (of all colours in total) becomes the winner.

Setup

In the centre of the table:

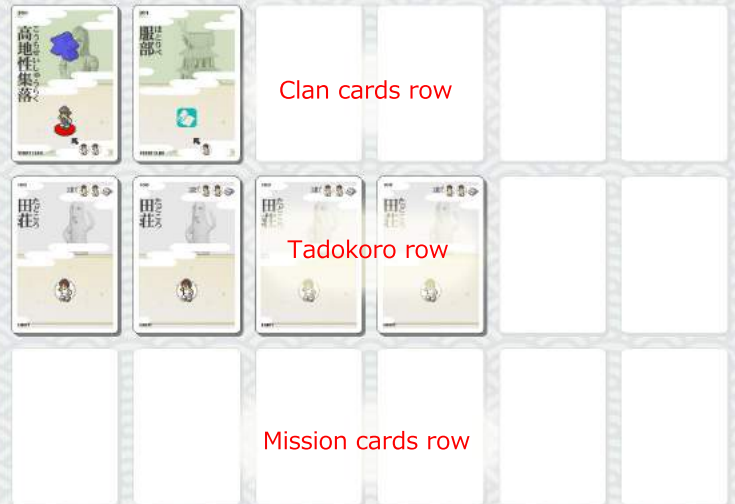
- Divide the **Clan+Mission cards** into 4 piles, one for each century.
- Shuffle them respectively and place them face down in the first row.
- In the next row, make enough space for 7 cards (or maybe more). This space is called **the Supply**.
- Place 3 **Royal Prince cards** in the next row, the 4th-5th Centuries sides up.
- In the next row, make enough space for 8 cards (or maybe more). This space is called **the Miyake row** to place Miyake cards.
- Place 4 **Hero cards** face up in the next row.



Make space for the Bank, placing:
 the pile of 32 Tadokoro cards,
 Iron tokens, Mirror tokens and Statue tokens.
 (Things in the Bank is meant to be unlimited. Use a substitute if necessary.)

Each player makes a tableau in front of him/her. A tableau consists of 3 rows:

- Each player choose his/her colour, takes the Kochisei-Shuraku card of that colour, and places it in the top row (**Clan cards row**) of his/her tableau.
- Shuffle 4 Starting Clan cards and randomly deal one to each player. A player places it in his/her Clan cards row.
- Deal 4 Tadokoro cards to each player (from the Bank). A player places them Tadokoro sides up in the second row (**Tadokoro row**) of his/her tableau.
- In the third row (**Mission cards row**), a player makes enough space for Mission cards he/she obtains in the course of the game.



Each player takes the Daughter token of his/her colour.

The player who visited a kofun most recently becomes the start player of the first round (or choose randomly) and receives the Start Player marker.

Now you can start the game.

Play

The game is played in 16 rounds -- 4 rounds for each of 4 centuries (the 4th, 5th, 6th, and 7th Century).

One round consists of 4 phases:

- Preparation Phase
The Supply is replenished with several Clan+Mission cards.
- Marriage Phase
Each player reserves one clan which he/she utilises in the next phase.
- Production Phase
Each player utilises farms and clans to obtain one card.
- Cleanup Phase
Daughter tokens are returned. The Start Player marker is passed to the left.

※One round in this game represents one generation -- 25 years.

• Preparation Phase

At the first round of each century, discard all remaining cards in the Supply. Then draw **7 cards** from the pile of the century and place them face up in the Supply.

In the other rounds, draw **3 cards** from the pile of the century and add them in the Supply (face up).

At the first round of the 6th Century (i.e. round 9), flip 3 Royal Prince cards to the 6th-7th Centuries sides.



• Marriage Phase

This phase is played **COUNTER-CLOCKWISE** beginning from **the player right to the Start Player**.

※A Gozoku makes his daughter marry to a clan. He gives her a farm as a dowry. Decades later, the grandson will allow the Gozoku -- his grandfather -- to utilise the function of that clan.

The turn player puts his/her daughter token on:

- A) a clan card in his/her own tableau,
- B) a clan card in other player's tableau, or
- C) one of the Royal Prince cards.

A daughter token may not be put on a card already occupied by another daughter token.

