

# Kazoku Scribe Rules

2018-October-02, written by Szabó Jenő, Early Demo version

## Story

Japan has just won a war, but at what price?. The Shogun must rebuild his army this year to prepare for the next strike. The borderlands have been looted, so now it is time for the heartland to step up. Your noble family nominates you as the Shogun's scribe to put your village in the service of the war. You will have to restructure the whole village into war estates, so they can support the Shogun's battle plan as much as possible. Or at least better than the other noble families whose help the Shogun has also enlisted. The more you support the battle plan, the more you can participate in the discovery of the captured treasury.

## Preparations

This is a print-and-pen game, so for the preparations you will need a computer with world wide web access, a printer, some paper, and pens. On the bright side, the game is free, and the board is always different.

Please navigate to [https://kazoku.jenoszabo.com/board\\_common.html](https://kazoku.jenoszabo.com/board_common.html) and print a shared Shogun page for each game. Reloading of the page creates a different plan. Currently only the two player plan is available, but a bigger 4 player version will be available soon.

Also visit [https://kazoku.jenoszabo.com/board\\_per\\_player.html](https://kazoku.jenoszabo.com/board_per_player.html) and print a personal village page **for each player** per game. Reloading the page creates a different village map, but it is suggested to print the same page for each player in a single game, at least until your group agrees otherwise.

Each player takes one village page. Put the shared Shogun page in the middle of the table where everyone can see it. Each player also needs a pen, and you are ready to go. Beginners are advised to use pencils and have an eraser ready to use. You might also want something at hand that you can use to cover your writing, so the opposing family does not see your plans before they unfold. For a 4 player game, form two teams, with partners sitting opposite one another..

## The shared “Shogun” page

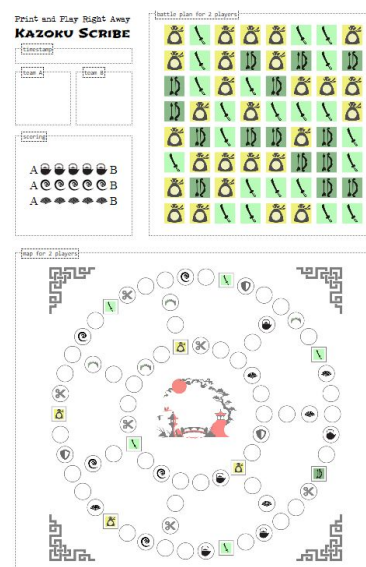
*with the battle plan, dungeon map and scoring block*

Record the team members' names at the top of the page.

The **battle plan** is a grid in the top right corner that is made up of foot soldiers, archers, and supply fields. During the game it will be covered by army pieces submitted by the scribes. Further details are given in the description of the submission and scoring phase, below. The **scoring block** on the left contains three different scoring lanes for the three different kinds of treasures. You mark the treasures that you find in the dungeon here.

The largest area on the Shogun page is the **dungeon map**.

Depending on the size of your contribution, your family will be allowed to join the dungeon exploration force. Whatever you find



could be yours. If you can overcome the obstacles, then you can gain both treasures and knowledge that will help you at home in your village. If your family is better at collecting treasures, then the Shogun might give you everything.

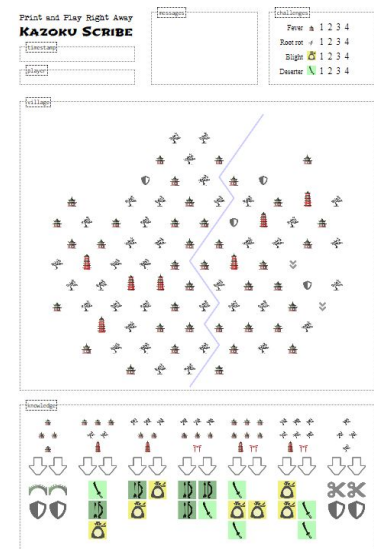
## The personal “Village” page *with the village map, knowledge and challenge blocks*

Record the player’s name at the top of the page.

On the **village map** you are going to fence estates around and that triggers actions. The basic estate elements of the map are trees, houses, towers, and a gate. The advanced estate elements are shields and double arrows. There is also a creek that divides the village into two parts.

