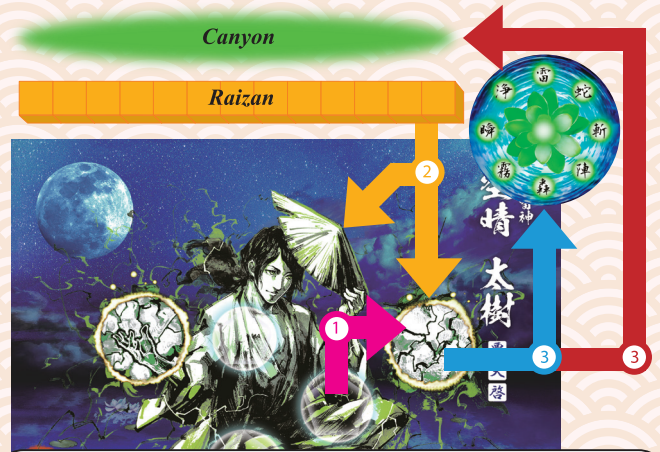


## THE NAMES



## STEP PROCEDURES



**1 Fetch** Choose zero to two Tokens from your Body to your Hand.  
! Once you have moved your Token to your Hand, you cannot move it back on your Body.

**2 Select** Draw one or two Token(s) and place it on your Body or Hand(s).  
! Place the Tokens on your Body in the order of weight  
! You cannot draw more Tokens from Raizan than the spaces available on your board.

**3 Pile and Chant** **Pile**: Pile your Token on your Sakura Circle.  
**Chant**: Place your Token on the Canyon faced up and apply the Spell effect.  
! Perform Tower Resolution immediately after piling the sixth Token on your Tower

## WEIGHT OF TOKENS

Spell	雷	蛇	斬	陣	轟	霧	瞬	淨	滅
	Thunder	Snake	Katana	Shield	Roar	Mist	Switch	Purify	Destroy
Silent	一	二	三	四	五	六	七	八	
	One	Two	Three	Four	Five	Six	Seven	Eight	
Weight	1	2	3	4	5	6	7	8	9
	← Lightest								→ Heaviest

## TYPES OF HANDS

### [Basic hands]

**Sakura**: [2 basic points]

A Tower with more than 3 Tokens of the same weight piled up.



**Lotus**: [1 basic point]

A Tower with more than 3 Tokens piled up in a continuous sequence.



**Even Lotus**: [1 basic point]

A Tower with more than 3 Tokens piled up with in an even number sequence.



**Odd Lotus**: [1 basic point]

A Tower with more than 3 Tokens piled up with in a odd number sequence.



### [Combined hands]

The Combined hands are the following four types of hands. Note that the combined hands are always found in a six-story Tower.

**Sakura-Lotus**: [3 basic points]

A Tower with Sakura in its upper 3 stacks and Lotus in the lower 3 stacks.

**Lotus-Sakura**: [3 basic points]

A Tower with Lotus in its upper 3 stacks and Sakura in the lower 3 stacks.

**Double Sakura**: [4 basic points]

A Tower with Sakura in its both upper and lower 3 stacks.

**Double Lotus**: [2 basic points]

A Tower with Lotus in its both upper and lower 3 stacks.



### [No hand]

If none of the hands apply, the Tower makes no hand and scores zero point.



! If a Tower includes any Token that is irrelevant to the hand, it counts as no hand.

### [Special Hands]

For the special hands, the additional points later explained does not apply. The special hands are always found in a six-story Tower.

**White Camellia**: [4 basic points]

A Tower with a total of 6 Tokens, and 3 pairs of Token of the same weight is piled up.



**Red Camellia**: [6 basic points]

A Tower with total of 6 Tokens, and 3 pairs of the same Token are piled up.



### [Raijin hands]

For Raijin hands, the additional points later explained does not apply. Raijin hands are always found in a six-story Tower.

**Shigure-Lotus**: [10 basic points]

A Tower with a total of 6 Tokens piled up as specified in the figure on the left.



**Kasumi-Double Lotus Head**: [11 basic points]

A Tower with a total of 6 Tokens piled up as specified in the figure on the left.



**Sakura-Dance Macabre**: [11 basic points]

A Tower with 3 Roar Spell Tokens and 3 "Five [五]" Silent Tokens each piled one after another.



**Phantom Samsara**: [12 basic points]

A Tower with 3 Mist Spell Tokens and 3 "Six [六]" Silent Tokens each piled one after another.



**Justice of Bishamonten**: [12 basic points]

A Tower with a total of 6 Tokens piled up as specified in the figure on the left.



**Rikka-Snow White**: [12 basic points]

A Tower with a total of 6 Tokens piled up as specified in the figure on the left.



## SPELL EFFECTS

- ! During your turn, you cannot apply the effect of the same Spell twice.
- ! After applying a Spell effect, sort the Tokens on your body in the order of weight if necessary.

**雷** 8 pieces  
Thunder

Choose one from the two effects and apply:

- Discharge : Perform Tower Resolution action.
- Charge : Seal a Tower.