Then he/she pays a Tadokoro card to "the groom":

- A) When the daughter token is put on a clan card in his/her own tableau, he/she doesn't have to pay this payment. (Suppose he/she pays to himself/herself.) And it means in case the player has no Tadokoro card at all, he/she cannot choose the option B) nor C), but only A).
- B) When the daughter token is put on a clan card in other player's tableau, he/she takes a Tadokoro card from his/her own tableau and give it to the target player. It is placed in Tadokoro row immediately.
- C) When the daughter token is put on a Royal Prince card, he/she takes a Tadokoro card from his/her own tableau and places it in Miyake row. Anytime when there are 4 Tadokoro cards in Miyake row, flip one of them to Miyake side and return the other 3 to the Bank.

After all players play once, move to the next phase.



• Production Phase

This phase is played **CLOCKWISE** beginning from **the Start Player**.

The turn player accumulates the workforce produced in the farms, utilises clans to convert some part of workforce to skilled labourers, and pays them as a cost to obtain one card.

Accumulating the workforce

One farm card produces one worker. Tadokoro cards and Miyake cards are regarded as farm cards.

The turn player counts up the number of farm cards he/she can use this turn. As many workers are gained.

A) and B)

If the daughter token is put on a clan card in someone's tableau in the preceding phase, he/she gains workers from his/her own Tadokoro cards.

C)

If the daughter token is put on a Royal Prince card in the preceding phase, he/she gains workers from his/her own Tadokoro cards PLUS the Miyake cards in Miyake row.

(Tadokoro cards in Miyake row cannot be used!)

eg. PLAYER A's daughter married a Royal Prince. PLAYER A has 4 Tadokoros while there is 1 Miyake in Miyake row (There are 3 Tadokoros here but these don't count). PLAYER A gains 5 workers in this phase.

Converting the workforce

Clan cards can convert workers into skilled labourers or special products. One card can convert only once in every round.



The turn player may utilise:

the card occupied by his/her own daughter token, and the cards in his/her own tableau not occupied by any daughter token.

The Royal Prince cards and some Clan cards produce skilled labourers or special products by themselves, not converting from workers.

Some Royal Prince cards produce Irons, and some Clan cards convert workers into Statues.

These items can be used immediately in this phase as a part of payment, or can be saved for later rounds (while workers, skilled labourers and special products cannot be saved for later rounds).



Using a Hero card

Only once in an entire game, a player can use a Hero card.

In Production phase, the turn player may take one of the Hero cards left in the centre of the table. He/she places it in the Mission cards row of his/her own tableau (to show he/she may not use a Hero again).

A Hero card produces skilled labourer(s) or a Statue. This function can be used only once and only in this phase, not in later rounds.

Obtaining a card

The turn player obtains a card paying the cost with workers, skilled labourers, special products and items.

He/she can obtain:

- D) a Clan+Mission card from the Supply,
- E) a Clan+Mission card from his/her hand,
- F) 2 Tadokoro cards from the Bank, or
- G) a Tadokoro card from the Bank.

D)
The turn player takes a Clan+Mission card from the Supply. Make sure he/she can afford the cost shown in the top-right corner of the card.

A Clan card obtained is placed in the Clan cards row of his/her tableau. It can be used from the next round.

A Mission card obtained is placed in the Mission cards row of his/her tableau. It provides Victory Points at the scoring. Some Mission cards provide items also (take them from the Bank immediately).

E)
The turn player takes a Clan+Mission card from his/her hand (see below) and obtains it paying the cost as usual.

F)
The turn player takes 2 Tadokoro cards from the Bank. Make sure he/she can afford the cost shown in the top-right corner of the card (2 Workers and 1 Iron).
Tadokoro cards obtained are placed in Tadokoro row of his/her tableau. They can be used from the next round.
After obtaining 2 Tadokoro cards, he/she takes one Clan+Mission card from the Supply and adds it to his/her hand. It can be obtained in later rounds as explained in the option E).
(Number of cards in hand is unlimited. Reveal your hand cards when asked by another player.)

G)
The turn player takes a Tadokoro card from the Bank. He/she pays no cost.
A Tadokoro card obtained is placed in Tadokoro row of his/her tableau. It can be used from the next round.

Items used as payment are returned to the Bank.
Workers, skilled labourers and special products are volatilised no matter if they are used or not.

After all players play once, move to the next phase.

• Cleanup Phase

Each player retrieves his/her daughter token.
The Start Player passes the Start Player token to the player left to him/her, **except at the final round of each century (i.e. round 4, 8, 12 and 16).**

At the final round of the 7th Century (i.e. round 16), the game ends. Proceed to the Scoring.