There is a **knowledge block** at the bottom of the page. It displays the actions that are available to you. You will write the number of the active rounds into the arrows. More details are given in the description of the Estate planning phase, below.

There is also a **challenge block** at the top right corner where you can protect yourself against some challenges each round. Further details will come in the challenge selection and resolution phases, described below.



## Legend

soldier	archer	support	house	tree	tower	gate	double	shield	bridge	tailoring	scoring	scoring	scoring

## Before the first round

Select the starting player randomly, while in later turns the player sitting to the left of the current starting player becomes the new starting player. The player to the right of the first starting player chooses the spot where we enter the dungeon on the map. The entry point must be an empty circle. Please select a circle and cross it out right now. If this is your first game then try to pick a spot that has no scoring icons around it.

## Game play

The game plays in four rounds.

In each round the following phases are completed:

1. Estate planning (simultaneously, meaning players can do it at the same time, strictly without paying attention to each other’s planning activity)
2. Preparing for the challenges. (simultaneously)
3. Checking the validity of the plan. (simultaneously)

4. Challenge selection. (simultaneously)
5. Challenge resolution. (in pairs)
6. Submission and scoring (one by one in two rounds in clockwise order)

## Estate planning phase

This is probably the longest phase. All players plan to execute two different actions. The possible actions are visible in the knowledge block. A single action display contains the following information elements: (1) the set of basic estate elements that must be fenced to support the action. (2) two action arrow spaces to mark their activations. Actions can only be taken twice in a game. (3) the action results below, which in most cases display a war piece, with 3-4 army squares.

You will mark the action activation by writing the number of the round into one of the arrows in the middle of the knowledge block. But before you do that please draw a fence around the supporting war estate in the village. Rules for fencing in an estate are:

1. The estates must be continuous, meaning that they must be connected via adjacent elements. Please view the village map as grid in which each element can have a maximum of 6 neighbors in a symmetrical fashion.
2. You can only use intact estate elements that are not part of previously fenced-in estate and not affected by sickness (fever, root rot).
3. You cannot cross the creek unless the estate has a bridge. The two elements at both ends of the bridge must be part of the estate.
4. There can be a maximum of one advanced estate element in any estate, either a single shield or a single double arrow, but this is not required.
5. If you have a double arrow in the estate, then you must fence in exactly twice as many of each basic estate element as required by the action. When you don't have a double arrow in the estate, then you have to fence in the exact amount of basic estate elements (house, tree, tower, gate) as required by the action. Your estate cannot contain more than this.
6. There cannot be fences inside the estate, meaning between any two elements that are part of the estate. Also there can be no holes in the estate (so you cannot build around any sickness completely with a single estate).
7. Please write the number of the current round (1,2,3,4) into the estate in order to find it easier when checking.



Five out of the seven available actions are submitting war pieces to the Shogun's battle plan, while the other two are special actions.

- Both of the special actions contain two shields that help in challenges, described in the next section. (Preparing for the challenges)
- One of them is the tailoring action (scissors icon) that allows you cross out two basic estate elements either on the requirement side of the actions, or from the war pieces (or one from each). Crossed out icons act as if they never existed. Future estates will be smaller, or war pieces will cover less, but might be easier to place. War pieces must always remain continuous, holes are not allowed.
- The other action is the bridge building action that enables two future estates to cross the creek. Please draw the two bridges over the creek in a way so each of them connects two

village elements on the shores of the creek (obviously crossing the creek). It should be clear for everyone which two elements are connected.

All actions can be used twice during a game (hence the two arrow spaces), but using the double arrow icon is an exception of this rule. An estate containing the double arrow icon requires exactly double the amount of basic estate elements contained within the fences, but they also have double effect.

1. For the war piece submission it means that you submit two war pieces of the same kind. Please note: You cannot submit more than 2 pieces into the battle map in a single turn. So use your other action for a special action.
2. If you attach the double arrow icon to a special action (tailoring and bridge building) they can be executed twice. (4 tailoring/bridges and 4 shields.)

Don't forget that there cannot be a shield in an estate that contains the double arrow icon.

