

MON

Emblems of Sengoku

2-6 15 min 8+

Trinity 18

studium mundi



Take turns playing cards of increasing value. Add a card to a row, cover the last card in a row, or draw new cards. Each card is worth points. Add them up at the end of the game!



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English version: DON'T PANIC GAMES, 38 rue Notre-Dame-de-Nazareth, 75003 Paris, France - www.dontpanicgames.com
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1 Components

54 Cards (3 colors, 18 cards per color)



Back

3 Starting Tiles

3 to 6 players Front

2 players Back



60 Score Tokens (6 colors, 10 tokens per color)



ANATOMY OF A CARD



Value (1 to 18)

Points earned if this card is scored.
(This card: 2 points)

Score tokens go here.

2 Setup

Shuffle the deck of playing cards, placing them face-down. Give cards to each player according to the table below. Players keep their cards secret from other players. For a 2-player game, cards numbered 1 to 5 are not used and should be put back in the box. Follow the illustrated instructions below to finish setting up. After setup is complete, the first player is decided using rock-paper-scissors.

Draw Pile

After dealing the cards, place the rest on the table as a draw pile.



Score Tokens

Each player chooses a color and takes all the score tokens of that color, placing them close at hand.



Starting Tiles

Each starting tile is the beginning of a row. Place the three starting tiles on the side with 0 in a column near the draw pile. For a 2-player game, the starting tiles will be flipped to the side with 5 instead. Cards will be played in rows beginning with the starting tiles. The card with the highest number in each row is called the row's High Card.

Players	Cards per Player	Cards Used
2	13	Cards 6 - 18 of each color (39 cards total)
3	10	All cards (54 cards total)
4	9	
5	8	
6	7	

Discard Area

Leave space near the draw pile for the discard pile.

Historical Context

In 16th-century Japan, the Ashikaga shogunate—Japan's de facto leader and military ruler—lost control of feudal lords, known as daimyo. The resulting conflict marked the start of the Sengoku Jidai, the Warring States period. Three men came forward to unify Japan: Oda Nobunaga, Toyotomi Hideyoshi, and Tokugawa Ieyasu.

Oda Nobunaga

Toyotomi Hideyoshi

Tokugawa Ieyasu



Oda Nobunaga, originally a daimyo from the Owari Province, took control of nearly half of Japan. Betrayed by his vassal, samurai general Akechi Mitsuhide, Nobunaga was assassinated at Kyoto's Honnō-ji Temple in 1582.

Toyotomi Hideyoshi, born into a modest family, proved his skills and worth, earning Nobunaga's trust and becoming one of his vassals. Hideyoshi avenged his master, killing Akechi Mitsuhide during the Battle of Yamazaki, and eventually achieving Tenkatoitsu, the unification of Japan, by subduing the remaining daimyo.

Tokugawa Ieyasu was also one of Oda Nobunaga's vassals. Having forged a strong military alliance with Nobunaga early on, he became one of Hideyoshi's main vassals after Japan's unification. Upon Hideyoshi's death in 1598, the Tokugawa and Toyotomi factions clashed. Tokugawa Ieyasu won the Battle of Sekigahara in 1600, overthrowing the Toyotomi clan. He became shogun and established his government in Edo, modern-day Tokyo. Thus began the Edo period, with 250 years of peace.

The emblems of these three legendary commanders appear on the cards, placing you at the very heart of the Sengoku Jidai.

3 How to Play

Players take turns going clockwise, starting with the first player. On their turn, the player must choose one action from the following 3 options. When done, the turn passes to the next player on the left. This continues until the game is over.

A. Advance

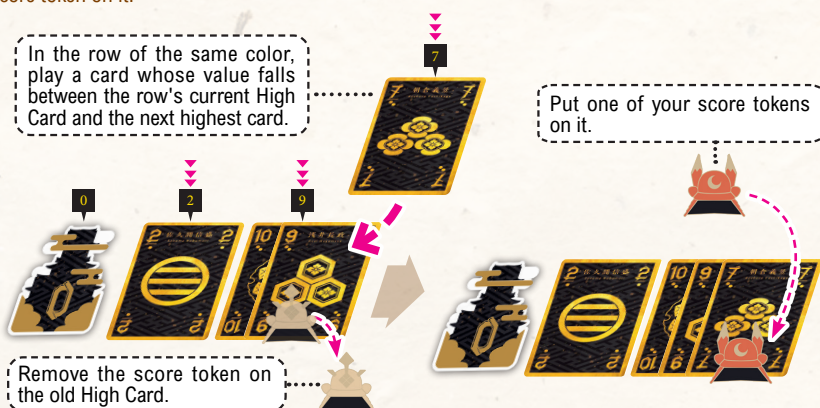
Choose a card from your hand that is both the correct color for a row, and higher than the row's current High Card. Place your card at the end of the row. Your card is the new High Card. After playing the card, put one of your score tokens on it.



B. Retreat

Choose a card from your hand whose value falls between the row's current High Card and its next highest card. Moreover, the card you choose must be the correct color for that row. First, remove the score token from the row's current High Card and give the token back to its owner. Then, put your card on top of the row's current High Card. Your card is the new High Card. Put one of your score tokens on it.

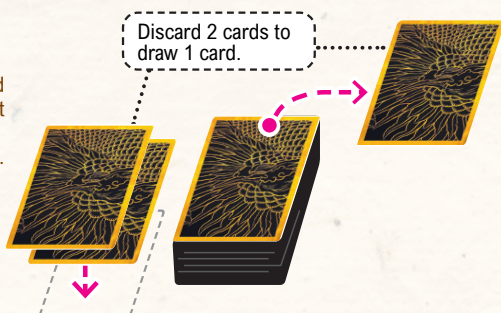
Please note: You cannot use this action to play a card in a row whose current High Card has your score token on it.



C. Draw Cards

Discard as many cards from your hand as you wish, then take that amount minus 1 from the draw pile. Example: Discard 5 cards, then draw 4.

If the draw pile runs out, shuffle the cards in the discard area to form a new draw pile.



4 End of the Game

When a player is out of cards, the game ends after all other players have completed a final turn. Players score the points on cards with their score token, and earn 1 extra point for each card beneath the top card, if any. The player with the highest total wins the game. If there are multiple players with the same total number of points, determine the winner among them by order, starting with the player who ran out of cards first and proceeding clockwise.



Final Scoring Example:
RED.....17 Points
BLUE..... 15 Points
ORANGE..... 13 Points

Card points.
Here: 2 points

5 FAQ

Is it possible to check the values of cards that are under other cards in play?

Yes. You can always check any element in the game. When you stack cards using the Retreat action, you can leave the values of the cards underneath visible.

Is the value of cards that have been covered by a Retreat action important?

No. The covered cards' values are irrelevant.

Players used the Retreat action multiple times, creating a stack of 4 cards. The top card is mine, a 13. How many points will I score?

6 points. The top card, 13, is worth 3 points, and each card underneath is worth 1 point.

I don't have cards I can play; they are all too low for Advance and Retreat actions. Can I pass my turn?

No, you cannot pass. You must choose the action Draw Cards. You may discard only 1 card, and in this case you will not draw any new cards.

Is it worth it to discard cards instead of choosing a different action?

Yes, if you are leading in points, you may want to end the game quickly.