

RULEBOOK

todai-ji



INTRODUCTION

Japan, 8th Century. The Nara period is at its zenith, and Emperor Shōmu has decreed a project of divine proportions: the construction of Todai-ji, the Great Eastern Temple. This monumental sanctuary is destined to house a colossal bronze Buddha, a spiritual shield for the nation.

However, such divine ambition comes at a staggering earthly cost. The sheer volume of copper, charcoal, and timber required has pushed Japan to the brink of economic collapse. The imperial coffers are draining, and the weight of the construction is fracturing the stability of the land.

To save the project and the economy, the Emperor has dispatched groups of dedicated monks to every corner of the archipelago. As leaders of these groups, players must travel to the domains of powerful Daimyos, appealing to their faith and their wealth.

You are not merely builders; you are diplomats and spiritual fundraisers. You must coordinate the collection of wood and bronze, recruit skilled artists, and manage the delicate flow of Wadōkaichin (Wadō) coins.

But the shadow of the Imperial Clan looms large. Representing the state's military might, the Clan is tired of diplomacy. If the monks fail to gather resources efficiently, the Clan will intervene, seizing materials by force through raids. In this struggle between faith and finance, you must balance your architectural legacy with your treasury: if the Clan surpasses the players, the mission is a failure for all!

Todai-ji is a game of elegant tension set against the grandeur of ancient Japan. Each player guides a community of monks among the feudal lords of ancient Japan — the Daimyo — negotiating donations that are coaxed, earned, and sometimes outmaneuvered. Every decision strengthens not only your own contribution to the Great Temple, but also the fragile effort shared by all. Only by keeping the Imperial Clan at bay can the monks ensure that the Great Buddha rises above Nara and their names endure in its legacy.



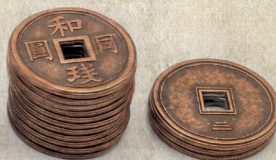
CONTENTS



5 GOLD COINS



13 SILVER COINS



20 BRONZE COINS

38 METAL COINS



96 RESOURCE CARDS

19 Wood, 19 Materials, 19 Bronze, 16 Workers,
13 Artists, 10 Relics



7 CLAN CARDS



1 CONVOCATION CARD

104 GAME CARDS



12 PROJECTS TILES

4 levels for 3 colors



15 MONKS

3 each in 4 colors, 1 gray, 1 black, 1 white

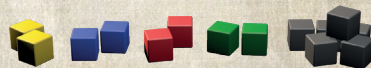


21 WORKSHOP TILES

3 each



1 CLAN STANDEE



14 MOVEMENT TOKENS

2 each in 4 colors, 6 black



8 DAIMYO TILES



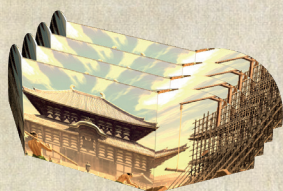
3 PATH TILES

2 Paths, 1 Emperor



16 GAME TOKENS

2 Raid, 8 Vote, 3 Builder, 3 Influence tokens



4 PLAYER SCREENS



16 PENALTY TOKENS



1 RULEBOOK

HOW THE GAME WORKS

You lead a group of monks collecting donations from the Daimyos, the feudal lords of Japan, to build the Great Temple. You compete against the other players and against the **Imperial Clan, an automated non-player opponent**. It does not take normal turns, but collects resources through raids and converts them into Projects and Wadō. At the end of the game, it competes in the final scoring alongside the players. If the Clan finishes first, all players lose.

The game **lasts 3 Cycles**, each divided into Rounds. On your turn, you move one of your monks among the Daimyos and their columns of Resource cards, then lay it down to perform one action:

- **Add a card** from the display to a column.
- **Claim the resources** of a column and assign them to your Projects.
- **Take new Projects**. Colored Projects give Construction Points; Workshops give permanent powers.

Meanwhile, **Clan cards** hidden in the deck push the Clan forward. When the Clan standee reaches or passes the Resource deck, the Clan raids one of the longest columns and seizes all its cards. At the end of each Cycle, the Clan turns everything it seized into Projects and Wadō.

When all monks are lying down, the Round ends and they stand up again. When the **Imperial Convocation card is drawn, the Cycle ends**: Projects are checked, the Clan converts its loot into Projects and Wadō, and a new Cycle begins with one more monk per player.

