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2-4 players
Playing Time: 20-40 min
Age: 10+

Tenka Meidou (World Rumbling)

1 Objective

❖ As warlords during Japan's Sengoku (Warring States) Period, win the battles over 11 castles and achieve the highest score.

2 Components

- 1 map
- 10 Strategy cards
- 30 round tokens
- 1 sticker sheet
- 72 Troop cubes (4 sets [Red, Blue, Yellow and Black] of 18 cubes)
- Approx. 30 Reinforcement cubes (White cubes)
- 3 dice
- This rule sheet

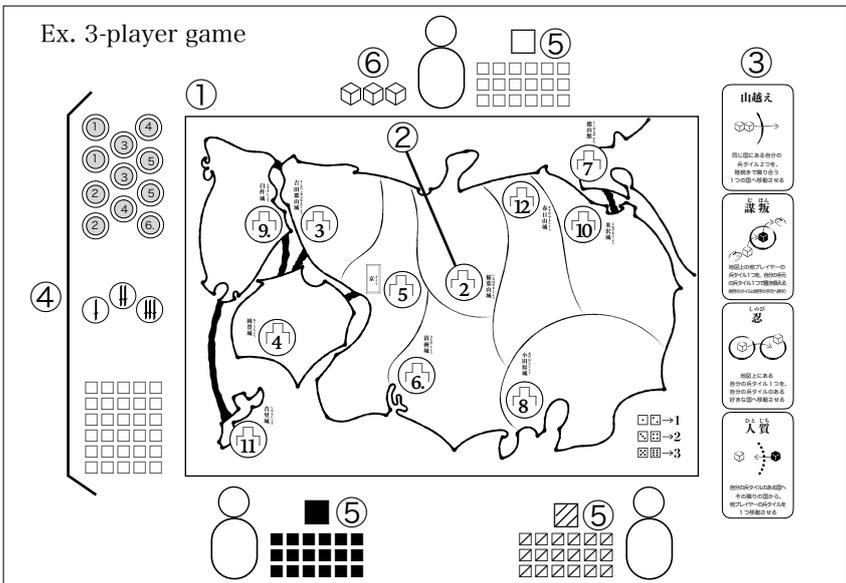
❖ Apply the stickers to the round tokens to make the following tokens.

- 11 Castle (Large [L]) tokens (with the values "2" to "12")
- 11 Castle (Small [S]) tokens (2 tokens each with the values "1" to "5" and 1 token with the value "6")
- 4 Sword tokens (each with 1 to 4 Sword icons)

- 4 Player Color tokens (Red, Blue, Yellow, and Black)

3 Setup

- Spread the **map** in the center of the table.
- Mix all the **Castle (L) tokens** face down and place them one by one on the round frames on the map. (The numbers of the tokens and round frames are the same.) After placing the tokens, flip them **face up**.
- Shuffle all the **Strategy cards** and place them **face up** beside the map. (Number of cards: **3 [for 2 players]**, **4 [3 players]** or **5 [4 players]**) (The remaining cards will not be used. Put them back into the box.)
- Place the **Castle (S)** and **Sword tokens** and **Reinforcement cubes** beside the map. (However, in a **2-player game**, remove the **Sword tokens with 3 and 4 Sword icons on them** and **all Castle (S) tokens**. In a **3-player game**, remove the **Sword token with 4 Sword icons on it**. Put these tokens back into the box.)
- Each player chooses a color and receives all the **Troop cubes** and **Player Color token** of that color to keep them in hand. (In a **2- or 3-player game**, remaining **Troop cubes** and **Player Color tokens** will not be used. Put them back into the box.)
- Determine the start player in whatever way you like. The start player receives the **3 dice**.



4 Map Description

- ❖ The map shows 11 **provinces** each enclosed with lines.
- ❖ **The provinces linked by thick lines** across the sea are regarded as **neighboring provinces**. (Ex. Hokkaido [with 徳山館 / Tokuyama Palace in north] and Tohoku [with 米沢城 / Yonezawa Castle] are neighboring provinces.)

