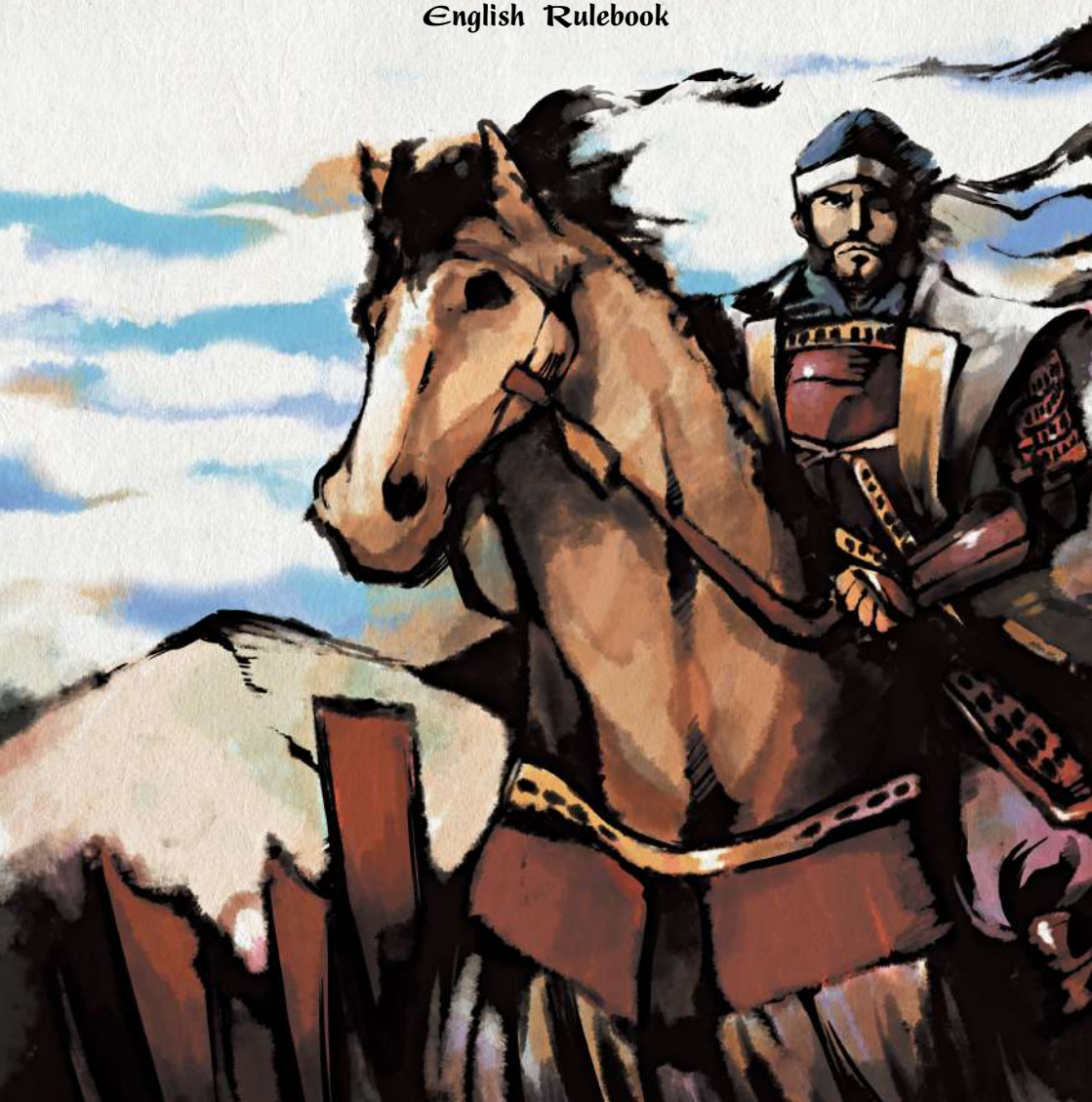
上洛

Joraku

English Rulebook



上洛

Joraku

3～4 | 40～60 | 12+

Players: 3-4 Time: 40-60min Designer: Iori Tsukinami

March toward Kyoto!

