HAGAKURE
葉隠

The Hagakure, literally "in the shade of the leaves" or "hidden in the foliage", is a practical and spiritual guide for Japanese warriors. Hagakure is also called the Book of the Samurai.

道具 COMPONENTS & SETUP

- **31 CARDS**

17 Villagers → 10 Samurai → 3 Old Fools → 1 Player Aid

- **25 NOBORI TOKENS**
- **1 SCOREPAD**

Each player takes 5 Nobori tokens (1 color per player). With 3 and 4 players, remove Villagers cards 1 to 5 and Samurai cards 23 to 27 from the game.

GAME ROUND

A game consists of several Rounds (*see End of Game*), each composed of several turns. Each turn, players play one card. These cards form a trick.

DEALING THE CARDS

At the beginning of the first Round, choose a card dealer randomly. In the following rounds, the player sitting to the left on the last dealer becomes the next dealer. Cards are dealt according to the number of players.

3 PLAYERS

4 PLAYERS

5 PLAYERS

⚠ **Remove Villagers cards 1 to 5 and Samurai cards 23 to 27 from the game.**

X5/👤 **▤=5**

X4/👤 **▤=4**

X5/👤 **▤=5**

5 cards per player, the 5 remaining cards form a pile of cards called the Yomi.

4 cards per player, the 4 remaining cards form the Yomi.

5 cards per player, the 5 remaining cards form the Yomi.

YOMI MEANS "THE LAND OF THE DEAD".

A NOBORI IS A JAPANESE BANNER, USED TO DENOTE UNITS ON THE BATTLEFIELDS OF FEUDAL JAPAN.

The first player is the player sitting at the left of the dealer.

STEP 1: NOBORI TOKENS

Starting with the first player then in clockwise order, each player can decide to play one of their remaining Nobori Tokens, visible from all(*see Nobori Tokens*). this token will only be valid for the current round. It will then be discarded.

STEP 2: *THE FIGHT*

Starting with the first player then in clockwise order, each player plays a face-up card. The winner of the trick will play the first card for the next turn.

There is only one rule to play a card : if the player who starts the turn plays a samurai (red card), the other players must play a samurai if they have one in their hands. Otherwise, if the starting player plays a Villager, the other players are free to play the card of their choice.

> **NOTE:**
> Old Fools are considered
> to be Samurai.

The player who played the highest value card wins the trick. If a single Old Fool has been played, it is considered to have a value of 0. However, if more than one Old Fool has been played, the last player who played an Old Fool wins the trick.

STEP 3: *SCORING*

->+1PT

Players score 1 point for each trick they have won.

18 ->+1PT

The player who has the card #18 scores 1 additionnal point.
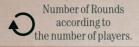
->-2PT

Players who did not win any trick suffer a -2 points penalty.

At the end of a Round, write down each player's score on the scoresheet.

END OF GAME

The game ends after a certain number of rounds:

Number of Rounds according to the number of players.

3 -> 9   4 -> 8   5 -> 5

The player with the most points wins. In case of a tie play one additional round.

NOBORI TOKENS

At the beginning of the game, each player receives 5 Nobori tokens (one of each type). Each token can only be used once per game. At the end of the round, the chips that have been used are discarded.

Double the points scored by the player during this round. Be careful, if no tricks are won, the penalty becomes -4 instead of -2.

Player scores 0 points regardless of the number of tricks they won or having the samurai #18 in one of their tricks.

If, at the end of the round, the player has at least 4 Villagers (5 for 5 player games) in his tricks, he scores 2 additional points.

Allows the player to exchange all his cards with the Yomi. If more than one player uses this chip at the same time, the player closest to the first player starts exchanging (then in clockwise order).

Allows the player to look at the cards in the Yomi, or another player's hand of cards.

BOARD GAME BOX

Hagakure is a quality product. However, if something is missing, please enquire for spare parts on **www.boardgamebox.life**.