RONIN

SOLO

GAME MATERIAL

8 Solo Cards

GAME SETUP

Take all materials of one color for yourself as usual.
For the neutral player, hereinafter referred to as the „Shogun“, take only four Ronin figures, four castles, and the tea ceremony marker in another color into the game.

Prepare the game board, the display board, and your player board as usual, but with the following changes:

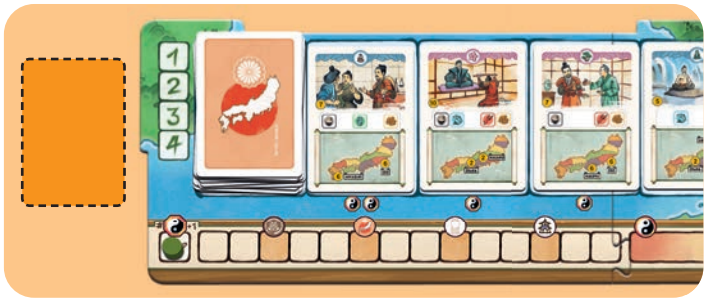
- Remove the mission cards that are marked with the symbol „2“ and „2/3“ and return them to the box.

  Shuffle the remaining mission cards and place them on the display board as before. Leave space next to the board for an open discard pile.

- In each region, place one resource from the box face down on the resource space with the horse head symbol.
  Distribute the resources on the game board as usual.

  In each region, there will then be one resource on a face-down tile. In the solo game, regions „9“ and „10“ are not used.

- Place your four Ronin figures on the side of your player board with the four Ronin spaces.



• Play with only half of the character tiles. Therefore, sort out the duplicates of each character and return them to the box. Additionally, remove the characters "*Rider*", "*Scout*", and "*Traveler*".

• Shuffle the remaining 12 characters and place them on the display board as usual.

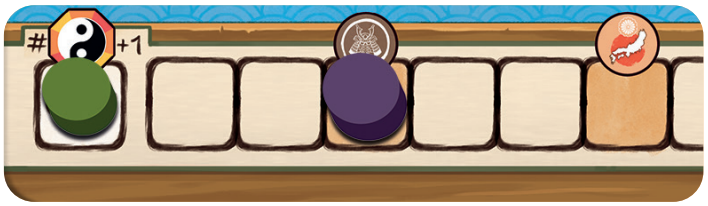
• Place your 5th Ronin figure with the character tiles as well.

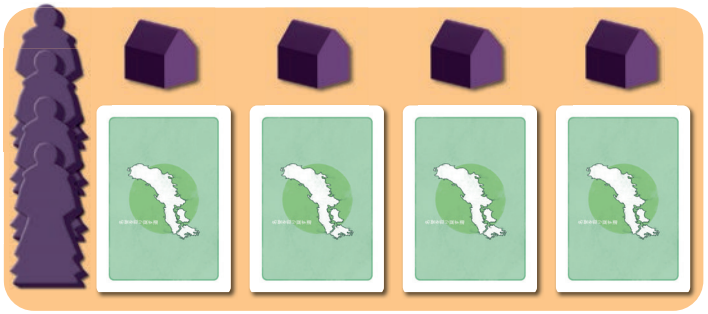
• Place your tea ceremony marker on the first space of the tea track. Place the "Shogun's" marker on the third space of the tea track (the first bonus space).

• Shuffle the eight Shogun cards, return four of them to the box unseen, and place the remaining four cards face down in a row in front of you.

• Place one of the "Shogun's" castles above each Shogun card and his four Ronin figures to the left at the beginning of the row.

• The round marker is not needed and remains in the box.





GAMEPLAY

Phase 0: Place the "Shogun's" Ronin figures and castles on the game board

Reveal the first face-down Shogun card from the left.
On each of these cards, one region is highlighted and four cities are listed.

Place the "Shogun's" castle on a castle space in the highlighted region and his four Ronin figures in the four listed cities.
The action tiles there are not executed for the "Shogun".

In each subsequent round, reveal the next card from the left and proceed as described above. If a Shogun card instructs you to place his castle in a region where one of your castles already stands, return his castle to the box instead.

Phase 1: Place your Ronin figures in the cities

Now you place your four Ronin figures in four different cities, one after the other. You may only place your Ronin in an unoccupied city. Proceed as follows:

- First, draw one mission card from the draw pile and place it face up in front of you. Then place a Ronin figure in one of the two cities listed on the mission card you just drew.

If one of the two cities is occupied, you have no choice and must place the Ronin figure in the free city. If both cities are occupied, place the mission card on the discard pile and draw a new one from the draw pile. If necessary, repeat this until you have a card in front of you with at least one unoccupied city.

- Perform the corresponding city action and flip the action tile over. You can also choose to forgo this and receive two victory points instead.
- Place all mission cards that you drew from the draw pile to place a Ronin in a city onto the discard pile. This does **not** apply to mission cards that you actively take from the display and possibly pay for with meditation tiles. Leave these cards in front of you to fulfill them later.

Repeat these four steps sequentially until every Ronin figure from your player board is in a city. But with the respective change that for the second Ronin you draw two mission cards at once from the draw pile, for the third Ronin three mission cards, and for the fourth Ronin four mission cards.

This gives you less choice for the first Ronin figure, but more unoccupied cities are available. For your last Ronin figure, you will then have a larger selection, which you will need because there are more occupied cities.