Key rules

- Your score is the **lower** of your Construction Points and your Wadō, adjusted by bonuses and penalties.
- You act only on columns you **control**, meaning those where you have the highest standing monk.
- Donations reward persistence. When a column is claimed, single cards are discarded, a pair gives one card, a card with a Favor gives that card, and three identical cards are lost. Columns of 4, 5 or 6 rows also pay 1, 3 or 6 Wadō.
- Every claimed card must be assigned immediately to a Project. Each Project needs exactly the resources it shows: extra or missing resources earn Penalty tokens at the end of the Cycle.
- Adding a card earns 1 Wadō, but lengthens the column. A column beyond 6 rows busts and loses all its cards.
- The Clan targets the two longest columns, not counting rows occupied by monks.
- Players secretly vote on which one is raided, and may add Wadō to their vote. Those who voted for the spared column gain 1 Wadō.

Playing well: three tensions

Build or save. Because your score is your weaker value, Construction Points and Wadō must grow together. Every coin spent on movement, extra Projects, votes or Late Turns must be earned back somewhere else. Keep an eye on your weaker value, because that is your real score.

Wait or claim. A column grows richer the longer it is left alone: pairs and Favors form, and long columns pay more Wadō. But long columns are exactly what the Clan targets, and a column beyond 6 rows busts. Claiming at the right moment, before a rival or the Clan gets there first, is the key decision of the game. Your monks can help: rows they occupy are not counted when the Clan chooses its targets.

Compete or contain. The Clan is not fed by any single player, but by everything the players leave on the table. Using a raid to hit a column a rival has been building is tempting, but every raid, whoever it hurts, makes the Clan stronger. When the Clan gets close to the leader, even rivals share an interest in claiming long columns early and starving its raids. If the Clan grows too strong, nobody wins.

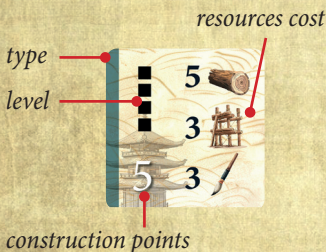
SETUP



Imperial Convocation card.



There are 6 types of Resource cards: Wood and Materials (values 1-3); Bronze, Artists, and Workers (values 1-2); and Relics (value 1).



Construction Projects are available in 3 colors and 4 levels. Their resource costs show what is required to complete them, and their Construction Points contribute to final scoring.

1. Give each player a total value of **6 in coins** (called **Wadō**, from the Japanese *Wadōkaichin*), **1 screen**, **2 Vote tokens**, **2 movement tokens** and **3 meeples** in their chosen color. Coins are available in gold, silver, and bronze with values of 5, 3, and 1 respectively.
2. The **youngest player** is the first player, and the others follow in clockwise order.
3. Create the play area by randomly choosing and placing **4, 6, or 8 Daimyo tiles on the table** (for 2, 3, or 4 players, respectively). Then, in turn order, each player **places 1 meeple** onto a Daimyo tile.
4. Remove the **Imperial Convocation card** from the Resource deck and shuffle the deck.

For a 4-player game, use the entire deck.

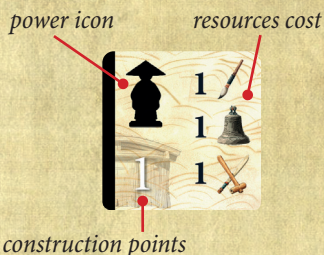
For a 3-player game, divide it into two roughly equal decks, then divide one of those decks again into two roughly equal smaller stacks. Place one of these smaller stacks back in the game box and combine the remaining stack and deck into a single one: this will be the Resource deck (approximately 75% of the cards).

For a 2-player game, divide the Resource deck into two roughly equal decks and place one of them in the game box. Use the other as the Resource deck (approximately 50% of the cards).

5. Draw **3 Resource cards for each Daimyo** from the deck and place them under each Daimyo tile to form a column. If there are identical resources, stack them by shifting the next card slightly to the right, so as to show the card values and save space on the table.
6. Create the **Resource display by drawing 4, 6, or 8 Resource cards** for 2, 3, or 4 players respectively, and placing them face-up above the Daimyo tiles.
7. Use **3, 4, or 5 Clan cards** respectively in 2, 3, or 4 players and shuffle them into the Resource deck. Reshuffle any discarded Clan card in the deck.
8. Take the top 12, 18, or 24 cards from the Resource deck (in a 2-, 3-, or 4-player game respectively) and combine them with the **Imperial Convocation card** to form the end-of-cycle stack. Shuffle them without looking at them. Place the *end-of-cycle stack* at the bottom to create the **Resource deck**. Place it adjacent to the Display area.