The Ashikaga shogunate is declining.

Japan is divided and ruled by feudal warlords–the Daimyo–and you are one of them, fighting to rule over all and unify Japan.

Joraku is an ancient Japanese word commonly used before the Edo period, which means "Going to Kyoto". Specifically, during the Sengoku period, Joraku refers to the act of the Daimyos marching their armies toward Kyoto, to *"protect the Shogun and Emperor from other rogue lords"*–and ultimately rule in their place.

Onward to Kyoto! Take command of your army, and defeat every Daimyo blocking the way! March on! To victory! March on! Kachidoki!

Game Summary

Joraku is a trick-taking area control game. Outwit your opponents with tactical card play, use your loyal Samurai to bid control of areas and build prestige. Only the Daimyo with the highest reputation and the biggest stick can rule Japan!

Table of Contents

Introduction	P. 2
Components	P. 2
Game Setup	P. 3
Round Overview	P. 4
End of Game	P. 5
Skirmish Card Resolution	P. 6
Kachidoki Card Resolution	P. 7
Advanced Rules	P. 7

Component List

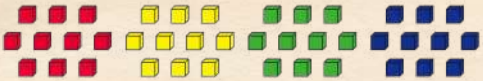
8	Daimyo Tokens
40	Samurai Tokens
6	Daimyo Cards
21	Skirmish Cards
3	Kachidoki Cards
18	Variant Rule Cards
12	Reference Cards
1	Mapboard
1	Rulebook

Components

Daimyo Tokens *(2 in each color)*



Samurai Tokens *(10 in each color)*



Daimyo Cards *(6 different Daimyos)*





Back

Skirmish Cards *(set of 7 cards in 3 suits)*





Back

Kachidoki Card *(1 for each language)*





Back

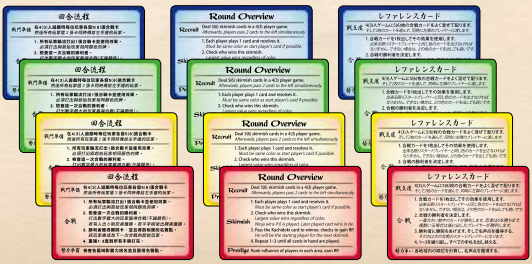
Variant Rule Cards *(6 for each language)*





