

OKKO

ONI HUNTER

RULEBOOK



"AFTER A LONG JOURNEY, OKKO AND HIS COMPANIONS CLIMBED THE LAST STEPS THAT SEPARATED THEM FROM THE MENACING PALACE OF MISTS.

EACH OF THEM KNEW ONLY TOO WELL THE DARK RUMORS SURROUNDING THE SHOGUN, HIS FAMILY AND HIS GUESTS. IF SUCH STORIES WERE TO BE BELIEVED, A POWERFUL DEMON WAS HIDING IN THE CASTLE AND CONCOCTING EVIL PLANS AND MANIPULATING THE INHABITANTS TO ITS VILLAINOUS WILL.

INNUMERABLE DANGERS AWAITED THEM WITHIN, BUT NONE OF THEM COULD CONSIDER TURNING BACK. MY MASTER AND HIS ECLECTIC TROUPE OF FOLLOWERS WOULD NEED TO ACT QUICKLY WITH THEIR INVESTIGATIONS TO EXPOSE THE FOUL ONI."

EXTRACT FROM TIKKU'S MEMOIRS, CODEX 1



COMIC-BOOK'S PLOT

Year 1108 in the official empire of Pajan's calendar.

In these tumultuous times, commonly known as the Asagiri Era or the Mist Era, major clans have been tearing each other apart for decades to seize power.

Far from the battlefields, Okko, the masterless ronin, leads a small group of demon hunters and thus strides across the empire's lands. He is accompanied by Noburo, a singular giant who

hides his identity behind a red mask, and Noshin, a whimsical monk and also a great sake lover. The latter is able to invoke and communicate with the forces of nature.

Tikku, a young orphan fisherman, is part of this motley crew. Their Mission is to discover the Onis who are hiding at the court of the Emperor of Pajan and fuelling inter-clan wars in order to destroy the Empire. This mission will take the four adventurers much further than they had thought...

OVERVIEW

Each player takes on the role of Okko, Noburo, Noshin or Genji, gathered as a group of *Oni* Hunters struggling against evil entities : the *Oni* hiding at the court of Pajan, close to the emperor. Each new **Adventure board** represents a cycle from the Okko comic-book and each time players switch from one to another, they can change their hero (by paying day tokens). Both players cooperate and they have to fulfill challenges on the **Adventure boards** during a limited amount of time (20 days). Players will go through **3 Adventure boards**, each location has 3 challenges (Combat, Encounter, Quest). Each challenge allows you to earn clues in order to track *Oni* but also to earn additional time, loot equipments and find allies. At the end of the **3 Adventure boards**, players reach the court of Pajan, where several *Oni* are hiding among courtiers. *Oni* are divided into **3 tokens** among the 16 forming the **Court's game board**. Players will have 3 attempts to find the **3 Oni's tokens**. During challenges, players could have had a look at the **court's tokens** or earned additional attempts in order to look at the tokens.

CONTENT



GAME SET-UP

- 1 - Place the **COURT OF PAJAN** game board next to the game's area.
- 2 - Shuffle the **16 COURTIER** tokens and place them at random, face down, without looking at them, on the 16 squares of the **COURT OF PAJAN** game board.



Adventure game boards must be played in the following order:

- *the Inn at Kappa*
- *the Fort at Betten Pass*
- *Mayudama's Domain*

- 3 - Place the first **Adventure game board** at the center of the table.
- 4 - Take the specific **ENEMY** and **SUPPORT** cards for this **Adventure game board**.

Example :

Specific items corresponding to *the Inn at Kappa*.



ADVENTURE
GAME BOARD



ENEMY
CARDS

BOSS CARDS

- 5 - Shuffle the **EXPLORATION** cards and place them, face down, next to the board.

Allow space for a discard pile of those cards.

- 6 - Shuffle the specific **ENEMY** cards for this **Adventure game board** and place them next to the board.

- 7 - Place the specific **SUPPORT** cards for this **Adventure game board** face up at the edge of the board.

- 8 - The oldest player shuffles the **59 ADVENTURE** cards and then deals 6 cards to each player. The rest of the cards is places on the edge of the game area.