9. Create the **Clan's path**: place the **Emperor** tile and the two Path tiles in a row leading to the Resource deck, which the Clan travels from the Emperor tile toward the deck. Put the **Clan standee** on the Emperor tile.
10. Separate the **Project tiles** by color and level. Black Projects have no level and are called **Workshops**. Create 12 stacks by shuffling and stacking tiles of the same color and level (4 levels $\times$ 3 colors = 12 stacks). Place these stacks in a grid on the table, with one color per row and levels arranged in columns (Levels 1 to 4). Ensure the top tile of each Level 2, 3, and 4 stack is face down (black side up), as these are not yet available. Next to them, create a face-up stack for each of the 7 Workshop types, containing a number of identical tiles equal to the player count minus 1.
11. In turn order, each player chooses and takes 1 Project tile from the display for free, placing it in front of their screen. Then, in a second round of picks, each player may pay 1 Wadō to choose and take a 2nd Project tile (or pass). Finally, in a third round, each player may pay 2 Wadō to choose and take a 3rd Project tile (or pass).

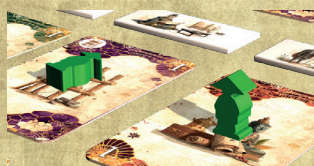
During the game, Wadō, completed projects, penalty tokens, and other tiles are kept **behind the player's screen**. However, Projects in progress and completed Workshops (projects with a black band) must remain visible to all players.



Black Projects are called Workshops; they have no level and provide special powers. There are 7 types of Workshops. The resource costs show what is required to complete it. Construction points may be scored at the end of the game.



A 2-player configuration.



Prone and standing meeples.



Green moves their left meeple 2 steps, spending their free movement and 1 movement token; then, they move their right meeple 3 extra steps, spending 1 movement token and 3 Wadō.



Wrap-around movement.

GAME STRUCTURE

The game is played over **3 Cycles**. During Cycle 1, each player uses 1 meeple; during Cycle 2, 2 meeples; and during Cycle 3, 3 meeples.

Within a Cycle, several **Rounds** take place. A Round ends when all meeples currently in play are prone, then a new Round begins.

The end of a Cycle is triggered when the Imperial Convocation card is drawn. Play continues until the end of the current Round, followed by the Late Turns described on page 16. After the third Cycle, proceed to final scoring.

CYCLE

Start the cycle with the first game round.

In turn order, each player performs 1 action by laying down 1 of their meeples. When all meeples are prone, a Round ends. Available actions are:

- **Add a Resource to a column:** Take 1 Resource card from the Resource display and place it in the Daimyo column. To do so, lay down 1 of your meeples in this column (which you must control). Then, take 1 Wadō from the general supply.
- **Gain Resources from a column:** Take Resource cards from a Daimyo column (which you must control) and assign them to your Projects. To do so, lay down 1 of your meeples in this column.
- **Take Project tiles** from the Project Display: Lay down 1 of your meeples, regardless of where it is located.

BEFORE TAKING AN ACTION: MOVEMENTS

Before taking an action, you may move 1 of your meeples 1 step for free. You may then spend 1 movement token to move the same meeple or a different one 1 additional step. Place spent Movement tokens in front of your screen. Additionally, you may spend Wadō to buy extra steps for any of your meeples: 1 Wadō for the 1st step, 2 Wadō for the 2nd, and 3 Wadō for the 3rd (up to 3 extra steps, costing 6 Wadō in total). All forms of movement can be combined.

Movement steps must be made orthogonally. Meeples can move between Daimyo tiles and cards, between two Daimyo tiles, or between two cards.

You may pass through a space containing an opponent's meeples, provided you do not end your movement on that space. The last column on the right and the first column on the left are considered adjacent (wrap-around movement); this applies to both Daimyo tiles and card spaces.

HOW TO CONTROL A COLUMN

A player controls a Daimyo column when they own the highest standing meeples in that column. If no standing meeples are available, consider the highest prone meeples.

ADD A RESOURCE TO A COLUMN

Daimyo provides resources to build the temple.

