

A Battle Example

It is Bill's turn. He begins with five cards in his hand, plus the **General**, the **Cannon**, one **Priest**, two **Knight** and two **Lord** cards in his court.

After drawing his card, Bill places a **Province** card, giving him another play, and then *another* **Province** card, giving him yet another play!

He then discards a card from his hand (a **Lord** card, as it turns out) to initiate the battle. He becomes the **attacker**, naming Dave as the **defender**. Dave, who has four cards in his hand, also has one **Knight**, two **Lord**, the **Abbot** and four **Province** cards in his court – *enough to win the game at the start of Dave's turn (since the deck has been reshuffled one time)*; thus, Bill decides to launch this battle in an effort to conquer or destroy one of Dave's **Provinces** and prevent him from winning.

Bill declares that he has an attack strength of 2 (one for each of the **Knights** in his court). Dave has a defense strength of only 1 for his lone courtly **Knight**.

During the **Call to Arms**, Bill pitches one **Knight** from his hand, and then pitches a second (this time from his court), thanks to the **General's** power. His attack strength is now 5 (2 for each pitched **Knight**, and 1 for the one **Knight** remaining in his court).

Going clockwise, Carol helps Dave and pitches a **Knight** from her court to help him, raising the total defense strength from 1 to 3.

While Carol doesn't want Dave to win, she doesn't want him to lose *badly*, as Dave is a bulwark of strength keeping the suddenly **Province**-rich Bill in check. She's being canny here, trying to keep Dave healthy in the game, with a 'good deed' owed to her, *and* propping up Dave as an ongoing threat to Bill until she is ready to make *her* move to win the game!

Dave is on Carol's left, but he answers the Call to



Arms last since he is the defender.

So the Call to Arms skips to Avalon, and she hesitates for a long moment. With a sly smile on her face, three **Province** cards in her court and another in her hand (along with two **Knights** in her hand to protect her upcoming play to win the game), Avalon declares that she will pass.

As the defender, Dave answers the Call to Arms last, but he has no **Knights** in his hand to pitch. He could raise his defense strength from 3 to 4 by pitching the **Knight** in his court, but he'd still lose against the attack strength of 5. Dave passes his option to pitch one **Knight** in the Call to Arms.

Bill, the attacker, is victorious, 5 to 3. Thus, Dave suffers two casualties for the 2 strength difference.

Thanks to his **Cannon**, Bill selects Dave's first loss from Dave's court and discards one of his **Province** cards from there (chipping Dave down to three). Dave chooses his second casualty from his hand, discarding a **Priest** card from it.

Bill decides to forgo taking one of those cards as **spoils** and instead **conquers** one of Dave's remaining three **Provinces**. Bill moves a **Province** card from Dave's court to his own. *Bill cannot also take as spoils either of the cards discarded by himself (from the Cannon) and Dave, because he seized a Province instead.*

The battle ends with Bill having two cards in his hand and (among others) three **Province** cards in his court. Dave is left with three cards in hand and has been stripped down to only two **Province** cards (among others) in *his* court. *Oh, how the mighty have fallen!*

Note that had Dave won the battle, there would be **no** spoils or conquest (as he was the *defender*). Neither is there any reward for other players answering the Call to Arms to assist either side.

GAME CREDITS

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TENKŪ

天 Under Heaven

1. INTRODUCTION

In TENKŪ, each player takes the role of a local baron in the chaos of medieval Japan. The Emperor is powerless and the office of his sworn protector, the Shogun, is an empty shell. The realm is in turmoil as you and your rival Daimyos struggle for control. Only one can seize enough Provinces to control the realm. Is it you?

Number of Players

TENKŪ is best played with four players, but can be played with three or even two. If more wish to play, you combine multiple decks, but be sure to remove extra copies of the **special** cards; only one of each of them may be included in the deck.

2. THE CARDS IN GENERAL

The deck consists of 72 cards as follows:

52 regular cards, in four suits of thirteen each: Provinces (**gold**), Knights (**red**), Priests (**green**), and Lords (**blue**).

20 special cards (**purple**), each one unique: Abbot, Cannon, Capital, Castle, Cavalry, Chamberlain, Empress, General, Heir, Hostage, Jester, Mercenary, Merchant, Minister, Monastery, Overthrow, Spy, Temple, Traitor, and Warrior Monks.

The cards can be played in either of two ways, at the discretion of the player:

1) PITCH: When you **pitch** a card, you play it, face-up, to the discard pile from either your hand *or your court* and follow its instructions.



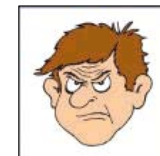
2) PLACE: When you **place** a card, you play it from your hand, face-up, into your court, where it will have an ongoing effect as described in the card's instructions.

Cards are always played / discarded face-up. The discard pile may only be inspected by a player pitching a card to do so.

3. SETUP

- Before you begin play, you should **remove about half of the special cards from the deck** (for a 2-4 player game), by selection or randomly (leaving the removed cards *unknown* adds another element of strategy to the game). Alternately, you can leave in more or all of them for increased chaos (or to fill out the deck enough for a credible 5-player game).
- Shuffle the cards and deal **eight** to each player to form their **hand**.
- Place the Player Aid sheet in the middle of the table where all of the players can see and reach it.