Scoring

Each player tallies up the VPs he/she gained during the game. A Mission card provides the VPs shown on it. The colour of VPs doesn't matter in Beginner Games.

A Statue token provides 1 VP if you have a certain Clan card (one of the temples). If you don't have any temple card, you cannot gain any VP from Statue tokens.

A Mirror token provides 1 VP (**only in Beginner Games**).

The player who gained the most VPs becomes the winner. In case of a tie, the tied player who has the most Iron tokens becomes the winner. If there's still a tie, the tied players share the victory.

Expert Game

In Expert Games, Kofun cards and Emperor cards are used.

• Kofun cards

During the Setup, place 4 Kofun cards face up in the centre of the table.

Only once in an entire game, a player can obtain a Kofun card.

A Kofun card can be obtained during Production Phase in the same way as Mission cards. (But you cannot add a Kofun card to your hand when you obtain 2 Tadokoro cards.)

In Production phase, the turn player takes one of the Kofun cards left in the centre of the table. Make sure he/she can afford the cost shown in the top-right corner of the card. He/she places it in the Mission cards row of his/her own tableau (to show he/she may not obtain a Kofun again).

Then he/she puts Mirror tokens he/she has gained so far under this Kofun card. He/she may have chances to gain Mirror tokens in later rounds, but those tokens gained after the obtaining of a Kofun may not be put under it.

During the scoring (and during the game), each Mirror token put under a Kofun card provides 2 VPs. A Mirror token not under a Kofun (gained after obtaining of a Kofun, or in case the player obtained no Kofun card) provides nothing.

• Emperor cards

Emperor cards change rules. Some of them provides extra VPs at the end of the century, or at the end of the game. Some of them provides bonus to the players who take certain actions during the century.

During the Setup, choose side As or side Bs. Then place 4 Emperor cards in the centre of the table the chosen sides up. Side As are basic, while Side Bs are more challenging and more history-simulative.

There are colours in VPs and Some of the Emperor cards refer to the colour of VPs.

List of cards

• Farm cards

100 Tadokoro "private manor"

cost (to obtain 2 Tadokoros): 2 Workers and 1 Iron

cost (to obtain 1 Tadokoro): free

function: produces 1 Worker



The cost to obtain 2 shown above is total. Don't pay "4 Workers and 2 Irons".

When you obtain 2 Tadokoros by paying the cost, you take one Clan+Mission card from the Supply and add it to your hand. When you obtain 1 Tadokoro free, you take no Clan+Mission card.

101 Miyake "royal manor"

function: produces 1 Worker



Anytime when there are 4 Tadokoros in the row below Royal Princes, flip one of them to Miyake side and return other 3 to the Bank.

• Kofun cards

200 Hofun "square mound"

cost: 3 Workers



201 Enfun "circle mound"

cost: 3 Workers

function: provides 1 Religion (yellow) VP.



202 Zenpo-Kohofun "front-square rear-square mound"

cost: 3 Workers and 1 Pot

function: provides 2 Religion (yellow) VPs.



203 Zenpo-Koenfun "front-square rear-circle mound"

cost: 3 Workers and 1 Pot

function: provides 3 Religion (yellow) VPs.



Each player can obtain only one Kofun in an entire game.

Kofun card cannot be added to hand.

When you obtain a Kofun, put Mirror tokens you have gained so far under it.

Mirror tokens you'll gain in later rounds may not be put under it.

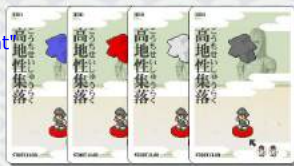
During and at the end of the game, each Mirror token under it provides

2 Religion (yellow) VPs. Other Mirror tokens (gained after you obtain a Kofun, or in case you obtain no Kofun) provide nothing.