You perform the action tiles as you know from the multi-player game.

Should the mission card pile become empty, you can reshuffle the discarded cards to form a new draw pile.

Phase 2: Collect resources

Start with region “1” and end this phase in region “8”.
Play according to the known rules with the following changes:

- From a region where you have more influence than the “Shogun”, you receive one resource of your choice.
- If the “Shogun” has more influence in a region, you have no choice and must take the resource that is on the space with the horse head symbol.
- If your influence and the Shogun's influence in a region are equal, the deciding factor is who is further ahead on the tea track.

Phase 3: Fulfill missions

Perform this phase according to the known rules.
The “Shogun” does not fulfill any mission cards.

Phase 4: End-of-round actions

- Check the number of your meditation tiles. If you have more than three, return the excess tiles to the supply.
- Check the number of your resources. If you have more than 4, return the excess tiles to the supply in any combination.
- Take your Ronin figures back to your player board.
- Place the "Shogun's" four Ronin figures next to the first face-down Shogun card on the left.
- Refill the empty resource spaces on the game board. Start with region 1, then region 2 through region 8.
- Move the "Shogun's" marker on the tea track to the next bonus space.

END OF GAME

The game ends after the fourth round.

You now receive victory points for your castles and your bonus tiles.

The Bonus Tiles

For each bonus tile you possess, you receive the points as listed on page 6 of the multi-player rules.

How far have you advanced on the score track?
Have you become a Samurai again?

Number of castles with neighborhood	1	2	3	4	5
Points	1	3	6	10	15

Look at the table!

Record your score to improve it next time.

Up to 100 points	You are still a dishonored Ronin. But you still have enough time to improve.
Between 101-150 points	You are on the path to redemption. But you must work harder. Try again to improve.
Between 151-200 points	A Shogun will be happy with you because you have proven your virtues. Soon you will be a Samurai again.
Over 201 points	You are no longer a Ronin, but a true Samurai! But even Samurai can improve. You should try it too!

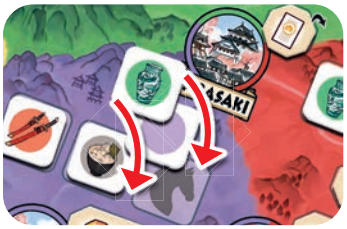
RONIN FOR TWO

GAME SETUP

In addition to the normal game setup, you perform the special setup for the three-player game (see main rules, page 4).

Additionally, remove the mission cards marked with the symbol "2" and return them to the box. Regions "9" and "10" are also not used in the two-player game.

Place one resource tile from the box face down under the resource on each resource space with the horse head symbol in each of the eight regions.



You both play with four Ronin figures and place them on the side of your player boards with the four Ronin spaces.

For the neutral player, hereinafter referred to as the "Shogun", choose a third color. Take four Ronin figures, the five castles, and the tea ceremony marker of that color. Place the "Shogun's" tea ceremony marker on the last space of the tea track. This is his game material. The neutral "Shogun" does not need a player board or a score marker because he does not receive any points. Shuffle the eight Shogun cards and place them in a face-down stack.

Phase 0: Round setup for the "Shogun"

In this phase, only the "Shogun's" Ronin figures and one castle are placed. Reveal the top card of the Shogun cards. Place his four Ronin figures in the cities depicted on the revealed card. Actions are not triggered by this, and action tiles are not flipped over.

Place one of his castles in the region indicated on the card. But not on a castle space, rather on the resource space with the horse head symbol there. If a resource is on that space, it is returned to the bag. For the rest of the game, this space will not be refilled with a resource.

!! *Note: If both of you already have one castle each in this region from a previous round (on the castle spaces), the „Shogun" cannot build a castle in this round.*

This also applies if a castle is on both castle spaces due to the „Architect's" character ability.

Phase 1: Place Ronin figures in the cities

Perform this phase normally according to the known rules. Even though all four Ronin figures are already in four cities and block the actions there, you can, for example, use the "Rider's" character ability to use an action from a city where one of the "Shogun's" Ronin is located.

Remember: Only one Ronin figure can be in a city. Unless you have the "Student's" character ability, then you can add your Ronin, as long as the figure already there is not your own.

Note: *In a two-player game, only one castle may be in a region. If you have the "Architect's" character ability, you can place your castle in any region, even in a region where a castle (including the "Shogun's") is already present. If it is the first castle, you place this castle on both castle spaces.*

Phase 2: Collect resources

Perform this phase normally according to the known rules.

In case of a tie, the "Shogun" always has the advantage because his tea ceremony marker is at the end of the tea track.

However, the "Shogun" only receives the resource that is on the resource space with the horse head symbol. The resource is then removed from the game. If there is no resource on this space because a "Shogun's" castle is there or because the resource was previously collected by one of you, the "Shogun" receives no resource.

Example: *The "Shogun" has more influence in the purple region than Green. The "Shogun" receives the coin resource and thus removes it from the game.*

Phase 3: Fulfill missions

Perform this phase normally according to the known rules. The "Shogun" does not fulfill any mission cards.

Phase 4: End-of-round actions

Perform this phase normally according to the known rules.

Whoever has fewer points receives the starting gate. If you have the same number of points, it's whoever is further behind on the tea track.

END OF GAME

Perform the end-of-game actions as known.

Whoever of you two achieves the highest score wins.

In case of a tie, the winner is whoever is further ahead on the tea track, and this is always the „Shogun".

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