## Preparing for the challenges

Depending on the number of shields you fenced and received via actions, you can cross out possible challenges from the current and future rounds. One number should be crossed in your challenge block for each shield. Those challenges cannot be activated in that given round by the other family in the Challenge selection phase.

## Checking the validity of the plan

Pass your paper to your neighbor, who is always from the opposing family. In the first and the third round you should pass it to the left, while in the even rounds it goes right. (Obviously the direction does not matter in a two player game.)

Check the move of your opponent very carefully. For every mistake you find, you will be allowed to add an extra challenge, even if there was a protection set up against it. You are advised to go easy with beginners.

## Challenge selection

After you validated your opponent's move, you have to pick a challenge for her/him for the current round. (The number must match with the current round) You can only pick those challenges that are not crossed out (unless it is a challenge because of a mistake). If all of them are crossed out, then you are unable to pick a challenge for now. There are four kind of challenges:

- Fever: There is an infectious disease in the village.
  - If this is not the first fever in the village, you can cross out all intact houses that are adjacent to previously infected houses
  - OR
  - Independently from the existence of the fever in the village, you can cross out exactly two neighbouring intact houses of your choice, if there are still adjacent houses on the village map.Please note that the disease crosses the creek easily, but fenced in estates are protected.
- Root rot: The same as fever but with trees.

- Blight: There is a serious storage problem for the army supply. You cross out a supply icon on any war piece in the knowledge block of the opponent. The same rules apply as with the tailoring action, only the intention is different.
- Deserter: The same as blight, but instead of the supply icon, do the same with the foot soldier icon. (Archers never desert.)

## Challenge resolution

Return your opponent's paper, agreeing and marking the results of the challenges.

## Submission and scoring

Now you must remember who is the starting player. S/he is going to submit his/her first army piece to the battle plan. The piece must match some part of the battle map, both by shape and icons, although the army piece can be rotated (90, 180, 270 degrees) and/or mirrored. Crossed out war piece parts are not considered in any way. The matching area must be drawn around, and please write the round number and the team letter into the piece, like 2A. No army pieces can overlap, all icons must be intact.

For each army element you covered you must explore the dungeon one step further. Exploring means crossing out a spot in the dungeon. The dungeon must be explored continuously, so the new X must have a neighbor that is already crossed out.

- In order to cross out an army square you must have the given army element on the submitted piece. If you cross out multiple army squares with the same piece then the piece must contain those icons in a matching amount.
- Round spaces can be crossed out without further consideration.
  - When you cross out a bridge icon, then you can add a bridge to your village
  - When you cross out a shield icon, then you can cross out a number in your challenge box.
  - When you cross out a tailoring icon, you must cross out an icon in the knowledge block. Similarly to the tailoring action it can either make an action cheaper, or reshape a war piece by making it smaller.
  - When you cross out a scoring icon (the other three kinds that matches the icons in the scoring block), then you cross out the matching icon starting from your side of the scoring block. If you manage to reach the middle icon in a given row, then from that point on your family owns that kind of treasure, so draw a circle around your letter in that row. If you have two such rows, you win the game immediately.

After everyone has had the chance to submit their first war piece, a second round comes in which everyone tries to submit their second war piece with similar effects. If someone submitted fewer war pieces, then they pass, but an attempt must be made to match all submitted pieces to the battle plan. It is not allowed to submit more than two pieces.

If someone submitted a war piece that does not match the battle map, then they get 1 single explore action for that piece. This explore action is also mandatory, it cannot be skipped.

# Game End

The game can end in two ways:

- Either when a team gains the second row of treasures. Then that team wins immediately.
- Or after the fourth completed round.

After the fourth round all three scoring lines (treasure rows) are evaluated.

- Each **owned** row counts as 2 points.
- Each row with a majority counts as 1 point.

The higher total score wins.

In the case of a tie the most beautiful village wins. How to measure village beauty? Whoever can fence in the larger regular estate from the intact elements wins the game for his/her family. Please note that **all** estate fencing rules must be obeyed, including the need of a bridge to cross the creek, avoiding holes and internal fences.

## Acknowledgments

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Thank You!