• Kochisei-Shuraku cards (1 card in each of 4 colours)

300 Kochisei-Shuraku "high-altitude settlement"

function: converts 2 Workers into 1 Soldier



• Starting Clan cards

301 Hatori-be "tailors"

function: converts 1 Worker into 1 Cloth



302 Ukai-be "cormorant fishermen"

function: converts 1 Worker into 1 Fish



303 Ikai-be "pig farmers"

function: converts 1 Worker into 1 Pork

304 Haji-be "potters"

function: converts 1 Worker into 1 Pot



• Clan cards of the 4th Century

400 Hata clan

cost: 1 Architect and 2 Workers

function: converts 2 Workers into 1 Architect or 1 Cloth



401 Yamato-no-Aya clan

cost: 1 Architect and 2 Workers

function: converts 2 Workers into 1 Soldier or 1 Architect



402 Ama-be "mariners"

cost: 2 Soldiers

function: converts 2 Workers into 1 Soldier or 1 Fish



403 Shishihito-be "hunters"

cost: 2 Soldiers

function: converts 2 Workers into 1 Soldier or 1 Pork



404 Inukai-be "dog keepers"

cost: 1 Soldier and 2 Workers

function: converts 1 Worker into 1 Soldier



• Mission cards of the 4th Century

405 Naniwa Takatsu Court

cost: 4 Workers

function: provides 2 Government (purple) VPs and 1 Mirror



406 Mamuta Polder

cost: 1 Architect and 3 Workers

function: provides 3 Economy (green) VPs and 1 Mirror



407 Shibutani Mukaiyama Kofun

cost: 3 Workers and 1 Pot

function: provides 2 Religion (yellow) VPs and 1 Mirror



408 Dispatch of Four Generals

cost: 2 Soldiers

function: provides 2 Military (red) VPs and 1 Mirror



409 Conquest of Three Korean Kingdoms

cost: 2 Soldiers and 1 Iron

function: provides 3 Military (red) VPs and 1 Mirror



410 Contribution

cost: 1 Cloth

function: provides 1 Economy (green) VP and 1 Iron



411 Contribution

cost: 1 Fish

function: provides 1 Economy (green) VP and 1 Iron



412 Contribution

cost: 1 Pork

function: provides 1 Economy (green) VP and 1 Iron



413 Contribution

cost: 1 Cloth and 1 Fish

function: provides 3 Economy (green) VPs and 1 Iron



414 Contribution

cost: 1 Fish and 1 Pork

function: provides 3 Economy (green) VPs and 1 Iron



415 Contribution

cost: 1 Pork and 1 Cloth

function: provides 3 Economy (green) VPs and 1 Iron

• Clan cards of the 5th Century

500 Yahagi-be "arrow makers"

cost: 1 Soldier, 2 Workers and 1 Iron

function: converts 2 Workers into 2 Soldiers

501 Kanuchi-be "swordsmiths"

cost: 1 Soldier, 2 Workers and 1 Iron

function: converts 2 Workers into 2 Soldiers

502 Umakai-be "horse keepers"

cost: 1 Horse and 3 Workers

function: produces 1 Horse

503 Jotojin "royal guards"

cost: 3 Soldiers

function: produces 1 Soldier

504 Watari-be "ferryman"

cost: 4 Workers

function: converts 2 Workers into 1 Cloth, 1 Fish or 1 Pork

• Mission cards of the 5th Century

505 Konda Gobyoyama Kofun

cost: 1 Architect, 2 Workers and 1 Pot

function: provides 3 Religion (yellow) VPs and 1 Mirror

506 Daisenryo Kofun

cost: 1 Architect, 2 Workers and 1 Pot

function: provides 3 Religion (yellow) VPs and 1 Mirror

507 Prince Mayowa Incident

cost: 3 Soldiers

function: provides 4 Others (white) VPs

508 Conquest of Silla

cost: 3 Soldiers and 1 Iron

function: provides 4 Military (red) VPs and 1 Mirror

509 Conquest of Emishi

cost: 3 Soldiers and 1 Horse

function: provides 4 Military (red) VPs and 1 Mirror

510 Contribution

cost: 1 Cloth

function: provides 1 Economy (green) VP and 1 Iron

511 Contribution

cost: 1 Fish

function: provides 1 Economy (green) VP and 1 Iron

512 Contribution

cost: 1 Pork

function: provides 1 Economy (green) VP and 1 Iron

513 Contribution

cost: 1 Cloth and 1 Fish

function: provides 3 Economy (green) VPs and 1 Iron

514 Contribution

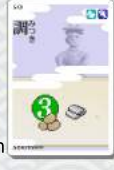
cost: 1 Fish and 1 Pork

function: provides 3 Economy (green) VPs and 1 Iron

515 Contribution

cost: 1 Pork and 1 Cloth

function: provides 3 Economy (green) VPs and 1 Iron



• Clan cards of the 6th Century

600 Tsuwamono-gura "arsenal"

cost: 1 Soldier, 2 Workers and 2 Irons

function: converts 2 Workers into 3 Soldiers



601 Hoko-ji (Asuka-dera) temple

cost: 1 Monk, 1 Architect and 2 Workers

function: converts 3 Workers into 1 Monk or 1 Statue



The conversion function of this card can be utilised only when the owner of this temple has at least 1 Statue token. During the turn you use a Statue to utilise the function of this temple, you may not spend the same Statue for any payment.