- 9 - Place the **DAY** token on **square 3** of the **DAYS** counter track.

The end of the game board time is represented by square 20.



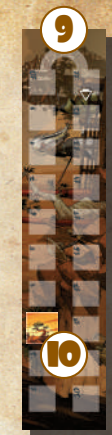
DAY TOKEN

- 10 - Place the **TEAM** token on the departure zone of the **Adventure game board** played.



- 11 - Each player chooses a **HERO** card and place it in front of him.

- 1 - HERO cards
- 2 - COURT OF PAJAN game board and its COURTIER tokens
- 3 - Adventure game board
- 4 - TEAM token
- 5 - Cartes Soutien
- 6 - Enemy cards
- 7 - Enemy cards line
- 8 - Boss card
- 9 - DAYS counter track
- 10 - DAY token
- 11 - EXPLORATION cards



GAME BOARDS

• Adventure game boards

Represents a path for the heroes to follow in order to fulfill 4 types of challenges :

- MOVE ONE PLACE FORWARD
- FIGHT THE ENEMIES
- FIGHT A BOSS
- CHARACTER'S ENCOUNTER

Each successful challenge allows to move on or look at an **ONI tokens** at the court of Pajan and thus trying to know the ONI's final position in order to reveal it at the end of the game. You will have to remember the squares where **ONI tokens** are located once you've discovered them.

Each **Adventure game boards** is played in a limited amount of time of 18 days and is divided into locations.

In certain locations, players will have to fight a **MIDDLE** or **FINAL BOSS**.

Each **Adventure game boards**, has its own special rules described in the corresponding **Explanation cards**.



• COURT OF PAJAN board

Represents the courts where the ONI is hidden. It is divided into 16 squares where **16 COURTIER tokens** are placed.



Be careful ! **COURTIER Tokens** must never be moved once the game has started.

Sometimes you will be asked to rotate the whole board.

CARDS

• HEROES cards

They are chosen before the beginning of **Adventure game boards**, they represent the heroes embodied by the players. Each one has a unique ability and you will have to choose them carefully so that they fit to each board.

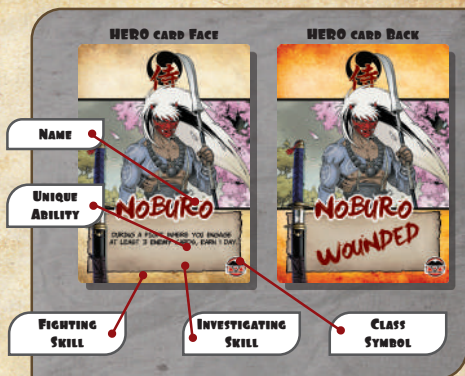
Injured HERO : If at the end of his turn, a player has 1 or more **INJURY token** on his **HERO card**, he must place it face down in order to reveal its injured face.

When a hero is put into this position, his unique ability is no longer available and he can no longer be used in order to fight an **ENEMY card**.

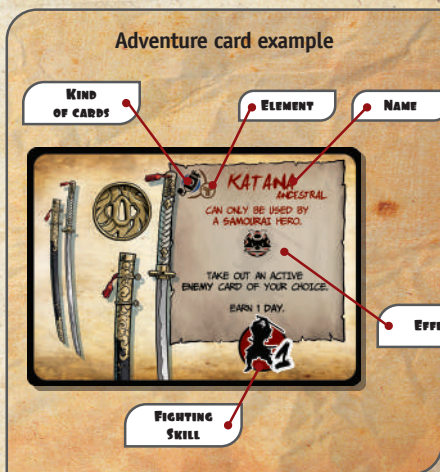
At the end of his next turn, the player must remove **1 INJURY token** from his **HERO card** if he has any.

When the last **INJURY token** is removed from his **HERO card**, the player turns his card back around on its healed face, his unique ability becomes available again and he can fight as before.

Class Symbol : Sometimes, a Hero must have the right symbol to play some cards.



• Adventure cards



They form a player's hand. They are essential because they allow to solve challenges on the **Adventure game board**.
You will play or trade them along the game. Once played, put them face up in the discard pile.