- Place the remainder of the deck face-down on the space indicated. This becomes the **draw pile**.
- Place the "**Minimum Number of Provinces to Win**" marker on the "5" space of the **Provinces to Win** track.
- Each player examines their hand and secretly selects up to three **regular** cards from it to be their starting **court**.
- You *cannot* select a **special** card to start in your court.
- All players reveal their starting **court** cards simultaneously.
- The player with the most intimidating scowl plays first. Play then proceeds clockwise.



4. YOUR COURT

The area of the table in front of you is your **court**, representing the resources you can call on to aid you in your bid to rule the realm. During the course of the game, cards can be **placed** into your **court** to give you an ongoing (continuous) benefit.

- Be aware of what other players have in their courts at all times.
- All courts are open to inspection at any time by any player.

5. HOW TO WIN

A player who *begins* their turn with **five Province** cards in their court, *and* with **more** provinces than each other player, wins the game.

Example #1: You place your fifth Province card during your turn. You haven't won; you need it there at the *start* of your turn.

Example #2: You begin your turn with five Province cards in your court, but since there is another player who also has five Province cards in *his* court, you still haven't won. You must also have *more* Province cards than each other player (*and* have them at the start of your turn).

The Time Limit

When the **draw pile** is exhausted, the number of provinces required to win the game is immediately reduced by one (to a minimum of '1'). Adjust the **Provinces to Win** marker on the track accordingly to reflect the **Current Value**.

- Remember that a player can only win the game at the *start* of his turn!
- **SOCIAL CHAOS [Optional]:** When the **Provinces to Win** marker is lowered, all players who have **more Province** cards in their Court than the new Current Value must immediately discard



one of them.

6. ON YOUR TURN

On your turn, you will draw first, then pass or play. When your turn is complete, play passes clockwise (to your left) with the next player's turn.

- 1) **Draw** one card from the draw pile.
 - If the draw pile is ever exhausted, shuffle the **discard pile** to form a new **draw pile** (and adjust the Provinces to Win marker as per Rule 5) when the *next* card must be drawn (i.e., **wait until the last possible moment before reshuffling**).

If you have more **Priest** cards in your court than each other player at this time, you may **draw** an additional card.

- 2) You may then **pass** and end your turn, or **play** one card, choosing an action from the list below.

If you have more **Lord** cards in your court than each other player at this time (before you **play** a card), you may **play** an additional card during your turn.

- PITCH:** When you **pitch** a card, you play it to the discard pile and follow its instructions. You may pitch a card from your *hand* or from your *court*.
- PLACE:** When you **place** a card, you play it from your hand into your **court**, where it will have an ongoing (continuous) effect as described in the card's instructions.
- BATTLE:** You may discard any one card from your *hand* to start a **battle** against another player.
 - The Battle Rule below explains how battles are resolved.
 - Starting a battle counts as playing a card on your turn.

Example: You commence your turn with more **Lords** in your court than every other player, thus you can make up to *two* plays this turn; even starting up to two battles!

7. BATTLE

In lieu of playing a card on your turn, you may force a player into **battle**, to weaken their position or to capture one of their **Province** cards.

The Attacker and Defender

The player who starts the battle is the **attacker**. The player who is the target of that battle is the **defender**.

The Battle Sequence

To resolve the battle, follow the **Battle Sequence** below:

1. **Pay the Cost:** The **attacker** announces that he is starting a battle and discards any one card from his hand.

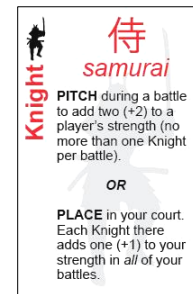
This represents the 'logistical cost' of waging a planned, offensive war.

2. **Select the Target Player:** The attacker names another player as the **defender**, the target of the attack.

Note that the defender does **not** discard a card from his hand to participate in the battle. The attacker's "armies" are coming to him.

3. **Determine the "Standing Army" Strengths:** The attacker totals and announces his **attack strength**, which is equal to the number of **Knights** in his **court**; then the defender totals and announces his **defense strength** in the same manner, which is equal to the number of **Knights** in *his* court.

4. **Call to Arms:** Each player may **pitch** **ONE Knight** (from their *hand* or their *court*) to add two (+2) to the strength of either the attacker OR the defender, as they so declare upon pitching that **Knight** card.



The **attacker** chooses whether to **pitch** a **Knight** first, then each player in clockwise order from the attacker, skipping the **defender** who always has the option to **pitch** last in a battle.

5. **Determine the Victor:** Compare the final total attack and defense strengths. If one side's total strength exceeds the other's, the player leading that side (i.e., the attacker or defender) is the **victor** and has **won** the battle; the player leading the other side is **defeated**.

If the totals are the same, the battle is a stalemate. There is no victor (and no further effect).

6. **Casualties for the Defeated Player:** Subtract the smaller combat strength from the larger; the difference between the strengths is the number of **casualties** suffered by the defeated player.

The defeated player must satisfy each casualty by discarding a card of his choice from his **hand**. If the player cannot satisfy *all* the casualties in this manner, then the victor of that battle may discard a card of his choice from the defeated player's **court** for each remaining casualty.

If the defeated player has no more cards in his hand or his court, any remaining casualties are ignored.

7. **Attacker's Spoils:** If the **attacker** is victorious, he may take as **spoils** into his hand any one of the casualty cards just discarded. Instead of taking spoils, a victorious **attacker** may **conquer** one of the defeated defender's **Provinces** from his court; he immediately moves that **Province** card to his own court.

Only the **attacker** receives spoils; if the **defender** is the victor, no spoils are received nor conquest occurs.

8. **The Aftermath:** The battle is now over. Discard all cards that were pitched during the battle.