eg. Your daughter married to this temple owned by another player. But the owner spent the only Statue he/she had before your turn. So, you cannot utilise the function of this temple.

eg. You had only one Statue token. Another player's daughter married to this temple of yours. He/she utilised the function of it in his/her turn. Later, in your turn of the same phase, you may spend the Statue token you have as a part of cost to obtain a card.

If you own a temple, each Statue token provides 1 Religion (yellow) VP during and at the end of the game. Owning 2 temples doesn't mean one Statue provides 2 VPs.

602 Hachioka-dera (Koryu-ji) temple

cost: 1 Monk, 4 Workers and 1 Statue

function: converts 3 Workers into 1 Monk or 1 Statue



If you own a temple, each Statue token provides 1 Religion (yellow) VP during and at the end of the game. Owning 2 temples doesn't mean one Statue provides 2 VPs.

603 Kawachi-no-Aya clan

cost: 1 Bureaucrat, 1 Architect and 2 Workers

function: converts 3 Workers into 1 Bureaucrat



604 Imaki-no-Ayahito "newcoming Aya people"

cost: 1 Bureaucrat and 5 Workers

function: converts 3 Workers into 1 Bureaucrat



• Mission cards of the 6th Century

605 Asuka Oharida Court

cost: 1 Architect and 4 Workers

function: provides 4 Government (purple) VPs



606 Conference to Restore Mimana

cost: 3 Soldiers

function: provides 4 Military (red) VPs



607 Governor of Musashi War

cost: 3 Soldiers, 1 Horse and 1 Iron

function: provides 6 Military (red) VPs



608 Iwai's Rebellion

cost: 4 Soldiers, 1 Horse and 1 Iron

function: provides 8 Military (red) VPs



609 Teibi War

cost: 3 Soldiers and 1 Statue

function: provides 6 Others (white) VPs



610 Regicide of Emperor Sushun

cost: 1 Soldier and 1 Pork

function: provides 3 Others (white) VPs



611 Mission to Sui

cost: 1 Monk or 1 Bureaucrat
function: provides 2 Religion (yellow) VPs

612 Seventeen-article Constitution

cost: 1 Bureaucrat
function: provides 4 Government (purple) VPs

613 Contribution

cost: 1 Cloth and 1 Fish
function: provides 3 Economy (green) VPs and 1 Iron

614 Contribution

cost: 1 Fish and 1 Pork
function: provides 3 Economy (green) VPs and 1 Iron

615 Contribution

cost: 1 Pork and 1 Cloth
function: provides 3 Economy (green) VPs and 1 Iron

• Mission cards of the 7th Century

700 Shitenno-ji temple

cost: 1 Monk, 1 Architect and 2 Workers
function: provides 6 Religion (yellow) VPs

701 Kudara-odera temple

cost: 1 Monk, 1 Architect and 2 Workers
function: provides 6 Religion (yellow) VPs

702 Scholar of the State

cost: 1 Monk or 1 Bureaucrat
function: provides 2 Government (purple) VPs

703 Asuka Kiyomihara Code

cost: 1 Bureaucrat
function: provides 4 Government (purple) VPs

704 Nihon Shoki chronicles

cost: 1 Bureaucrat
function: provides 3 Religion (yellow) VPs

705 Fujiwara-kyo capital

cost: 2 Architects and 4 Workers
function: provides 5 Government (purple) VPs

706 Conquest of Mishihase

cost: 3 Soldiers and 1 Horse
function: provides 5 Military (red) VPs

707 Battle of Baekgang

cost: 5 Soldiers and 1 Iron
function: provides 8 Military (red) VPs

708 Isshi Incident

cost: 4 Soldiers and 1 Horse
function: provides 6 Others (white) VPs

709 Yakushi-ji temple

cost: 1 Monk, 1 Architect, 2 Workers and 1 Statue
function: provides 8 Religion (yellow) VPs

710 Taiho Code

cost: 2 Bureaucrats
function: provides 8 Government (purple) VPs

711 Korean Style Mountain Fort

cost: 2 Soldiers, 2 Architects and 2 Workers
function: provides 6 Military (red) VPs



