EDO

LOUIS & STEFAN MALZ • WOLFGANG PANNING

TOKYO 1603 - 1868

EXPANSION 1

You can play with this expansion only in combination with the basic EDO game.

This expansion contains 3 modules, which offer new ways to play the basic EDO game.

You may add each module to the basic game on its own or combine them in any way you like. Additionally, this expansion includes all components needed to play the basic game and the 3 modules in this box with 5 players. The rules for the basic game remain unchanged except for the changes mentioned.

🟧 **Game components for the 5th player**
🟦 **Module 1: Jiin – Buddhist temples**
🟩 **Module 2: Tokken – Privileges**
🟪 **Module 3: Ronin – Abandoned Samurai**

🟧 Components for the 5th player

- 5 Officials
- 1 Trading post
- 7 Houses
- 1 Scoring marker
- 1 Game summary
- 1 Planning board
- 3 Authorization cards
- 15 Resources (5 each of rice, stone, and wood)
- 17 Coins worth 60 ryo
- 3 Resource tokens, each worth 5

Official   *Trading post*   *House*   *Scoring marker*

Game summary   *Planning board and authorization cards*

Resources   *Ryo coins*   *Resource tokens*

SET-UP FOR THE 5-PLAYER GAME

• **Changes for "1. General set-up":**
Use the set-up instructions for 4 players (on the game board for 4 players).

• **Changes for "2. Cover tiles":**
All cities receive a profit tile, and no resource charts are covered.

• **Changes for "5. Starting positions of the players":**
Players use the same resource packages, thus all five will be taken.

PLAYING THE GAME

There is no change in game play.

■ Module 1: Jiin – Buddhist Temples

Building a temple provides power points and reduces costs for moving.

Temple   *Game summary extensions*

GAME COMPONENTS

• 3 temples each in 5 player colors
• 1 extension each of the game summaries in 5 player colors

ADDITIONAL SET-UP

Give each player 3 temples and the game summary extension of his player color.

PLAYING THE GAME

When performing a **"building"** action, the player may now **build a temple outside of cities instead** of building a house, trading post or fortress inside a city.

Temples may be built only on forestry, rice fields, and quarry spaces and on river and road spaces.
Building a temple costs 2 wood and 1 rice.

There may never be **more than 1 temple** built on any space.

As required for any building action, one of the player's own samurai must be present on that space.

A temple's benefit is:

• **1 power point** that is recorded immediately.

• **Movement** at no cost for a player's samurai and merchant on any road that's directly **connected to a space that holds that player's temple.**

Legal spaces for building a temple:

Forestry   *Rice field*   *Quarry*   *River space*   *Road space*

Example: Green has built a temple on a river space. He may now move along the connected roads for free.

■ Module 2: Tokken – Privileges

The shogun has special needs. He grants a privilege to each player who meets one of his demands.

GAME COMPONENTS
- 15 demand tokens
- 12 privilege tokens
- 1 privilege board
- 2 black officials

ADDITIONAL SET-UP

Prior to selecting the resource packages, mix the demand and privilege tokens **separately and face down.** Then, stack them on the spaces corresponding to their back sides on the privilege board.

Reveal **3 demand tokens,** one after the other, and place them on the board following the direction of the arrow. Do likewise with **3 privilege tokens.** Reveal the top token of each stack as a preview token.

PLAYING THE GAME

During "■ **Phase 2: Perform actions",** players may meet revealed demands of the shogun instead of performing their actions.

For each demand the player meets, he immediately gains **1 power point** and receives the privilege token lying below that demand token. Remove the demand token from the game. The player keeps the privilege token face up in front of him and may use it once in the future, after which it's removed from the game.

Rearrange the privilege board at once.

Rearrange the privilege board by sliding the demand tokens right and the privilege tokens left to fill any gaps, then place the preview token of each stack in the empty space next to the stack. Reveal the top token of each stack. Once the stack of privilege tokens is exhausted, there will still be demands for which no privilege is granted; if a player meets such a demand, he gains only 1 power point.

=== The demands in detail: ===

1. **Demands for valuable local goods can be met only by the "Trading" action.**
   Instead of the exchange offered on the merchant card, the player may gain the privilege by paying the cost shown on the demand tile, while he is trading with the merchant. The trading post provides no bonus in this case.

