天下鳴動

Rumble Nation

Number of Players: 2–4
Age: 10+
Playing Time: 30 min.

Game Design: Shinichi Yogi Artwork: Toru Kageyama

1. Game Overview

- You are taking the role of warlords during the Sengoku Era, the Civil War. Aim for supremacy in Japan by contending for its 11 Castles.

2. Components

- 1 Map Board

- 11 Large Castle Tokens (values 2–12)

- 11 Small Castle Tokens (values 1–6)

- 4 Sword Chips (values 4, 3, 2, 1)

- 72 Soldier Cubes (18 each in red, blue, yellow and black)

- 24 Tactic Cards (12 in Japanese, 12 in English)

- 3 Dice

- 4 Player Markers (red, blue, yellow, black)

- 30 Reinforcement Cubes (white)

- 2 Rulebooks (Japanese, English)

3. Game Setup

① Place the Map Board in the center of the table.

② Shuffle all Large Castle Tokens face-down and place one token on each circular space on the Map Board. Then flip all tokens face-up.

③ Shuffle the Tactics Card of your preferred language. Place cards face-up next to the Map Board, according to the number of players: 2 players: 3 cards. 3 players: 4 cards. 4 players: 5 cards. This is the Display. Put the remaining cards back into the box. They will not be used in this game.

④ Place the Small Castle Tokens, the Sword Chips and the Reinforcement Cubes next to the Map Board. In a game with 2 players, remove all Sword Chips with 3 and 4 swords and the Small Castle Tokens. In a game with 3 players, remove all Sword Chips with 4 swords. They will not be used in this game.

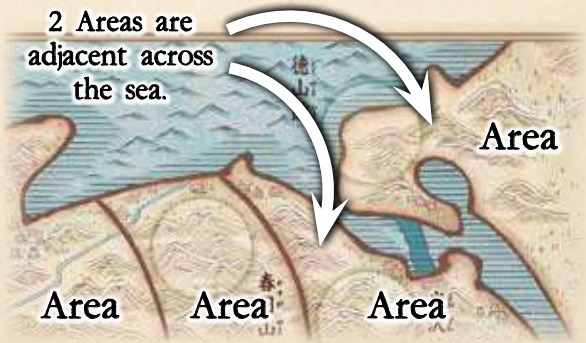
⑤ Choose your player color and take the respective Player Marker and Soldier Cubes. This is your Stock. Put the remaining Player Marker(s) and Soldier Cubes back into the box. They will not be used in this game.

⑥ Whoever has most recently visited a castle (or a random player) becomes the starting player and receives the 3 Dice.

Example: Set-up for 3-player game

4. The Map Board

- The Map is divided into 11 Areas.
- Areas connected by a thick line are considered adjacent to each other, even if they are separated by sea.



5. Gameplay

❖ The game is divided into 2 phases. In **Phase I., the Deployment Phase**, you are taking turns in clockwise order, deploying your Soldiers to prepare for the war that determines the winner in **Phase II., the War Phase**.

I. Deployment Phase

❖ On your turn you must either ① **Deploy Soldiers** or ② **use a Tactic Card**.

① Deploying Soldiers

- Roll all 3 Dice. You may reroll **all** Dice together **once** during a turn.
- Divide the Dice into two groups of 2 Dice and 1 single Die each.
- Deploy Soldier Cubes to an Area with a Large Castle Token whose number equals the sum of the 2-Dice group.
- When deploying on Shuri Castle, you may place Soldier Cubes around the island.
- The number of Soldier Cubes you deploy is determined by the number shown on the single Die (see table). You must place all Soldier Cubes unless you do not have enough cubes in your Stock (this may happen during the last turn). In that case place all remaining cubes.

Shuri Castle

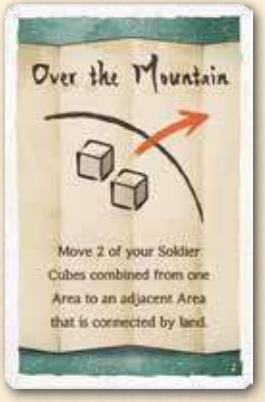
Number on the remaining single Die	⚀ or ⚁	⚂ or ⚃	⚄ or ⚅
Number of Soldier Cubes to place	1	2	3

- You may deploy Soldier Cubes to Areas containing no, your own or other players' Cubes.
- Separate the Soldier Cubes in each Area by color.

Example:

Anne rolls a 3, 4 and 5. She splits the Dice into 3+5 and 4. She places 2 Soldier Cubes on the Area with Castle Token 8 (3+5). She already has a Soldier Cube on that Area and places the 2 new cubes next to these.