The active player adds 1 Resource card from the display to the column they control (where their activated meeples is located). They gain 1 Wadō from the general supply, and:

- If the resource type is not already present in the active Daimyo's column, the card is **added to the bottom of the column**. *The Daimyo indicates they might donate the resource shown on the card and points to the area of their domain where it is produced (the card's position).*
- If 1 card of the same type is already present, the card is stacked on top of the existing one, shifting it slightly to the right to show the values of all cards. *The Daimyo is willing to donate that resource.*
- If 2 cards of the same type are already present, the new card is added **face-down** as a third card, becoming a **Favor card**. *The Daimyo gives the monk carte blanche for the donation of one resource.*
- If 3 cards are already present (2 of the same type and 1 Favor card), the space is full and cannot hold any more cards. In this case, place the new Resource card at the bottom of the column. Any subsequent card of that Resource type is then added to this new space.



The Green player controls this column because they have the highest standing meeples. The Yellow meeples, although positioned higher, does not count as it is prone.



They then choose to Add a Resource to a Column, taking the Wood Resource card from the display and stacking it on top of the existing one.



The following Wood card assigned to the same column must be placed face-down as a Favor card. Any subsequent card will be added to a new column row.



Continuing the previous example, draw a new card and place it into the empty space created in the display.



Since the drawn card is a Clan card, the Clan advances: move the Clan standee a number of steps equal to the value of the previous card (in this case, 1 step).



Move the Clan standee along the path tiles, then discard the Clan card.

REPLENISH THE RESOURCE DISPLAY

Replenish the display with a new card by placing it in the empty space left by the taken card. If you draw a **Clan card**, the **Clan Advances**.

CLAN ADVANCES

Move the Clan standee X steps, where X is the value of the last card drawn before the Clan card:

- If the Clan card appears while replenishing the display, it is the card to its left in the display.
- If it appears while refilling a Daimyo column, it is the last card placed in that column during this refill.
- If there is no such card, or if it has no value, discard the Clan card without moving the standee. In a 2-player game, however, the Clan still moves 1 step.

Note: in a 4-player game it is capped at 2 steps, even for cards with a value of 3.

If the Clan standee reaches or passes the Resource deck, it activates immediately. Finally, discard the Clan card.

The Clan represents the imperial army that “persuades” the Daimyos to donate through the threat of force rather than diplomacy.

ACTIVATE THE CLAN

Move the Clan standee back to the Emperor tile. Then identify the **two columns threatened by the Clan**. For this purpose only, determine the two longest columns, ignoring any row containing a meeple, whether standing or prone. If two or more columns are tied in length, the tied column with the most Resource cards in its counted rows takes priority. If there is still a tie, the leftmost tied column takes priority. Apply these criteria until the two eligible columns have been identified.

Place the **Raid target tokens** marked 1 and 2 under these two columns.

Players secretly vote by placing one of their two **Vote tokens** under their hand, choosing the “1” or the “2” to indicate which target column they want to be raided. The unused token stays behind their screen. Additionally, any player may bid any amount of **Wadō** to increase their vote

value accordingly.

Reveal all player tokens simultaneously by lifting your hands: **the column with the highest total of votes is raided.** Any player who voted for the other column gains 1 Wadō. All Wadō spent during the bid are returned to the game reserve, and each player takes back their Vote tokens.

In case of tie on bidding, choose the longest column between the two; in the event of a further tie, choose the leftmost column.

The size of a column is the number of occupied card rows in that column. Note: A row containing Resource cards counts as occupied even if a meeple is also present.

Verify the **size** of the column to be raided. The Clan gains 1, 3, 6 Wadō from the supply for a column size of 4, 5, or 6 respectively. Then, place all Resource cards in the column in the Clan's play area together with the money.

Finally:

- Each player must move all of their meeples from the raided column (including any on the Daimyo tile) to spaces in other columns that contain no opponent meeples. Keep the meeple's status (standing or prone). The active player does this first, if any, then follow the player turn order.
- Refill the raided column with **3 new Resource cards**. Place them following the normal rules. If you draw a Clan card, the **Clan Advances**.

After Clan activation, you can complete the Display Replenish or Column Refilling. Note: if you draw another Clan card during this replenishment, the **Clan Advances** again.



To determine the columns threatened by the Clan, calculate their lengths (from left to right): 1st: 2 (1 row is ignored due to the meeple on row 2); 2nd: 1 (1 row ignored); 3rd: 3; and 4th: 2 (1 row ignored). The column with the highest value is the 3rd; in case of a tie for second place, the 1st column wins as it is the leftmost.

Red votes for column 1 and bids 2 Wadō, for a total vote value of 3. Green votes for column 2 and bids 1 Wadō, for a total vote value of 2. Column 1 is raided. Green voted for the safe column and therefore gains 1 Wadō. All Wadō bid by both players is returned to the supply.