Demand token (back)   *Demand token (front)*

Required action to meet this demand (in this case: trading action).
Demand (in this case: china).
This token's cost (in this case: 10 ryo and 1 stone).

Privilege token (back)   *Privilege token (front)*   *Officials*

Set-up of privilege board

The player meets the demand by payment and receives the privilege, and 1 power point.

Then, the tokens move up to the free spaces.

2. Demands for valuable foreign goods can be met only by the "Travel" action.

Instead of placing the official on a border post or relocating 1 or 2 samurai, the player may gain this privilege token by paying the cost shown on the demand token.

3. The shogun wants his palace in Edo extended:

Demands for palace extensions can be met only by the "Building" action and only in Edo. The shogun wants to extend his palace in Edo, so instead of building a house or a fortress in Edo the player may gain this privilege by paying the cost shown on the demand token.

Do not forget: For this action the player must have one of his samurai in Edo!

The privileges in detail:

a) Privileged building site: The player builds his new house on the first building site of the city, moving any existing buildings one space backwards.
To be used when building in any city.

a) Privileged building site

b) Support: The player recruits one of the shogun's black officials and treats it as one of his own officials. After performing the action, this official is removed from the game. *To be used during the planning phase.*

b) Support

c) Trading: When trading, the player may use one of the two offers of the face-up merchant card on top of the draw pile. With a trading post, two offers of both face-up merchant cards may be used in any combination. *To be used when trading.*

c) Trading

d) Income from a city: The player immediately receives his income from a city of his choice. Please note: A city with 3 Ronin is not eligible (Ronin module). *To be used anytime during the player's own turn.*

d) Income from a city

e) Resource: The player receives 1 of the shown choices of resources (wood or stone / stone or rice / rice or wood). To be used anytime during the player's own turn. *This privilege token does not count against the resource limit as long as it remains unredeemed!*

e) Resource

f) Resource production: Once only, a samurai will produce the full amount of the shown resource, disregarding any other samurai on that resource space (simply ignore them). *To be used when performing the appropriate resource action.*
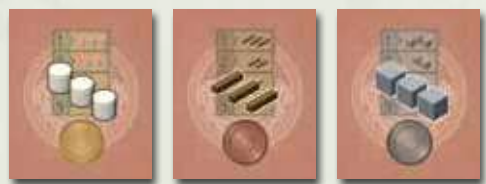
f) Resource production

■ Module 3: Ronin – Abandoned Samurai

The Ronin are abandoned samurai lingering about in cities and resource spaces, thus obstructing the players. The Ronin will flock together time and again during the course of the game. By dispersing them, the players gain power points.

GAME COMPONENTS

- 3 black "Ronin" samurai
- 1 linen bag
- 7 location tiles
- 15 Ronin tokens

Ronin

Linen bag

Ronin token

Location tiles:

1x rice field   **1x forestry**   **1x quarry**   **1x city**   **3x multiple-choice**

ADDITIONAL SET-UP

Prior to selecting the resource packages, 1 Ronin must be placed on one uncovered resource space of each type (forestry, quarry, rice field). Put the 7 location tiles into the bag.

PLAYING THE GAME

At the start of each game round and prior to the planning phase, the starting player must select one Ronin for relocation.

- If all 3 Ronin are on the same space or they are on three separate spaces, he may select any Ronin for relocation.
- If 2 Ronin are on one space, he must select the single Ronin for relocation.