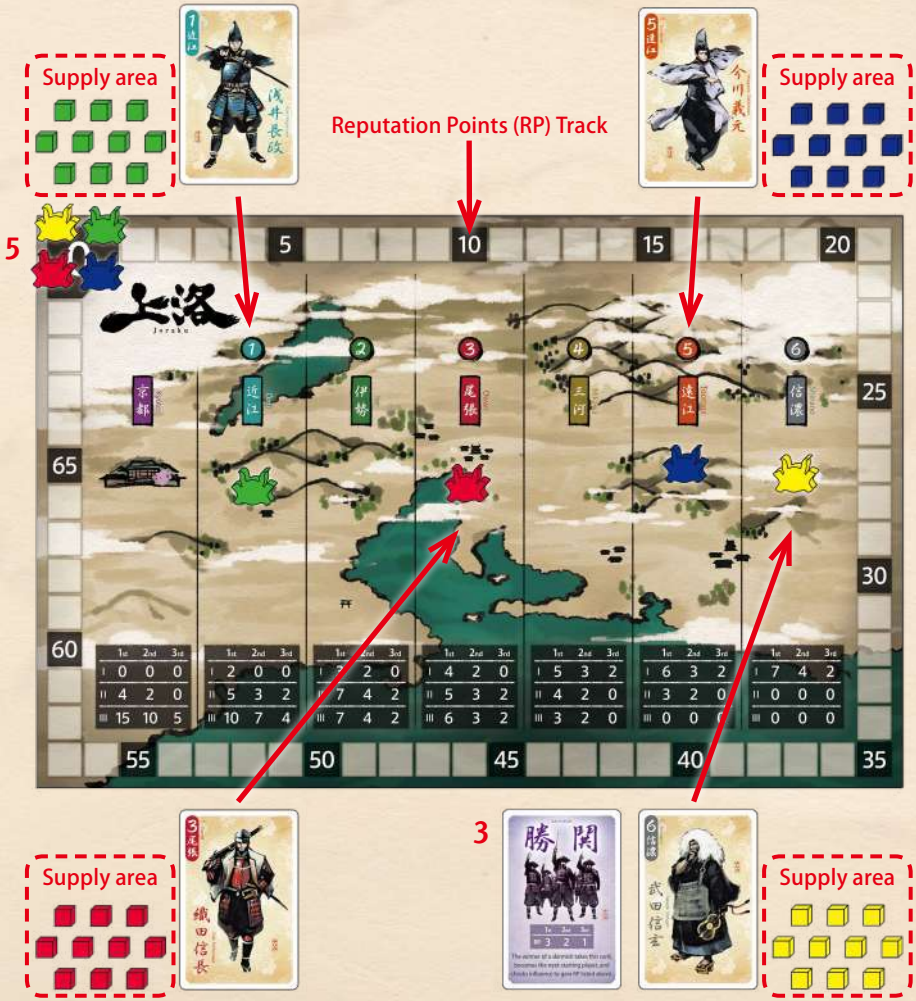
Back

Reference Cards *(4 for each language)*



Game Setup

1. Each player chooses a color, takes all Daimyo and Samurai tokens of that color, and forms a Samurai supply area.
2. Shuffle all Daimyo cards, and randomly deal one face-up to each player.
3. The player that has the Daimyo card with the highest number takes the Kachidoki card.
4. Place one of your Daimyo tokens on the map, in the area that has the same number as your Daimyo card.
5. Place your other Daimyo token on the 0 space of the Reputation Points (RP) Track.
6. The player with the Kachidoki card becomes the starting player.
7. Game begins.



Round Overview

The game consists of three rounds. Each round has three phases:

Recruit → Skirmish → Prestige.

You will draw new cards in the recruit phase, and play cards to move your troops during the skirmish phase. RP will be awarded in the prestige phase each round.

Recruit Phase

This phase proceeds in the following order:

1. Shuffle all skirmish cards, and deal the following number of cards to each player depending on the number of players in this game:

   3 Players: Deal 6 cards to each player.

   4 Players: Deal 5 cards to each player.

   Place all remaining skirmish cards aside, face down. Do not inspect them, they will not be used this round.

2. All players look at the cards in their hand, choose two cards, and pass them face down to the player on their left simultaneously.

After all players have taken their cards, proceed to the Skirmish Phase.

Skirmish Phase

This phase proceeds in the following order:

1. Beginning with the starting player, in clockwise order, each player plays 1 skirmish card from their hand, and resolves its effect **immediately**.

   Please refer to P6 for detailed rules on skirmish card resolution.

2. When you play a card, you must follow these rules:
   i. The starting player can play any card from his hand.
   ii. Beginning with the second player, players must play a card with the same suit as the card played by the starting player if possible.
   iii. You can only play a card with a different suit when you don't have any card of that suit in your hand.
3. After all players have played a skirmish card, determine the winner of this skirmish:
   i. The player who played the card with the highest number wins, **regardless of suit**.
   ii. The Ninja card will win if any player played a 6.
   iii. If there is a tie, the player who played **the last card wins**.
   iv. The winner takes the Kachidoki card, becomes the starting player for the next skirmish. Players in the area the winner's Daimyo token is at will receive bonus Reputation Points (RP).

   Please refer to P7 for detailed rules on Kachidoki card resolution.

4. Repeat 1~3 until all cards in hand are played.

After all players have emptied their hands, proceed to the Prestige Phase.

Skirmish winner examples:
Cards are played left to right in player order:

Example 1: *Largest card wins skirmish.*



Example 3: *Ninja wins if a 6 is played.*



Prestige Phase

Starting from the area #6 Shinano to Kyoto, players compare their influence in each area, and earn RP according to their ranking.

Each Daimyo token counts as **2 influence** points; each Samurai token counts as **1 influence** point. In case of a tie, the players will be tied for the lower rank.

