

SEII DAIMYO

In Seii Daimyo, each player is an aspiring Daimyo in Sengoku era Japan, with goals to unify the shattered Japanese islands under a new, great Shogunate, their Shogunate!

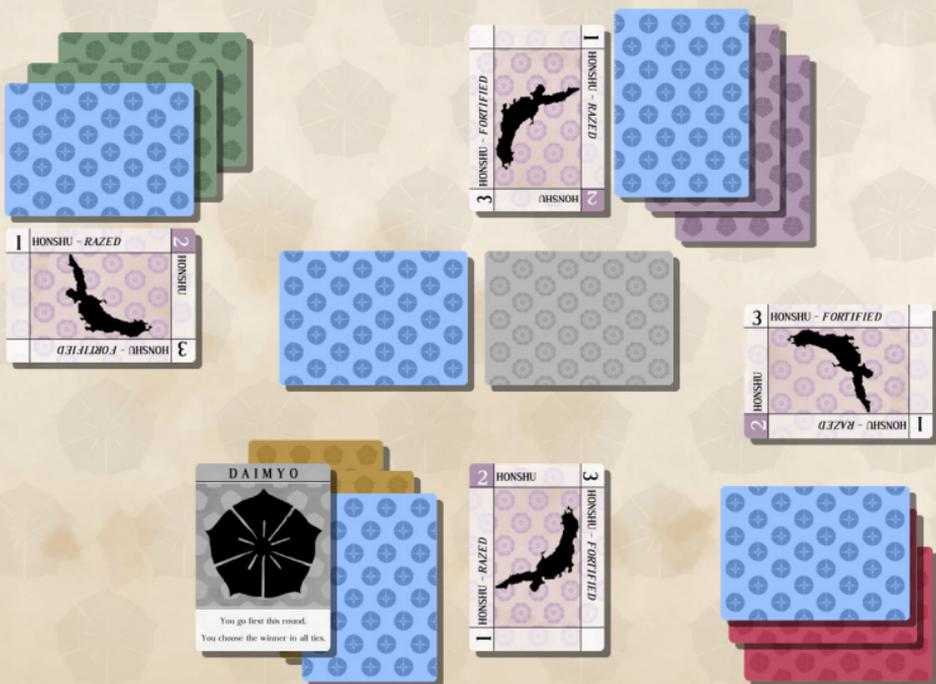
SET UP

Give each player 1 Honshu Location Card, which they place face up and set to “2” in their play area. Shuffle the remaining Location Cards and place them in a face down deck in the middle of the play area.

Shuffle together the Clan Cards, and deal 1 to each player, face down. Place the remaining Clan Cards in a face down deck to the side of the play area.

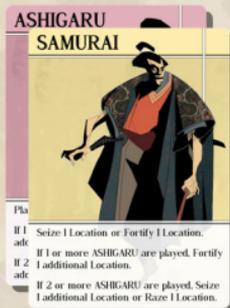
Finally, give each player 1 Samurai Card and 1 Ashigaru Card. These 2 Role Cards, along with the Clan Card, form each player’s hand. Return any unused Role Cards to the box.

Players use whatever method they wish to determine who will receive the Daimyo Card for the first round.



THE CARDS

There are several different types of Cards in Seii Daimyo. Each has a specific use in the game.



ROLE CARDS

Each player has an identical set of **Role Cards**: 1 Samurai and 1 Ashigaru. Each round, the players will play one of these Cards secretly, and will gain actions based on what they played, as well as what the other players chose to play.

LOCATION CARDS

There are 27 Location Cards. Each of these Location Cards represents a location on one of Sengoku Era Japan's Islands. Each Location is worth a number of points at the end of the game. Throughout the game, Locations can be Fortified or Razed, increasing or decreasing their values. Each Location has 3 Point values. The Location's Starting Value is the value in the colored box.



CLAN CARDS

These 20 Clan Cards represent the various Clans that are willing to fight for the players. Each Clan Card features a Strength Value, a Special Ability, and a Scoring Bonus.

DAIMYO CARD

The Daimyo indicates the starting player for the round, who is referred to as the Daimyo. The Daimyo goes first each round, and chooses the winner for any ties.



PLAYING SEII DAIMYO

Seii Daimyo is played over a series of 5 Rounds. Each round, several Locations will be revealed from the deck, and each player will play 1 of their 2 Role Cards face down to try to strengthen their forces and increase their control over the 3 Islands.

ROUNDS

Seii Daimyo is played over a series of 5 rounds. Each round is broken into several parts.