Next, the player draws a location tile from the bag. This tile indicates the type of space to which the Ronin is relocated. If he draws a multiple-choice tile, he chooses one of the 4 space types (forestry, quarry, rice field or city).
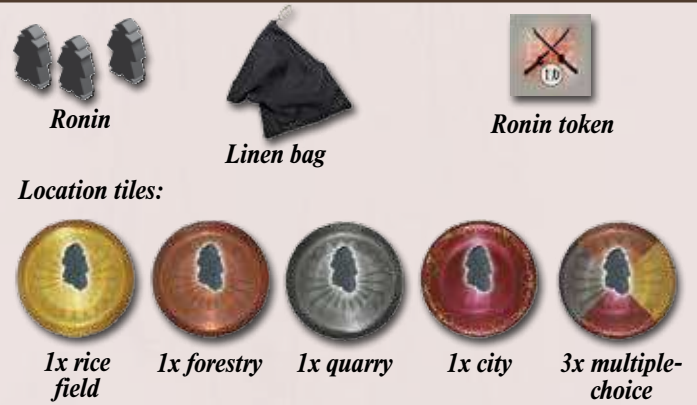
Changes for a 2-player game:

If playing with the Ronin module, no resource space will be covered. Instead, place 1 samurai of a player color not used in this game on each resource space. They remain there until the end of the game and reduce the resource production by 1.


Illustration 1   **Illustration 2**

Example:

Illustration 1: The player may pick ANY Ronin for relocation.

Illustration 2: The player MUST pick the single Ronin on the quarry space.

The player relocates the selected Ronin according to these relocation rules:

1. The Ronin cannot be placed in Edo.
2. The Ronin must leave his current space.
3. If 1 or 2 other Ronin are on a space matching the drawn location tile, the Ronin must join his fellow (1 or 2) Ronin – except if he hails from that space, which is possible only if all 3 Ronin are on the same space.
4. The Ronin cannot be placed on a covered space.
5. If, obeying these rules, there are several eligible spaces, the player decides to which of these spaces the Ronin is relocated.

Rule 1   **Rule 2**

Rule 3   **Rule 4**
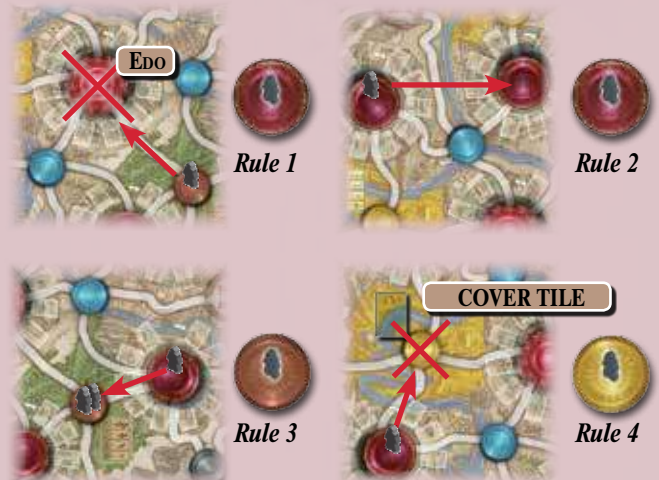
Finally, put the drawn tile back into the bag.

Effects of the Ronin
(applying to all players)

a) Resource space:

A Ronin is considered a samurai and thus reduces production.

Example:
Blue produces only 2 wood on this forestry space because the Ronin reduces the production.

b) City:

• A single Ronin in a city has no effect.

• 2 Ronin in a city prevent players from building in this city.

• 3 Ronin in a city prevent players from building there and cut off income from this city.

Dispersing Ronin from a space

Players may disperse the Ronin using the "Travel" action. Only 1 official can be assigned to this action. In case more than 1 official is assigned to the authorization card, the other officials must be assigned to other "Travel" actions.

1. First, the player decides on the space from which he wants to disperse the Ronin and moves one of his officials there (if needed or desired), paying the cost as usual.

2. He may then move up to 2 of his samurai to that space for free.

Example: Blue chooses the city with 2 Ronin…

… and then moves another two of his samurai there for free.

3. If that player's samurai outnumber the Ronin on that space, these Ronin are dispersed. Draw a location tile for each dispersed Ronin, one after the other, and relocate the Ronin according to the relocation rules explained above.

4. Put all drawn relocation tiles back into the bag.

Example: The Ronin are dispersed from this city by the superiority of the blue player's samurai.

5. The player receives Ronin tokens for dispersed Ronin:
   • No token for only 1 dispersed Ronin.
   • 1 Ronin token for 2 dispersed Ronin.
   • 2 Ronin tokens for 3 dispersed Ronin.

During **final scoring, each Ronin** token is worth **1 power point.**