The Red player must move their meeple from the raided column (Daimyo tile) and place it in another column. Then, 3 new Resource cards are added to the raided column.



The Red player uses their standing meeple to claim the column.



Meeples on column spaces count as cards (e.g., row 1 as a Relic, row 2 as a Favor). The Red player moves the Favor card onto the 3rd row.



GAIN RESOURCES FROM A COLUMN

The player receives a donation from the Daimyo: in addition to resources, they also receive money depending on how persistent they have been.

The player **selects a column they control by laying down 1 meeple in that column**. Then:

1. Check each **meeple** on a card space in this column: it counts as an additional card of the type already present on that space.
If there are already 2 cards on that space, the meeple acts as a **Favor card** and may be moved as such. If there are already 3 cards on that space, the meeple has no effect. An opponent's meeple in that column works the same way; however, if there are already 2 cards on its space, the resulting Favor cannot be moved (see step 2).
2. Any **Favor card** present in the column, including a meeple acting as a Favor, may be moved along that column onto any space containing 1 or 2 cards, counting meeples that act as cards.
3. Then check the **size of the Daimyo's column** you are claiming: if the column's size is 4, 5, or 6, you receive 1, 3, 6 **Wadō** from the supply respectively.
4. Then, resolve and remove cards from every card space in that column:
 - Discard **all single cards**. The Daimyo ignores weak requests.
 - Discard one card of your choice and keep the other for **every pair of resource cards**. The Daimyo accepts fair requests.
 - Discard the Favor card and keep the resource card for **every pair of 1 resource card and 1 Favor card**. The Daimyo was so impressed that they accepted this request as well.
 - Discard all **sets of 3 cards**. The player has withdrawn this request.
5. The player takes all remaining Resource cards. **They must immediately place each card under one of**

their Projects, or under a completed Storehouse (Workshop) if one is available and has empty spaces. All resources must be placed, even if they are not required.

Finally:

- Place any money obtained behind your screen.
- Each player must move all of their meeples that were in the claimed column (including those on the Daimyo tile) to spaces in other columns that contain no opponent meeples. Keep the meeple's status (standing or prone). The active player does this first, then the other players in clockwise order.

Draw 3 resource cards and place them in the column. If you draw a Clan card, the **Clan Advances**.

COMPLETING PROJECTS DURING THE ROUND

When a player **completes a Project** by assigning all required resources (and only those), they must declare it. Its effect takes place immediately: a Workshop power activates or, if applicable, a new Project level is unlocked (flip the top tile of that stack in the Project display face up). Keep the Project and its assigned resources in place for verification at the end of the Cycle.

TAKE PROJECT TILES

Lay down one of your meeples and **take 1 Project tile from the display**. You may take any Workshop you do not already own, any Level 1 Project tile, or a Project tile of any other currently unlocked level. Always take the top tile from the chosen pile. When a player completes a Level 1, 2, or 3 Project of a specific color, Level 2, 3, or 4 respectively becomes unlocked for that color and is available to all players.

You may take a second Project tile by paying 1 Wadō, and a third Project tile by paying an additional 2 Wadō (for a total of 3 Wadō).

WORKSHOPS LIST

Project tiles with a black band represent Workshops. There are seven different types of Workshops, each providing a different power.



The Daimyo's column size is 3, so no Wadō is gained. The player removes 1 card from each pair, and 3 cards remain.



Each Resource card must be assigned immediately to a Project. The Red player assigns them to 2 Projects; the red Project receives 3 Materials instead of 2, so the player will suffer a penalty at the end of the Cycle.

Red has 2 Resource cards in their Storehouse: a Wood card with value 2 and a Material card with value 1. During their turn, they acquire a new Project that requires 1 Material and 1 Worker. They transfer the Material card to the Project. At the end of the Cycle, they keep the Wood card in the Storehouse for the next Cycle.

Green assigns a Wood card with value 2 to a Project which requires 3 Wood and 1 Relic. They spend 1 Builder token to increase its value to 3. The card now provides 3 Wood for that Project!

Red completes 2 Projects and 1 Workshop. They gain 2 Wadō since Workshops give 0.

Green has completed Research. They perform an Add a Resource to a Column action and choose one of the last 4 Resource cards in the discard pile, adding it to their column. Green gains 1 Wadō for performing the action.