② Using a Tactic Card



- You may not use a Tactic Card after you have rolled the Dice.
- You can use a Tactic Card once per game.
- When using a Tactic Card, choose any card from the Display and place it in front of you. Immediately take the action written on the card. If you cannot execute the action, you may not choose that card. **Example:** If all your Soldier Cubes are placed on the Area that is surrounded by sea, you cannot use “Over the Mountain” (card #2).
- **As soon as a player has placed all of their Soldier Cubes on the Map Board, Tactic Cards can no longer be used. All remaining players must then ① Deploy Soldiers on their remaining turns.**

❖ After you have placed all your remaining Soldier Cubes on the Map Board, take the Sword Chip with the most available swords. Your turn will be skipped for the rest of the phase.

❖ The phase continues until all players have placed all their Soldier Cubes on the Map Board. If a player finishes early, the remaining players continue to take turns. After all Soldier Cubes have been placed, move on to **Phase II: War Phase**.

II. War Phase

- Resolve war in all Areas containing Soldier Cubes following steps ①, ②, and ③. Begin resolving in the Area with the lowest Large Castle Token and continue in ascending order.
- If there is an Area without Soldier Cubes, put its Large Castle Token aside. Nobody takes the Large or a Small Castle Token from this Area.

① Determine the Winner

- Count the Soldier Cubes for each player color including any Reinforcement Cubes. (You will receive Reinforcement Cubes after the first Area was resolved.) The sum counts as that player's power.
- The player with the highest power is the winner and the player with the second highest power is the runner-up.
- In case of a tie, the tied player with the higher Sword Chip wins.

② Claim the Castle Token

- The winner takes the Large Castle Token of the Area at war and places it in front of them. In a 3- or 4-player game, the runner-up takes a Small Castle Token worth half the amount (rounded down) of the Large Castle Token of that Area.
- If only one player has Soldiers Cubes on that Area, that player takes the Large Castle Token and nobody takes a Small Castle Token.

③ Send out Reinforcements

- If you took the Large Castle Token, take and place Reinforcement Cubes.
- The winner of the Area at war places Reinforcement Cubes on adjacent Areas with their own Soldier Cubes that still have Large Castle Tokens on them. Place 2 Reinforcement Cubes in a 3-/4-player game and 1 Reinforcement Cube in a 2-player game in each of these areas.
- Place Reinforcement Cubes next to the Soldier Cubes of your color to avoid mixing them up with those of other players.
- If the Reinforcement Cubes run out, use Cubes from Areas where war has already been resolved. These are the Areas that no longer have Large Castle Tokens.

- After you have finished steps ①, ②, and ③ for all Areas, the **War Phase (Phase II.)** is over.

6. End of the Game

❖ Add up the numbers on your Castle Tokens. The player with the highest total is the winner of the game. In case of a tie the tied player with the higher Sword Chip wins.

Example: 3-player game

Anne has Sword Chip 3, Bob has Sword Chip 2 and Chuck has Sword Chip 1.

Area 2 :

Chuck is the winner and takes the Large Castle Token 2 while Bob is runner-up and takes the Small Castle Token 1. Chuck places 2 Reinforcement Cubes next to his Soldiers on Areas 5 and 12.

Area 3 :

Anne and Chuck have the same power, but Anne has the higher Sword Chip; Anne is the winner. Anne takes the Large Castle Token 3 and Chuck takes the Small Castle Token 1. Anne places 2 Reinforcement Cubes next to her Soldier Cubes on Areas 4 and 5.

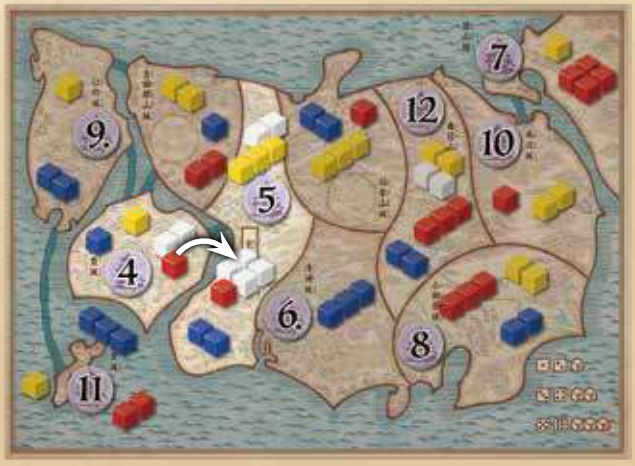
Area 4 :

Anne, Bob, and Chuck have the same number of Soldier Cubes, but with the Reinforcement Cube, Anne's power becomes 3, making her the winner of the Area at war. She takes the Large Castle Token 4. Bob has a higher Sword Chip; he is the runner-up and takes the Small Castle Token 2. Anne places 2 Reinforcement Cubes next to her Soldier Cubes on Area 5.