Round Set Up

The Daimyo reveals the top 3 Location Cards from the Location deck and places them face up in the middle of the play area. These 3 Location Cards are the only Location Cards that can be **Seized** during the round. Then, 1 additional Location Card is revealed and placed face up on top of the Location deck. This revealed Location Card will be the **Contested Location** for the round.

Deal 1 Clan Card to each player.

Role Selection

Each player chooses 1 of their Role Cards (either the Ashigaru or the Samurai) and places it face down in their play area. Once each player has played a face down Role Card, the role Cards are revealed. Beginning with the Daimyo, and continuing clockwise, each player takes their turn.

Player Turns

Depending on what the player chose as their Role, as well as what the other players chose for their Roles, the player will perform actions, as indicated on their selected Role Card.

Additional Two Player Rule:

During Role Selection, the Daimyo takes the 4 unused Role Cards, shuffles them together, and places 1 face down. When Roles are revealed, this additional Role card is revealed, and is counted towards the played Roles for the round. At the end of the round, return the extra revealed Role Card to the other unused Role Cards.

Locations - Razing and Fortifying

Each Location features 4 sides: a Starting side (indicated by the colored Value box), a Razed side, and a Fortified side. Cards are rotated to reflect this. The fourth side is blank and is not used.

SAMURAI TURNS

If the player chose Samurai, they may Seize 1 Location or Fortify 1 Location.

To Seize a Location, the player takes 1 of the available Location Cards from the middle of the play area and adds it to their play area with the Location card set to its starting Point Value. The player Controls this Location.

To Fortify one of their Locations, the player rotates one of their non-Fortified Locations to the Fortified side.

Then, if at least one ASHIGARU is played, the player may also Fortify another of their Locations.

Finally, if two or more ASHIGARU are played, the player may Seize another Location or Raze 1 Location.

To Raze a Location, they select a non-Razed Location controlled by another player and rotate it to the Razed side.

If there are no Locations to Seize, the player may not Seize.

EXAMPLE



One player chose the Samurai and two players chose the Ashigaru. The Samurai player Seizes 1 Location or Fortifies 1 Location. Since there are 2 Ashigaru, he then Fortifies 1 of his Locations, and finally he can Seize 1 additional Location or Raze 1 Location.

ASHIGARU TURNS

If the player chose Ashigaru, they may draw or play 1 Clan Card.

If the player chooses to draw a Clan Card, they draw a Clan Card from the deck and add it to their hand. In the event that there are no Clan Cards remaining in the deck, the player can not draw a Clan Card.

If the player chooses to play a Clan Card, they choose 1 Clan Card from their hand and play it face up in their play area and use the Clan Card's Ability to the best of their Ability. Clan Cards that are face up in a player's play area are the player's Army.

Then, if at least one SAMURAI is played, the player draws another Clan Card.

Finally, if two or more SAMURAI are played, the player may play an additional Clan Card.

CLAN CARDS AND ARMIES

Clan Cards played to a player's play area make up their Army. The combined Strength of their Clan Cards is their Army Strength.

EXAMPLE



One player chose the Samurai and two players chose the Ashigaru. The Ashigaru players may each either draw or play 1 Clan Card. Since there is 1 Samurai, they draw 1 Clan Card.

CONFLICTS

After each player has used their selected Role's actions, each player chooses 1 Clan Card from their hand and places it face down in their army, if possible. Once each player has played a face down card, a Conflict occurs.

Beginning with the Daimyo and continuing clockwise, each player chooses to either reveal their face down Clan Card or leave it face down.

Any player who does not have a facedown Card in their Army takes part in the Conflict. Players involved in the Conflict compare Army Strengths. The player with the highest Army Strength moves the Contested Card from the top of the deck and adds it to their Locations, takes the Daimyo Card, and discards Clan Cards from their Army until they have only a single Clan Card remaining.

In the event of a tie, the current Daimyo chooses the winner.

Then, any player who has a face down Clan Card rotates one Location card, controlled by any player, once (either to be worth 1 more or 1 less point). Each player then reveals any face down Clan Cards they have and adds them to their Army.

ENDING THE ROUND

After the Conflict, each player discards down to a maximum of 2 Clan Cards in their hand and 2 Clan Cards in their Army. Shuffle together the discard pile and Clan deck to make a fresh Clan deck. Each player returns their played Role Card to their hand.

ENDING THE GAME

At the end of the fifth Round, the game ends.

Each player scores points based on the Locations they control. Then, each player applies the scoring bonuses of the Clan Cards in their Army. The player with the highest score wins. In the event of a tie, the player with the most Location Cards wins. If a tie still exists, the tied players rule Japan together.