There are 3 types of **ADVENTURE cards** : *Ally*, *Equipment* and *Special*.



Ally: This is a character with a *Fighting* and *Investigating skill value*. Some Ally cards have Effect which will be carried out upon playing the card.

Equipment: They give a *Fighting* and *Investigating* bonus.



They can only be used in combination with a **HERO** or **Adventure - Ally** card.

The *Fighting* and *Investigating skill* values add up to the **HERO'S** or **ALLY** when fighting with **ENEMY** cards.

Some **ADVENTURE cards** have an **ELEMENT** logo onto them which are also used to solve the **CHARACTERS' ENCOUNTER** challenges.



WATER



EARTH



AIR



FIRE



VOID



Special: 3. They give a very strong *Effect* that the player can use on his turn.

• **ENEMY cards**

They are used to resolve the **FIGHT THE ENEMIES** challenge on the **Adventure game board**.

Enemy card example



**ADVENTURE
GAME BOARD
SYMBOL**

NAME

EFFECT

**INVESTIGATING
SKILL**

ENEMY cards spawn at each turn and stack up creating a concentration of enemies. Each **Adventure game board** has its own **ENEMY cards** with their own powers. They must be fought by players or else they will waste a lot of your days.

- **Boss cards**

They are used to solve the **FIGHT A BOSS** challenge when Heroes enter certain locations.

Boss cards example



Boss cards with a yellow symbol are opponents that Heroes will fight along their way. They are called **MIDDLE BOSS**.

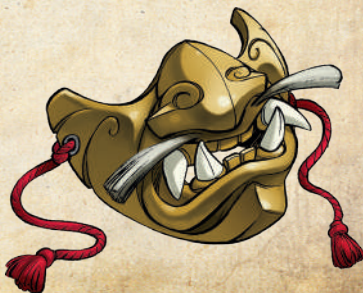
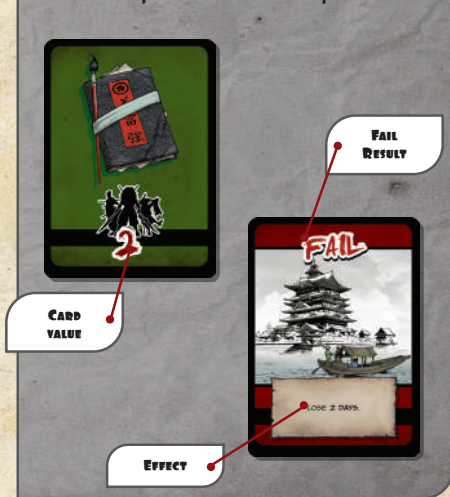


Boss cards with a red symbol are opponents that Heroes will fight at the end of their course. It is necessary to beat them to complete the **Adventure game board**. They are called **FINAL BOSS**.

- **Exploration cards**

They are used to solve the **MOVE ONE PLACE FORWARD** challenge, allowing the **TEAM token** to advance on the board from a location to another.

Exploration card example



PLAYING THE GAME

Each player, one after the other must follow this game sequence:

1

Draw **1 ENEMY card** and reveal it.
Place it next to the **Adventure game board**, lining it with the other **ENEMY cards**.

2

Draw **1 ADVENTURE card** and place it in your hand.

3

You can trade **1 ADVENTURE card** with your partner.

4

Perform 1 action among the 5 available Actions during your turn, perform 1 for the price of 1 DAY:

- Draw **2 ADVENTURE cards**.
- Play **1 Special ADVENTURE card**.
- Play the **FIGHT THE ENEMIES** challenge.
- Play the **CHARACTERS' ENCOUNTER** challenge.
- Play the **MOVE ONE PLACE FORWARD** challenge.

5

If your **HERO** is injured, remove an **INJURY token** from his cards (cf. Injured hero).

6

End of turn, the other player can now play.

Turns alternate until days run out (square 20) on the **DAYS counter track**, or until the **FIGHT A FINAL BOSS** challenge is completed on the last location of your path.

Players cannot end a **Adventure game board** before one of these two conditions is met.