Monk's Transport

When you complete this Project, gain 2 movement tokens (black cubes). At the start of each subsequent Cycle, retrieve any of these tokens you spent. During your movement you gain 1 additional movement step per token spent.

Monk Helper

When you complete this Project, gain 1 special meeple (black, gray, or white) and place it onto this Workshop tile. At the start of each subsequent Cycle, return this special meeple to the Workshop tile. On your turn, you may place this meeple onto any space that contains no other meeples; it is used just like your other meeples. Once it performs an action, place it in the game reserve.

Storehouse

Holds up to 2 claimed Resource cards. On your turn, you may transfer stored cards to your Projects (never back to the Storehouse). At the end of Cycles 1 and 2, you may either keep these cards in your Storehouse or assign them to your Projects. At the end of the 3rd Cycle, any remaining cards must be assigned to your Projects, even if doing so incurs a penalty.

Master Builders

When you complete this Project, gain 1 Builder token. At the start of each subsequent Cycle, reclaim this token if you spent it. When you place a card on one of your Projects, you may spend the Builder token to increase or decrease the value of that Resource card by 1 (it cannot be reduced to 0). Place the Builder token onto the modified card as a reminder. When the card is discarded at the end of the Cycle, return the token to the general supply.

Treasury

Whenever you complete a Project, gain 1 Wadō (0 for Workshops).

Research

You may look at the last 4 Resource cards in the discard pile. During the Add a Resource to a Column action, instead of taking a Resource card from the display, you may take one of these cards. If you do so, the Resource display is not replenished.

Monk's Pray

When you complete this Project, gain 1 Influence token. At the start of each subsequent Cycle, reclaim this token if you spent it. You may spend it during a Clan Raid bid to increase your bid by 1, 2, or 3 in a 2-, 3-, or 4-player game respectively. When you spend this token, you gain 1 Wadō if your chosen column is raided, instead of when it is safe. Return the Influence token to the general supply after use.

END OF THE ROUND

After all players have taken their turns and all meeples are prone, the round ends.

Starting with the leftmost controlled column, **the player who controls it must choose 1 Resource card from the display and add it to that column.** Continue to the next controlled columns to the right, with each controlling player adding 1 Resource card to their respective column. If this reaches the rightmost Daimyo column, loop back to the leftmost controlled column. Repeat this process until all cards from the Resource display have been taken.

DAIMYO TERRITORY LIMIT

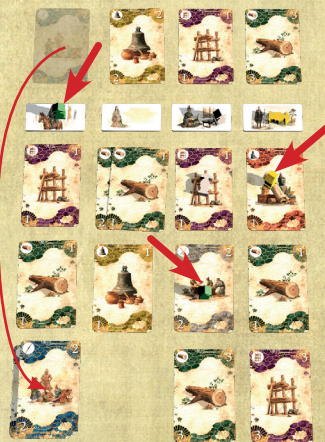
Each Daimyo column has a **maximum limit of 6 rows**. If a player must place a card into the 7th row, for any reason, they “bust”: they must discard all cards from that column and place any meeples there in another column (as done at the end of the “Gain Resources from a Column” action). Then refill the column with 3 new cards from the Resource deck. *The Daimyo has grown tired of the player's excessive requests and drives them away.*

NEW ROUND

Then, a new round begins:

1. Stand up all meeples.
2. Replenish the Resource display from left to right. If a Clan card is revealed, the Clan advances: pause replenishment immediately, resolve the Clan procedure, and then resume replenishing the display.

In a 3-player game, Yellow spends an Influence token and their bid gains +2. This column is raided and Yellow gains 1 Wadō.



At the end of the Round, columns 1, 3, and 4 are controlled. Starting from the left, the player controlling column 1 chooses a Resource card from the display and adds it to their column. Then, columns 3 and 4 each receive 1 card. Since 1 card remains in the display, the sequence repeats, starting again with column 1, which receives the last card.

Red pays 3 Wadō to take 2 Late Turns. On their first Late Turn, they perform an action and lay down one of their meeples. Green passes and removes all their meeples. On Red's second Late Turn, they perform another action using a different meeple.

Luigi has an incomplete Project and receives 1 Penalty token. He has collected 3 of the 6 required resources, so he decides to pay 6 Wadō to provide the 3 missing resources ($1 + 2 + 3 = 6$). The Project is therefore completed.

END OF THE CYCLE

When the **Imperial Convocation** card is drawn, set it aside and continue drawing cards as needed to complete the current procedure. Do not shuffle the Imperial Convocation card back into the deck until Cleanup. Continue playing until the end of the current Round. Then, a new Round begins, and each player may **take up to 3 Late Turns**.

