

## **Paiko: Valley of the Shrines, the 3 player variant – Version 14. Now with ordered lists!**

### ----- About -----

Before playing Paiko: Valley of the Shrines, play a few games of the 2-player. It's more engrossing, and without the 2-player background the 3-player version is a bit overwhelming. These alternate versions play like the 2-player version, except for what's listed.

### ----- Table Chat -----

Some groups like playing quietly, while others like wheeling-and-dealing alliances with each passing turn. We only give two suggestions for table chat: Verbal agreements are there to be broken, and try not to bring political baggage from one game to the next (treat each game as a fresh start!)

### ----- Story -----

A field of tall grass rustles endlessly in the steady wind of a narrow mountain valley, a passageway to distant lands. Tiny stone shrines dot the valley floor as a quiet honor to ancestors gone and forgotten. However, despite the isolation and apparent peace, this valley is tainted.... It seethes with restless spirits!

Our wise commander tells us we must control this valley to finally win the war. We brought an army, but scouts report that our enemy has rallied in kind!

We must advance carefully. The spirits here are lonely and cunning, and want nothing more than for us to wage a massive battle and add our fallen friends to their eternity. Before showing themselves, they push up long fallen bodies, trophies from eras past. In time, they can wield each body like a puppet on a string – a Zombie. Slow but tenacious, zombies will gather like a storm and wrest control of your body to add to their numbers. Unless we win quickly, we'll share their grisly fate in this VALLEY OF THE SHRINES.

### ----- Sides and Setup -----

There are three players: White, Black and Red.

The discard pile is Red's hand.

Once a tile is discarded there, it flips and stays face-down; its identity never matters again.

Before being discarded Black's and White's tiles are always face up!

Pick sides, either randomly or by choice.

Black discards 6 of her 24 tiles and places the rest in her hand. Then white does the same.

Place an upside-down discarded tile on both of the blacked-out-squares in the middle grounds.

These will give Red a slight head-start.

White and Black will play the game just as in normal Paiko.

Except they can't draw tiles because all tiles are in players' hands at the start.

### ----- Win Conditions -----

You can only win on your turn.

White or Black wins by getting 5 or more points, and at least 3 more points than the other player.

Red wins when the number of zombies plus white's or black's score (whichever's higher) reaches 12.

When red wins, black and white draw (aka tie) rather than lose.

When unavoidably losing, white/black should try giving Red the victory (obstructing the valley).

... without sacrificing any tiles to red, if possible. (Don't feed your friends to zombies)

### ----- Turn Order -----

All three of the following have the same result; pick the one that makes the most sense to you!

-- Start with White, then Black, then Red.

Every time Red takes a turn, you reverse the directions you take turns around the table.

(like the reverse card in Uno).

-- Follow the "Turn Order" chart on the final page.

-- Take turns in this order:

White, Black, Red, Black, White, Red, White, Black, Red, Black, White, Red, White...

----- RED -----

#### RED'S PIECES

A single upside-down tile is called a corpse.

Corpses cannot shift, and are worth no points.

Two stacked upside-down tiles are called a zombie.

Zombies can shift 1 and are effectively worth 1 point each.

Zombies can also zombify white/black tiles as explained after the actions.

Both corpses and zombies create no threat or cover.

Both require 3 total threat (white and black) to be captured back to the discard pile (Red's hand).

#### ON RED'S TURN

Red must do any 1 of these 4 actions on their turn:

-- Deploy a corpse in any empty square (even black squares) that is not in the **cover** of a tile.  
(however, the cover of homegrounds has no effect).

-- Make a zombie from a corpse that is not in the cover of a tile by deploying a face down tile on it.

-- Shift any zombie 1 tile

Zombies created on a black square (a shrine) can shift off of it, but not back on.

-- Retrieve any number of face-down tiles from the board back to the discard pile (Red's hand).

Red can convert zombies back into corpses in the process.

#### ZOMBIFYING

Zombifying is performed after Red's action, just before the capture phase of Red's turn.

Red may zombify any/all white/black tiles adjacent to (sharing an edge or corner with) two zombies.

Zombify by flipping the white/black tile over and deploying another upsidedown tile atop it

This only happens once per red turn, so zombifying does not cascade.

After zombifying tiles, perform a capture phase as normal.

If white/black tiles are captured, red may choose the order.

----- Advice on Tactics -----

Unless you're totally awesome, you won't be able to win by strength alone. If the other two players side against you, you will start to fall behind. So, in order to win, you must pit your opponents against each other while and accruing small advantages across the board. Then, snap it all into play before the others can react. It takes one part patience and two parts evil cunning, but it's great fun once you get the hang of it.

Red (like zombies), will win in the long run; patience is a virtue. Remember that to keep the game in balance you can deploy corpses in pivotal spots to obstruct the player in the lead from deploying. Beware trying to zombify too soon in an effort for fast points, as it can unbalance and lose you the game.

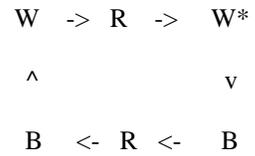
----- Helpful Charts -----

Score Board. Have 3 chits to scoot up and down the tracks. Red's chit tracks the number of zombies. If it goes beneath a white or black chit, red wins! White or black wins with 5 or more points and atleast 3 points more than their opponent.

### Score

Number of Zombies	White Score	Black Score
0	12	12
1	11	11
2	10	10
3	9	9
4	8	8
5	7	7
6	6	6
7	5*	5*
8	4	4
9	3	3
10	2	2
11	1	1
	0	0

### Turn order



\* Star here. Follow the arrows

\* Minimum points for victory!