5 How to Play

- ❖ Take turns in clockwise order from the start player.
- ❖ On your turn, choose to ①Place Troop Cubes or ②Use a Strategy card once. Then the turn of play moves to the next player.

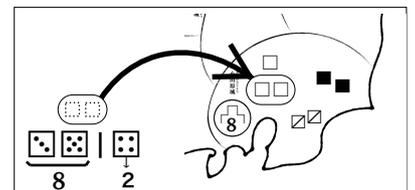
①Place Troop Cubes

- Roll the 3 dice at once, and then divide the dice rolls to that of **2** and **1** dice.
- **On each turn, you can choose to reroll all the 3 dice once. (You cannot reroll 1 or 2 dice.)** If rerolling the dice, divide the rerolled dice rolls to that of **2** and **1** dice.
- Place the Troop cubes in your hand on the province with a **Castle (L) token** of the **same value** as the total of your chosen **2** dice rolls. (In case of Okinawa [a small province with 首里城 / Shuri Castle in south], place your Troop cubes around it.)
- The number of Troop cubes to place is determined by the dice roll of the remaining **1** die.

Dice roll of the remaining 1 die	□ or □	□ or □	□ or □
Number of Troop cubes to place	1	2	3

- You can place your Troop cubes even on a province occupied by the Troop cubes of you or other players.
- On each province, place the Troop cubes of each player in groups and away from those of other players.
- **If you do not have enough Troop cubes to place, place all the remaining cubes from your hand.** (You may use up your cubes at your last turn.) Otherwise, place the specified number of cubes.
- After rolling the dice, you cannot choose to use a Strategy card instead of placing your Troop cubes.

Ex. A player (□) rolls the dice and has a dice roll of "3", "4", and "5". The player divides the dice rolls to "3 and 5" and "4" and places 2 of their Troop cubes (according to the dice roll "4") on a province with a Castle (L) token of "8" (= 3 + 5). The player has already placed one Troop cube on that province, so the player places their current cubes in contact with that cube.



②Use a Strategy Card

- During the game, each player can choose to use a Strategy card **once**.
- To use a Strategy card, take one of them beside the map and place it in front of you. Then use the card's effect immediately. (For details, see P.4.) You cannot take a card if you cannot use its effect. (Ex. If you have placed your Troops only on provinces surrounded by the sea, you cannot use the "山越え / Mountain Crossing" card.)
- You cannot use a Strategy card if there is not any card with an effect that you can use immediately beside the map. In such a case, place your Troop cubes.
- **After any one of the players has used up their Troop cubes, Strategy cards cannot be used by other players.** (They can only place Troop cubes on their turns.)

Ex. All the players still have Troop cubes. Then a player uses the "加勢^{かせい} / Back Up" Strategy card to move their Troop cube onto the map and uses up their Troop cubes. After that, other players cannot use any Strategy card.

- ❖ **If you have used up your Troop cubes**, take a Sword token remaining beside the map at the end of your turn. **Take the Sword token with the most Sword icons and place it in front of you. After that, your turns are skipped.** (Thus, the faster you use up your Troop cubes, the more powerful Sword token you can take when you go out.)
- ❖ Continue the game until all the players have used up their Troop cubes. (By then, it is possible that one player consecutively takes turns.)

6 Ending the Game

- ❖ End the game when all the players have used up their Troop cubes.
- ❖ Apply the following ①, ② and ③ to all the provinces in **ascending order** of the Castle (L) token value (**from "2" to "12"**).

① Ranking

- Calculate each player's **"military strength"** by **adding** the number of their **Troop cubes** and their **Reinforcement cubes** (to be described later) in that province. (If there is not any Reinforcement cubes, the number of Troop cubes is the player's "military strength".)
- In each province, the player with the highest **"military strength"** is ranked **1st** and the player with the second highest "military strength" is ranked **2nd**.
- **In case of a tie, the player who has a Sword token with more Sword icons is ranked higher.**