If there are remaining days at the end of an **Adventure game board**, players can carry over up to 2 days on the next board : thus they start on square 0 instead of 3 of the **DAYS counter track**.

At any time, when a deck runs out, shuffle the discard pile in order to form a new deck.

ACTIONS (cost 1 Day)

• Draw 2 ADVENTURE cards:

Draw 2 **Adventure cards** and place them in your hand.

• Play 1 Special ADVENTURE card:

Reveal the **ADVENTURE card** - *Special*, use its power and discard it.

• Play the FIGHT THE ENEMIES challenge:

All the **ENEMIES** cards are lined up, always visible to both players.

A player must start fighting the last **ENEMY card** in the line, then, if he gets rid of him, he can go on attacking the following **ENEMY card** and so on, until he can no longer fight or there are no **ENEMY cards** left or he decides to stop.

Fight

You must play one or more **ADVENTURE cards** - *Ally* or use your **HERO card** or a combination of both.

- Player's **HERO card** must not be face down (Cf. Injured HERO).

- Player can use several **ADVENTURE cards** - *Ally*.

- Player can only play one **HERO card**.

- It is impossible to use **ADVENTURE cards** -

Equipment without **ADVENTURE cards** - *Ally* or **HERO card**.

Add the *Fighting* and *Investigating* skill values of all the **HERO**, **Ally ADVENTURE**, and **Equipment ADVENTURE** cards that you have played.

Your result in each skill value for *Fighting* and *Investigating* must be greater or equal to the values of the **ENEMY card**.

- The **ENEMY card** is discarded.

- The **ADVENTURE cards** played are discarded.

- The **HERO card** is kept, but the player puts an **INJURY token** onto it.

Exemple



Mercenary has an *Investigating* value of 1, **Fan** has 1 and **Geisha** has 2.

The total is greater than **Oni Geisha's** *Investigating* value and is then discarded.



When the number of **ENEMY cards** lined up reaches 5, players lose 1 day each turn from the next player's turn on.

When the number of **ENEMY cards** lined up reaches 7, players lose 2 days each turn from the next player's turn on.



Each time **6 ENEMY cards** are discarded, the player earns the right to look at **1 COURTIER token** on the **COURT OF PAJAN board** and puts it back face down.

Be careful to stack ENEMIES cards in piles of 6 in order to keep track and have the reward.

Fighting a **MIDDLE** or **FINAL BOSS** resolves in the very same way.

Enemy cards line



In this example, if the **Puppeteer** and **Isako** aren't beaten in Combat, the **Day token** will automatically move forwards of 1 square each turn.

If a new **Enemy card** is added to the line, the **Day token** will automatically move forwards of 2 squares each turn.



- **Play the ENCOUNTER challenge:**

In order to complete a challenge, the player must discard the exact combination of **ADVENTURE** and **SUPPORT** cards.

An *ELEMENT* can also be required (Water, Fire, Earth, Air or Void), in this case, any card having this *ELEMENT* can be played.

Challenges must be achieved in order from top to down.

Example

The second ENCOUNTER challenge requires an **Ally ADVENTURE** card, and the Earth ELEMENT, the player can either discard 2 cards, one **Ally ADVENTURE** card and another card having the Earth ELEMENT, or just 1 card if the **Ally ADVENTURE** card has the Earth ELEMENT.

When an ENCOUNTER challenge is achieved, place a **ENCOUNTER token** onto it.

The player can keep on achieving ENCOUNTER challenges as long as he possesses the required cards or decides to stop.

When every ENCOUNTER challenges of the board are achieved, the player who achieved the last challenge earns the right to look at **1 COURTIER token** on the **COURT OF PAJAN board** and puts it back face down.

- **Play the MOVE ONE PLACE FORWARD challenge:**

Each **Adventure game board** has its own path divided into several locations.

A player can move the **TEAM token** from one place to another following the movement arrows.



Be careful ! Before moving forward, he must achieve the challenges being on the location he wants to leave.

Each location has symbols:



: Starting zone for the **TEAM token**.



: The player has the choice between having each player draw the given number of **ADVENTURE** cards, or take a free **SUPPORT** card specific to the **Adventure game board**.