Area 5 :

Chuck has the most Soldier Cubes, but with the Reinforcements, Anne has the same power as Chuck. Anne is the winner of the tie because of her higher Sword Chip. Anne takes the Large Caste Token 5 and Chuck takes the Small Castle Token 2. Anne cannot take and place Reinforcement Cubes because she doesn't have Soldier Cubes in adjacent Areas.

All remaining Areas are resolved in the same way.



7. Effects of the Tactics Cards

❖ General rules for Tactic Cards

- If Soldier Cubes are moved to another Area by the effect of a Tactic Card, group those of the same color together and keep them separate from the other colors.
- When a card tells you to choose a specific number of Soldier Cubes (e. g. 2 cubes), you **must** take the full action or you cannot use the card.

#1 Scout: Move 1 of your Soldier Cubes to an adjacent Area.

#2 Over the Mountain: Move 2 of your Soldier Cubes combined from one Area to an adjacent Area that is connected by land.

- You may not move Soldier Cubes to an Area that is separated by sea.

#3 Marine: Move 2 of your Soldier Cubes combined from one Area to an adjacent Area that is connected by sea.

#4 Sub Squad: Move half of your Soldier Cubes (rounded down) combined from one Area to an adjacent Area.

- You may only use this card when you have an Area with 2 or more Soldiers Cubes in it.

#5 Ninja: Move 1 of your Soldier Cubes to any Area where you have Soldier Cubes.

- You may move the Soldier Cube to an Area which is not adjacent.

#6 Entering Kyo: Move any number of your Soldier Cubes to 京 (Kyo), from an Area adjacent to it.

#7 Support: Move 1 Soldier Cube from your Stock to any Area where you have Soldier Cubes.

#8 Rebel: Return 1 Soldier Cube of an opponent to their Stock and replace it with a Soldier Cube from your Stock.

- The Soldier Cube returned can be used as normal, like any other Soldier Cube in their Stock.

#9 Exile: Move 1 Soldier Cube of an opponent from an Area where you have Soldier Cubes to an adjacent Area.

#10 Prisoner: Move 1 Soldier Cube of an opponent from any Area to an adjacent Area where you have Soldier Cubes.

#11 Decoy: Move 1 of your Soldier Cubes and 2 Soldier Cubes of an opponent to a single adjacent Area.

#12 Retreat: Return 3 of your Soldier Cubes from any Area to your Stock. (You may return Soldier Cubes from several Areas.)

- The Soldier Cubes returned can be placed as usual, like any other Soldier Cube in your Stock.

8. Reminders

- You may reroll **all** your Dice **once** during a turn.
- As soon as a player has placed all Soldier Cubes from their Stock, Tactic Cards can no longer be used by anyone.
- If you are the winner of an Area at war, you may place 2 Reinforcement Cubes in a 3-/4-player game and 1 Reinforcement Cube in a 2-player game.

Credits
Game Design: Shinichi Yogi
Artwork: Toru Kageyama
Copy Editing EN: Board Game Circus

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Comments

- The Castles printed on the Map actually existed around the year 1560, when the Battle of Okehazama was fought.

徳山館 Tokuyama Mansion: Known as the Castle of the Clan Kakizaki (later Matsumae). One of the Donan Juuni Tate. Had connection to the Ainu people.
米沢城 Yonezawa Castle: Known as the Castle of the Clan Date. Fell under control of the Clan Uesugi during the Edo Era.
春日山城 Kasugayama Castle: Known as the Castle of the Clan Uesugi. One of the 5 major mountain castles of Japan. It was abandoned after the Civil War.
小田原城 Odawara Castle: Known as the Castle of the Clan Houjou. Until it fell before Hideyoshi Toyotomi, it held up against the attacks of Kenshin Uesugi and Shingen Takeda.
清洲城 Kiyosu Castle: Known as the Castle of Nobunaga Oda. The Kiyosu Conference was held here, after the Honnouji Incident.
稲葉山城 Inabayama Castle: Castle of the Clan Saito, until Nobunaga Oda took control and changed its name to Gifu Castle.
京 Kyo: The city of the Emperor. Kyo fell into ruin after the Onin war, but the city recovered with the help of its citizens and Hideyoshi Toyotomi.
吉田郡山城 Yoshida Koriyama Castle: Known as the Castle of the Clan Mouri. Famous for Motonari Mouri defeating the huge army of the Clan Amago.
岡豊城 Okou Castle: Known as the Castle of the Clan Chosokabe. Motochika Chosokabe ruled Shikoku Island, setting this Castle as its military base.
臼杵城 Usuki Castle: The castle was built by the Christian feudal lord Sourin Ootomo. There were many Christian facilities in the vicinity.
首里城 Shuri Castle: Castle of the Ryukyu Kingdom. It was strongly influenced by Chinese architecture and is a designated World Heritage site.