Players earn RP according to the scoring chart of each area. The RP given in each area will be different for every round. Use the row corresponding to the current round to earn RP, and move your Daimyo token ahead on the RP Track.

After every area has been scored, move on to the next round. **All tokens will remain on the map**, do not move or retrieve them to your supply.

End of Game

The game ends after three rounds.

The player with the most RP wins. In case of a tie, the player whose Daimyo card has the largest number wins.

Example 2: *Later played card wins in a tie.*



Example 4: *6 is not played, largest card wins.*





Use the first row for round 1

Scoring examples:

This is the first round of the game, so the first row of the scoring chart is used.

Area 6 Shinano:

Blue has 2 points of influence, and Red, Yellow and Green have 1 point. Blue gains 7 RP for ranking 1st, but the others are tied for 4th place, so they do not gain any RP in this area.

Area 5 Tōtōmi:

Blue has 2 points, Red has 2, Yellow has 3, and Green has 1 point of influence. Yellow is ranked 1st and gains 6 RP. Blue & Red are tied for 3rd place, so they both gain 2 RP. Green is ranked 4th and does not gain RP.

Area 4 Mikawa:

Red has 4 points of influence, Green has 3, and Yellow has 1. Thus Red is ranked 1st and gains 5 RP, Green is 2nd and gains 3 RP, and Yellow gains 2 RP.

Skirmish Card Resolution

Whenever you play a skirmish card in the skirmish phase, you must resolve its effect immediately. According to its type, they will have a different effect:

Ninja: Take 0-3 Samurai tokens from your supply, and place them in any area(s) on the map. This may **include Kyoto**.

Number 1-6: Choose effect A or B to do:

A. Take 0-3 Samurai tokens **from your supply**, and place them all into the area with the same number as the card played.

B. Gain action points (AP) equal to the number of the card, and use them immediately. See the chart below to spend AP. You can not store unused AP for later usage.

Cost	Effect
2AP	Move your Daimyo token to an adjacent area.
1AP	Move one of your Samurai tokens to an adjacent area.
1AP	Remove one Samurai token belonging to an opponent from the area that your Daimyo token is in. Return it to his or her supply.

Skirmish play example:

Cards are resolved immediately when played.



Yellow plays a "Ninja":

He takes 3 Samurai tokens from his supply, and places 1 in Kyoto and 2 in area #3 Owari.



Green plays a "Ninja":

She takes 3 Samurai tokens from her supply, and places 1 in Kyoto, 1 in area #1 Ōmi, and 1 in area #2 Ise.



Red plays a "5":

She decides to use the card for 5 AP.

She moves her Daimyo 1 area for 2 AP, and removes a green Samurai for 1 AP. Then she moves a red Samurai twice for 2 AP.



Blue plays a "2":

He decides to use the card for placement.

He takes 3 Samurai tokens from his supply, and places them all in area #2 Ise.

The skirmish ends, and the winner is Red. She takes the Kachidoki card and gains 3 RP, since she ranks 1st in the area her Daimyo is. Green will also gain 2 RP for ranking 2nd.

Kachidoki Card Resolution

When you receive the Kachidoki Card, immediately check all player's influence ranking in the area where your Daimyo token is in.

Each Daimyo token counts as **2 influence** points; each Samurai token counts as **1 influence** point.

In case of a tie, the players will be tied for the lower rank. Then **all players in this area** gain RP according to this scoring chart. *(also printed on the Kachidoki card)*

Rank	1st	2nd	3rd
RP	3	2	1



Kachidoki examples:

If Red won the above skirmish, then all players in area #4 Mikawa (where her Daimyo token is) will gain RP according to the Kachidoki card.

Red ranks 1st, so she will gain 3 points.
Green ranks 2nd, so she will gain 2 points.
Yellow ranks 3rd, so he will gain 1 point.

Advanced Game

Six variant rule cards are included in the box. You may use them to play an advanced game, but players are recommended to play at least one game without them.

Draw two variant rule cards at random during game setup, and place them near the map for all players to see. The rules on these cards will take precedence over the rulebook.

These subtle tweaks will greatly change the rhythm of the game, and players must adapt to new strategies every time they play.

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Joraku

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MADE IN TAIWAN

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