Each player must choose whether to **pass or spend 1, 3, or 6 Wadō to take 1, 2, or 3 Late Turns respectively**. Players place the coins they wish to spend in their closed hand, then reveal them simultaneously.

During each Late Turn, perform 1 normal action using one of your meeples. Place the spent coins in front of your player screen as a reminder of the purchased turns.

Late Turns follow standard Round rules and normal turn order: if all meeples remaining in play are prone, distribute cards from the Resource Display as far as possible, end the Round, and stand up all meeples before continuing play. Note that if the deck is empty, no more cards can be drawn.

Once a player passes or finishes their last Late Turn, they must **remove their meeples from all columns and return any spent coins to the general supply**.

During each purchased Late Turn, a player may choose to **pass**. A passed Late Turn is lost and its cost is not refunded.

PROBLEMATIC PROJECTS

Before checking Problematic Projects, each player with a Storehouse may assign stored Resource cards to their Projects. At the end of Cycles 1 and 2, any remaining cards may be kept in the Storehouse. At the end of Cycle 3, all remaining cards must be assigned to Projects. Once the check is complete, all players discard their resources.

Then in turn order, players check their problematic Projects. Each player may resolve their Projects in any order. Check each Project in the following order.

1. **Incorrect Projects:** If a Project has assigned resources that it does not require, the player receives **X Penalty tokens**, where X is the total number of incorrect

resources. If the Project has all required resources, it is considered completed.

2. **Incomplete Projects:** If a Project is lacking required resources, the player receives **1 Penalty token**. Then, the player **may pay 1, 2, or 3 Wadō** to cover the first, second, or third missing resource to complete it. If the player chooses not to do so, cannot afford the cost, or is missing 4 or more resources, they must return the Project tile to the bottom of its corresponding stack. On the other hand, if the player pays for all missing resources, the Project is considered completed.

Once the check is complete, all players discard all Resource cards assigned to their Projects. Completed Project tiles are placed behind their screens, while completed Workshops remain visible to the left of the screen. In later Cycles, any in-progress Projects will be placed to the right of the screen.

CLAN SCORE

At the end of the Cycle, calculate the total Resource value of all cards in the Clan area to create the **Clan's Resource Pool**. Favor cards have a value of 0. The Clan spends its Resource Pool in two steps: first it may convert points into Wadō, then it uses the remaining points to buy Projects.

The Clan **first converts points from its Resource Pool into Wadō** until its total Wadō reaches its Construction Value +1, +3, or +6, at the end of Cycle 1, 2, or 3 respectively. If the Clan already has at least this amount of Wadō, no conversion is made.

The Clan then uses the **remaining points in its Resource Pool to purchase Projects**. For the Clan, a Project's cost is the total number of resources it requires; the type never matters. A Project requiring 2 Bells costs 2 points. The Clan's goal is to acquire 1 Workshop and 1 Level 1 Project of each color, always starting with the least expensive eligible Project. Once it has acquired 1 Workshop and 1 Level 1 Project of each color, it proceeds to Level 2 Projects. It must acquire 1 Project of each color at that level before proceeding to Level 3, and likewise before proceeding to Level 4. At each level, it always purchases the least expensive eligible Project; in case of a tie, it chooses the leftmost

At the end of the first Cycle, the Clan has Wood worth 2, Material worth 1, Relic worth 1, Workers worth 2, plus 1 Favor card, 7 Wadō, and a Construction Value of 0. Its Resource Pool is 6, since Favor cards have a value of 0.

At the end of Cycle 1, the Clan aims to have 1 more Wadō than its Construction Value. Since it already has 7 Wadō, no conversion is required.

The Clan buys the next eligible Project, which costs 4 Resources, leaving 2 points in its Resource Pool. The next eligible Project also costs 4 Resources, so the Clan cannot afford it. It converts the remaining 2 points in its Resource Pool into 2 Wadō.

At the end of the Cycle, the Clan has 9 Wadō.

Material worth 3, Relic worth 1, Workers worth 3, Bronze worth 3, plus 2 Favor cards, for a Resource Pool of 10. It also has 6 Wadō and a Construction Value of 5.

At the end of Cycle 2, the Clan aims to have 3 more Wadō than its Construction Value. It therefore converts 2 points from its Resource Pool into 2 Wadō, bringing its total to 8 Wadō and leaving a Resource Pool of 8.