712 Jinshin War

cost: 3 Soldiers and 2 Horses
function: provides 7 Others (white) VPs

713 Contribution

cost: 2 Cloths
function: provides 5 Economy (green) VPs

714 Contribution

cost: 2 Fish
function: provides 5 Economy (green) VPs

715 Contribution

cost: 1 Cloth, 1 Fish and 1 Pork
function: provides 7 Economy (green) VPs

• Royal Prince cards

800 Royal Prince

the 4th-5th Centuries
function: produces 2 Irons

801 Royal Prince

the 4th-5th Centuries
function: produces 1 Architect, 1 Horse or 1 Iron

802 Royal Prince

the 4th-5th Centuries
function: produces 1 Architect, 1 Horse or 1 Iron

803 Royal Prince

the 6th-7th Centuries
function: produces 1 Pot, 1 Horse or 1 Iron

804 Royal Prince

the 6th-7th Centuries
function: produces 1 Monk or 1 Bureaucrat

805 Royal Prince

the 6th-7th Centuries
function: produces 1 Architect or 1 Statue

• Hero cards

900 Katsuragi no Sotsuhiko

function: produces 1 Architect (a one-time ability)

901 Mononobe no Arakai

function: produces 2 Soldiers (a one-time ability)

902 Soga no Umako

function: produces 1 Statue (a one-time ability)

903 Fujiwara no Fuhito

function: produces 1 Bureaucrat (a one-time ability)

• Emperor cards

000 Yamato Takeru no Mikoto (Prince Ousu)

side A the 4th Century

During this century, each player produces 1 additional Soldier every turn. Therefore, obtaining a card costs 1 Soldier less than shown. Cards which require no Soldier are not affected by this.



001 Emperor Nintoku (Osazaki no Mikoto)

side A the 5th Century

function: provides 3 Others (white) VPs

At the Cleanup Phase of the end of this century, the player with the most Economy (green) VPs obtains this card. In case of a tie, nobody obtains.



002 Empress Suiko (Toyomike Kashikiya Hime no Mikoto)

side A the 6th Century

function: provides 2 Others (white) VPs

At the Cleanup Phase of the end of this century, the player with the most Government (purple) VPs obtains this card. In case of a tie, nobody obtains.



003 Emperor Tenji (Prince Naka no Oe)

side A the 7th Century

function: provides 3 Others (white) VPs

At the Cleanup Phase of the end of this century, the player with the most Military (red) VPs obtains this card. In case of a tie, nobody obtains.



004 Empress Jingu (Okinaga Tarashi Hime no Mikoto)

side B the 4th Century

function: converts 1 Worker into 1 Horse

At the Cleanup Phase of the end of this century, the player with the most Military (red) VPs obtains this card. In case of a tie, nobody obtains. This card is placed in the Clan cards row when obtained and is used in the same way as Clan cards. A daughter token can be put on it in Marriage Phase.



005 Emperor Yuryaku (Ohatsuse Wakatakeru no Mikoto)

side B the 5th Century

At the Cleanup Phase of the end of this century, each player takes 1 Tadokoro card from his/her own tableau and places it in Miyake row. (Anytime when there are 4 Tadokoro cards in Miyake row, flip one of them to Miyake side and return the other 3 to the Bank.) A player who has no Tadokoro pays nothing.



006 Emperor Keitai (Odo no Okimi)

side B the 6th Century

During this century, every time when a player obtains a Mission card with Military (red) VPs, he/she gains 1 additional Iron token. This is effective not only when obtaining a Mission card in the Supply, but also when obtaining one in his/her hand (even if it is a card of a previous century).



007 Empress Jito (Uno no Sarara Hime no Mikoto)

side B the 7th Century

At the end of the game, each player gains 1 additional Government (purple) VP for each Mission card with Government (purple) VPs he/she obtained.



When you use the promotion card, replace one of Emperor cards with it (as you see fit) during the setup.

008 Empress Iitoyo (Princess Iitoyo Ao)

the 5th Century

function: provides 3 Others (white) VPs

At the Cleanup Phase of the end of this century, the player with the most Religion (yellow) VPs obtains this card. In case of a tie, nobody obtains.



009 Prince Shotoku (Prince Umayado)

the 6th Century

At the end of the game, each player gains 1 additional Religion (yellow) VP for each Statue he/she has. Even a player who owns no temple does gain.