② Taking Castle Tokens

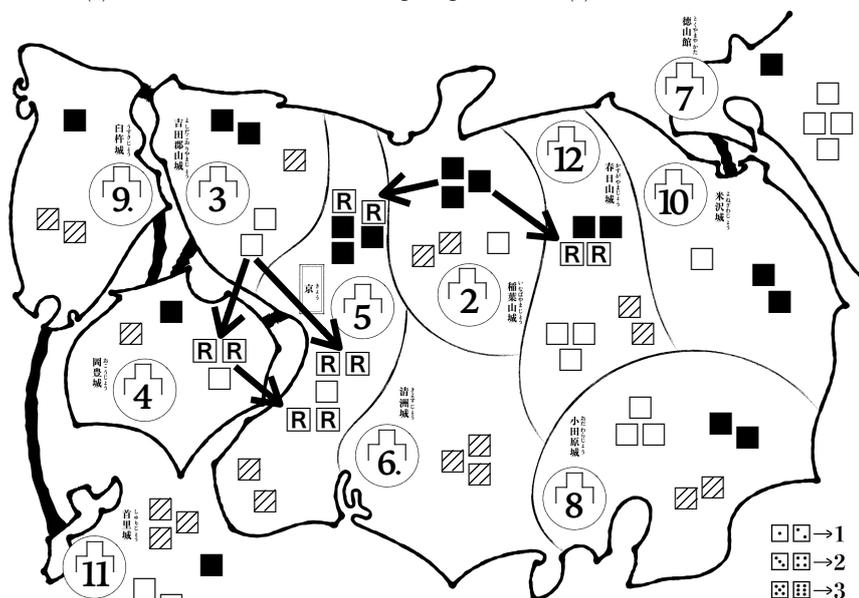
- **The player ranked 1st takes the Castle (L) token of the province** (and places it in front of them). In a **3- or 4-player game, the player ranked 2nd takes a Castle (S) token with half the value (decimals rounded down) of the Castle (L) token.**
- In case of a province **occupied by the Troops of only one player**, that player takes the Castle (L) token of that province as the player ranked 1st. And no one receives the Castle (S) token.
- In case of a province **not occupied by any Troop cube**, place the Castle (L) token of that province beside the map. No one receives the Castle tokens of that province.

③ Placing Reinforcement Cubes

- If a province is occupied by the Troop cubes of **at least one player**, do as follows. (If it is not occupied by any Troop cube, proceed to the next province without applying ③.)
- **The player ranked 1st of a province places 2 Reinforcement cubes (or 1 cube in a 2-player game) on each of all the neighboring provinces where Castle (L) tokens are still remaining (thus still not taken) and where that player has placed their Troop cube(s).**
- When placing Reinforcement cubes, **place them in contact with your existing Troop cube(s)** and away from other players' Troop and Reinforcement cubes in that province.
- If you do not have enough Reinforcement cubes to place, reuse the Reinforcement cubes placed in the provinces where the Castle tokens have already been taken away.

- ❖ After applying ①, ② and ③ to all the provinces, add up the values on the **Castle tokens (L and S)** (or **only L tokens in a 2-player game**) won by each player. **The player with the highest value wins.** (In case of a tie, the player who has the Sword token with more Sword icons on it wins.)

Ex. 3-player game (with the colors □, ▨ and ■) The number of Sword icons on the Sword tokens won by each player is 3 for □, 2 for ▨ and 1 for ■. Castle (L) tokens "2" to "12" are indicated ② to ⑫ and Castle (S) tokens "1" to "6" are indicated ① to ⑥.



Province ②: ■, ranked 1st, takes ② and ▨, ranked 2nd, takes ①. Add 2 Reinforcement cubes (R) to the Troop cubes of ■ in each of Provinces ⑤ and ⑫.

Province ③: Both □ and ■ have the highest Troop cubes, but □ defeats ■ thanks to the number of Sword icons on their Sword token. □, ranked 1st, takes ③ and ■, ranked 2nd, takes ①. Add 2 Reinforcement cubes to each of the Troop cube(s) of □ in Provinces ④ and ⑤.

Province ④: Compare the total of Troop and Reinforcement cubes and □, ranked 1st, takes ④. ▨ and ■ are in a tie in the number of their Troop cubes, but ▨ is ranked 2nd thanks to the number of Sword icons on their Sword token and takes ②. Add 2 more Reinforcement cubes to the Troop cube of □ in Province ⑤.