: take a free **SUPPORT card** specific to the **Adventure game board**.



: shows in which location the **TEAM token** can move.

A *Yellow Arrow* show the usual path when a *Red* one suggest a shorter but more dangerous path.



: To leave this location, player must discard **Adventure cards** with the right amount of this symbol.



: This allows passage from a location to another. The player has to exceed the given value using **EXPLORATION cards**.

1 - Take all **EXPLORATION cards** and shuffle them before each challenge.

2 - Draw an **EXPLORATION card**:

- If it is a card showing a value, choose either to stop, or to keep on drawing.

- If you stop drawing, take as much **EXPLORATION tokens** as written on the card.

If you earned the amount of tokens required, then you can move to another location, if not, keep your tokens for later ;

- If you choose to keep on, draw another card.



- If it is a **FAIL card**, lose all the tokens earned during your turn. Your turn ends.

Each **EXPLORATION card** drawn is discarded.



When only 3 cards remain in the **EXPLORATION deck**, shuffle all discarded cards in order to form a new deck.



: Fight a **MIDDLE BOSS**.

Players can no longer move forward on the board until it has not being defeated.



: Fight the **FINAL BOSS** of the board.

When a player gets to the last location of the path and has resolved every challenge on this location, the player gets the right to look at **2 COURTIER tokens** on the **COURT OF PAJAN board** and put them back face down.

- **Summoning**

Some Heroes or Allies have the power to summon Kami. They never has the obligation to use that power.

To do so, they need to pass an **EXPLORATION** test with the difficulty shown on the summoner's card.

- If the test is a success, the kami among the **SUPPORT cards** of the **Adventure game board** is placed in the player hand of cards.

- If the test fails, players has a penalty written on the summoner's card.

Summoning Example



In this example, must succeed an *Exploration test* with a difficulty of 3:

- If it's a success, player take in his hand the **Kami card** linked to the **Adventure game board**.

- If it's a fail, the **DAY token** is moved to the next square and the player put **1 INJURY token** on his Hero.



: A **SUPPORT card** - *Kami* can only be drawn with a summoning.

COMPLETING A BOARD

When *Square 20* of the **DAYS counter track** is reached, players must go to the following **Adventure game board**.

Do as with the previous board:

- Set up the new **ENEMY** and **SUPPORT cards** and put back all previous cards with the board

inside the game box since they will no longer be used during this game.

- The player who reached *Square 20* of the **DAYS counter track** can finish up his game turn. The other player will start on the new board.

- Keep all your **ADVENTURE cards** but not the **SUPPORT cards** related to the board which are put back in the game box.

- Players can choose to change their **HERO card**.

- Put the **DAY token** on *Square 3* of the **DAYS counter track**.

- Put the **TEAM token** on the *Starting zone* of the **Adventure game board**.

- Start a new turn on the new **Adventure game board**.



ENDING THE GAME, THE COURT OF PAJAN

During the game, when a player looks at a **COURTIER token**, he is the only one to look at it and must memorize it.

At the end of the game, when the 3 **Adventure game board** have been played, it is time to meet at the Court of Pajan.

Players will have to reveal all 3 Onis tokens hidden among the 16 tokens. They can discuss the probable position of the 3 Onis tokens then turn a token over :

- Oni's head, congratulations, go on!
- Courtier, it's a failure.

VICTORY CONDITIONS

If all three Onis are revealed, players win the game.

If players suffer a failure, they lose the game.

Each game board has different challenges and thus, special rules.
Carefully read the special rules for each board.

CREDITS

GAMEDESIGNER: Pascal BERNARD

ILLUSTRATIONS & COLORS: HUB

ART DIRECTOR: Frédéric CONDETTE

LAYOUT: Frédéric CONDETTE

CHARGÉS DE PRODUCTION: DUST STUDIO

TRANSLATION: Cédric Calas

Thanks to: Cédric Calas, Tengi Tango, Collin Spanberger, Nicolas Dufour, Andoniya Vencheslavova Vicheva, Mike Monnier, Manon Kusters, Alena & Nastya, Sébastien LeFoll, Eleni Papadopoulou, Jean-Pierre & Geneviève Condette.