The Clan then purchases the next eligible Project, which costs 6 Resources and provides 6 Construction Points. Its Resource Pool is reduced to 2, and its Construction Value increases from 5 to 11.

The next eligible Project also costs 6 Resources, so the Clan cannot purchase it. It converts the remaining 2 points in its Resource Pool into 2 Wadō.

At the end of the Cycle, the Clan has a Construction Value of 11 and 10 Wadō.

one. If no eligible Projects are available at the current target level, the Clan starts again from Level 1, then Level 2, and so on, until it finds an available Project.

Any points remaining in the Resource Pool that cannot be used to purchase a Project are converted into Wadō. The Resource Pool is always fully spent. Once conversion and purchases are complete, discard all Resource cards from the Clan's area.

Place any acquired Project tile (and coins) in the Clan's play area. If the Clan unlocks a new level, flip the corresponding Project tile. Note: The Clan's coins and Project tiles are always visible to all players. The Clan does not use Workshop powers.

CLEANUP PROCEDURES

If the third Cycle has been completed, the **game ends**.

Otherwise, a new Cycle begins:

1. Reshuffle all **Resource cards** on the table (including those previously assigned to Projects and those discarded), excluding only cards stored in the players' Storehouse Workshops. Gather the discarded Clan cards and keep them separated.
2. Create a new **Resource display** by drawing 4, 6, or 8 cards for 2, 3, or 4 players respectively.
3. In turn order, each player places all their meeples on an empty Daimyo tile. **In Cycle 2, each player uses 2 meeples; in Cycle 3, each player uses 3 meeples.**
4. Draw and place **3 Resource cards under each Daimyo tile** to form the new columns.
5. Reshuffle separated **Clan cards** into the Resource deck, using 1 more Clan card than in the previous Cycle (take it from the game reserve).
6. Take the top 12, 18, or 24 cards from the Resource deck (in a 2-, 3-, or 4-player game respectively) and combine them with the **Imperial Convocation** card to form the end-of-cycle stack. Shuffle them without looking at them, then place this stack at the bottom of the Resource deck.
7. Each player recovers any spent **movement tokens**. Then, they take **1 Project tile** from the display. They



At the start of Cycle 3, Green places all 3 meeples together on one empty Daimyo tile.

may pay 1 Wadō to take a 2nd Project tile, and an additional 2 Wadō to take a 3rd.

8. The **new first player** is the player to the left (clockwise) of the previous first player.
9. Place the **Clan standee** on the Emperor tile.
10. After setup for the new Cycle is complete, resolve all **Workshop effects** that trigger 'at the start of each Cycle', in turn order. Then begin the first Round of the new Cycle.

END OF THE GAME

When the game ends, each player and the Clan calculate:

- Construction Value: The sum of points from completed Project tiles.
- Total Money: The total amount of Wadō possessed.

The provisional score is the **lower of these two values**. The following bonuses and penalties are then applied to this score:

- Wealthiest Player/Clan: The player/Clan with the most money scores 4 points. If two or more players and/or the Clan are tied for the most money, divide the 4 VP bonus among them (rounded up).
- Building Variety: Each player/Clan that has completed at least 1 Workshop and 1 Project of each color receives 4 points.
- Master Architect: Each player/Clan who has completed at least 1 Level 4 Project of same color receives 4 points.
- Penalty Tokens: Each player loses 1 point for every penalty token obtained.

The player (or Clan) with the most points wins. In the event of a tie between two or more players (or with the Clan), the player/Clan with the higher Construction Value wins; if still tied, the player/Clan with the most money wins. If a tie still persists, the victory is shared. If the Clan is in first place, **all players lose**.

At the end of the game, Red has 18 Construction Points and 14 Wadō, Green has 16 Construction Points and 17 Wadō, and Yellow has 21 Construction Points and 12 Wadō. The Clan has 19 Construction Points and 13 Wadō. Their provisional scores are therefore 14, 16, 12, and 13 respectively.

Green is the wealthiest and gains 4 points. Red and Green each gain 4 points for Building Variety. Red and Yellow each gain 4 points for Master Architect. Red has 2 Penalty tokens and loses 2 points, Green has 1 and loses 1 point, while Yellow has 3 and loses 3 points.

The final scores are Green 23, Red 20, Yellow 13, and Clan 13. Yellow ranks above the Clan because they have the higher Construction Value (21 vs. 19). Green wins the game.