Province ⑤: Both □ and ■ have the highest number of Troop and Reinforcement cubes in total, but □ defeats ■ thanks to the number of Sword icons on their Sword token. (□ has achieved a come-from-behind victory.) □, ranked 1st, takes ⑤ and ■, ranked 2nd, takes ②. There is no province to place Reinforcement cubes.

7 Effects of Strategy Cards

❖ Applicable to All Cards

- When moving Troop cubes by the card's effect, place them in contact with the same-color Troop cubes and away from the Troop cubes of other colors in the province(s) where the cubes are placed.
- If the number of Troop cubes to apply the card's effect is stated (like "a cube", "2 cubes", or "3 cubes"), be sure to apply the effect to the **specified number of Troop cubes**. (For example, if stated to "move 2 Troop cubes", you cannot move only 1 cube.)

○^{ものみ}物見 / Scouting: Move one of your Troop cubes on the map to a neighboring province.

- You can also move the cube to a neighboring province across the sea (connected by thick lines).

○山越え / Mountain Crossing: Move 2 of your Troop cubes in the same province to a neighboring province connected by land.

- You must move both of these Troop cubes to the same province.

○水軍 / Navy: Move 2 of your Troop cubes in the same province to a neighboring province across the sea.

- You must move both of these Troop cubes to the same province.

○^{しのび}忍 / Shinobi: Move one of your Troop cubes on the map to a province occupied by your Troop cube(s).

- You can move the cube even to a non-neighboring province.

○^{じょうらく}上洛 / Move to Kyoto (京): If you have Troop cubes on provinces adjacent to the province with Kyoto, move as many of them as you like to the province with Kyoto.

- You can move as many cubes as you like from multiple provinces adjacent to the province with Kyoto.

○^{かせい}加勢 / Back Up: Place a Troop cube from your hand on a province occupied by your Troop cube(s).

○^{むほん}謀叛 / Betrayal: Replace one of another player's Troop cubes on the map with that of yours. (Return the other player's cube to their hand.)

- Remove one of another player's Troop cubes on the map and return it to that player's hand, and then place a Troop cube from your hand on the province where you just removed the cube.
- The Troop cube returned to a player's hand will be used just like that player's other Troop cubes.

○追放 / Expulsion: Move one of another player's Troop cubes from a province occupied by your Troop cube(s) to its neighboring province.

- You can move the cube even to a neighboring province across the sea (connected by thick lines).

○^{ひとじち}人質 / Hostage: Move one of another player's Troop cubes to a province occupied by your Troop cube(s) from its neighboring province.

- You can move the cube even to a neighboring province across the sea (connected by thick lines).

○退却 / Retreat: Remove 3 of your Troop cubes on the map and return them to your hand. (You can remove them from multiple provinces.)

- You can remove 3 cubes from 1 province, 1 cube from 1 province and 2 cubes from another province, or 1 cube each from 3 provinces.
- The Troop cubes returned to a player's hand will be used just like that player's other Troop cubes.

8 Rules Easily Overlooked (But Not to Forget)

❖ When rolling the dice, you can reroll it **only once on each turn**.

❖ After any of the players has used up their Troop cubes, **the Strategy cards cannot be used by anyone**.

- ◆ The castles and palaces on the map existed around 1560 when the famous Battle of Okehazama took place in Japan. [徳山館 / Tokuyama Palace, 米沢城 / Yonezawa Castle, 春日山城 / Kasugayama Castle, 小田原城 / Odawara Castle, 稲葉山城 / Inabayama Castle, 清洲城 / Kiyosu Castle, 京 / Kyoto the Capital, 吉田郡山城 / Yoshida Kouriyama Castle, 岡豊城 / Okou Castle, 白杵城 / Usuki Castle, 首里城 / Shuri Castle]

- ◆ Special Thanks: to all the people who have helped us playtest this game. I especially thank Saashi (of Saashi & Saashi) for providing many advices.

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