\*Either effect is applied on one of the highest story Tower among all Towers higher than three-story.

**蛇** 7 pieces  
Snake

Choose and take one Token from all Inner Tokens of players. Placed it on the Hand where Snake Token used to be, and you can also resolve 3. Pile or Chant immediately.

**斬** 6 pieces  
Katana

Choose one Tower among all Towers. Choose the top or bottom Token from its stack and move it to the Canyon.

**陣** 5 pieces  
Shield

The player who has Shield Token on their Hand can place this Token face up to disable the Spell Effect when they are subjected to the effect of Thunder, Snake or Katana.

**轟** 4 pieces  
Roar

A player who has Roar Token on their Hand can reveal this Token anytime when any player applies the effect of Thunder Token and change the Tower subjected to the effect of Thunder to their own.

When a Tower is discharged with the effect of Roar and the Tower consists of Hand(s) at the time of Raigo Discharge, the player gains an additional two Yang balls.

When there is more than one player who tries to apply the effect of Roar Token, it triggers Raigo Battle to determine which Tower to apply the effect of Thunder.

See Rulebook P23 for Raigo Battle resolution.

**霧** 3 pieces  
Mist

Apply one of the effects of Thunder, Snake, Katana, Shield or Roar.

**瞬** 2 pieces  
Switch

Choose two Tokens from all Bodies, Hands, or the Canyon. Then switch places of the two selected Tokens. When selecting Token(s) from the Canyon, they cannot choose a Spell Token over weight VII.

**淨** 1 pieces  
Purify

Choose zero to four Token(s) to discard from their Inner Tokens. Draw from Raizan the same number of Token(s). You can place the Token(s) anywhere they wish including the Tokens already placed on their Body or Hands.

**滅** 1 pieces  
Destroy

When this Token is revealed, follow the next steps:

[Activation of Destroy]

- The player who revealed Destroy Token places the Token face up on the upper area of their board.
- From onwards, anytime a player applies the effect of their Spell, the Token is placed beside Destroy Token in a row instead of onto the Canyon and the Tokens get accumulated in Destroy.

[Application of Destroy]

- When the total weight of Tokens accumulated in Destroy reaches over X, the Destroy effect is immediately applied.
- Move the entire Tower to the Canyon which belongs to the player on their turn at that time. The Tower is selected by the player who revealed Destroy Token.
- After processing the effect of Destroy, Destroy Token and all accumulated Tokens are moved to the Canyon.

No. of Silent Tokens								No. of Tokens
一	二	三	四	五	六	七	八	Spell: 37
One	Two	Three	Four	Five	Six	Seven	Eight	Silent: 32
4 pieces	4 pieces	4 pieces	4 pieces	4 pieces	4 pieces	4 pieces	4 pieces	Total: 69

## SCORING

### Basic Points + Additional Points = Scored Points

[Additional Points]

#### 1.Height Bonus

For each Token stacked beyond the fourth-story in a Tower, gain one point. [max. 3 points]

#### 2.Spell/Silent Bonus

When a Tower consists of only Spell or Silent Tokens, one additional point is acquired as Spell/Silent Bonus. [max 1 point]

- ! Additional points are only added when the Tower includes a completed hand.
- ! No additional points are acquired with a Tower with no hand.
- ! Spell/Silent Bonus for a Tower with Combined hands is only added when all six Tokens are either Spell or Silent.

## HOW TO SCORE

### 1.Resolving Tower

- Resolving with the Spell Thunder [雷]
- By placing their sixth Token on their Tower in Pile step

### 2.Resolving All Towers

When the game ends, all towers built on Sakura circles are resolved regardless of the number of stacks in each Tower. If you have made a hand, gain the corresponding points.

### 3.Bonus Token

During 2. Resolving All Towers, player gains one Yang ball for each Bonus Token they own.

- ! No points are acquired for Bonus Token stacked on their Unsettled Tower.

## FORBIDDANCE

### [Forbiddance in Select]

If you have reached Step 2. Select with all five spaces on your Body and Hands already occupied on your Board, you cannot draw any Token. Instead, follow the next penalty steps:

- Pay one Yang ball immediately and return it to the Reserve.
- Choose two Tokens from one of the five spaces on your Body and Hands and move it to the Canyon. Go back to 2. Select.

### [Forbiddance in Tower Resolutions]

When a player piles their Tokens on their Sakura Circle, they must pile them in the order of weight so that the heaviest Token comes at the bottom. If a player resolves their Tower with any heavier Token piled on top of a lighter Token, the Tower is referred to as Unsettled Tower and must follow the penalty steps:

- Pay one Yang ball immediately and return it to the Reserve.
- Place the Unsettled Tower to the Canyon.

## DROPOUT

If the player is left with no Yang ball after the penalty steps, the player (team) is out of the game and loses.

\*In a three players game, all players except the dropout player move on to Resolving All Towers phase and the player with the most yang balls win the game.