

**Paiko: The Ronin Prince**, the 4-7 player variant – Version 13c. Now with ordered lists!

----- About -----

In addition to the standard Paiko set you'll need a clock/stopwatch, a token (anything will do), and optionally up to 14 paperclips or bits-of-paper to put on top of tiles when they deploy and shift. Make sure to play 2 player Paiko first, as the rules for capture, movement and such are the same, except where listed.

----- Table Chat -----

Important for fun and balance: Black players cannot specifically tell other black player how to play their move (eg. Don't say "If you have a bow, place it here"). However, they can (and certainly should) enjoy talking about strategies and goals (eg. "Let's threaten here", "Does anyone else want to move this tile?"). As a hard and fast way to distinguish the two, don't talk about what specific tiles are in peoples' hands, and don't talk about how specifically to accomplish a goal. This fits the game's balance, makes things more interesting and keeps things civil.

----- Story -----

After our great empress relinquished her rule to make way for the dawn of a new age, her many honorable courtiers and samurai stepped down in kind, masterless. For a moment, this included her son, whom was once destined to rule over the land. However, just as he stepped down as prince, he drew his sword as a masterless Ronin, shamefully fighting to bring back his throne.

With only an army of mercenaries, he fights against the full might of an empire, but he fights us divided without our leader. During the interim between governments, each fiefdom stands for itself. Yet, together we must stand. Together, as equals, we shall battle to defend our honor and pave the way for our new era to come.

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

One player plays the white tiles as "The White Ronin Prince"

The rest of the players play the black tiles as "The Black Generals".

Each black player chooses and takes a different type of tile as their black hero tile and places it face-up atop a randomly chosen white tile.

Finally, a random black player takes the 'first-turn' token.

----- In Each Round -----

**DRAW**

All players discard any tiles in their hand (except blacks' hero tiles) back to their tile reserves.

Then all players draw a number [**see table**] of random face-down tiles for use in this round only.

Keep the tiles hidden.

**PLAY**

White plays a number [**see table**] of actions.

Afterwards each black player makes a single action

Start with the black player with the first-turn token and proceeding clockwise.

Each action can be:

Deploying

Shifting (Black players may shift any available black tile except eachothers' hero tiles).

Players can pass on their action.

Black players can spend their action to return their hero tile to their hand.

White may spend two actions during their turn to deploy a tile from their hand as a hero tile.

To do so, stack the hero tile atop a random face-down tile from white's tile reserve.

White may have at maximum 4 hero tiles and only one of each type.

Unlike 2 player Paiko, no one may draw.

Any tile deployed/shifted/redeployed is considered "busy" until the capture phase. Busy tiles:

Create no threat or cover

Cannot be shifted

Should be highlighted by placing a paperclip, or scrap of paper atop them.

Each side must make all of their actions within the listed time [**see table**].

If the time goes over, all further actions are lost. (Don't worry, it happens!)  
 If you need to do something in a hurry, it seldom hurts to deploy a tile.  
 Time spent talking about rules and illegal moves is off the clock.  
 Time spent talking about strategy is on the clock and designed to be part of the allotted time.

#### CAPTURE

This is the ideal time for side chatter!  
 Remove all paperclips/scraps of paper.  
 First, white captures any black tiles possible to capture.  
 Then, black captures any white tiles possible to capture.  
 All captured tiles flip upsidedown and go to respective tile reserves, not a discard pile.  
 Do not draw as a reward for capture.

#### CHECK FOR VICTORY

White wins when they obtain 10 or more points.  
 Black wins when they obtain 10 or more points and at least 2 points more than white.

#### ROTATE

Pass the 'first-turn' token to the next black player clockwise. Then, start the next turn.

The Table

# of Players	# Black Players	# Tiles White Draws	# Tiles Black Draws	# Actions White Makes	Time White Has	Time Black Has
4	3	4	3	3	1:30	2:00
5	4	4	2	4	2:00	2:00
6	5	5	2	5	2:30	2:30
7	6	5	1	6	3:00	2:30

#### ----- Hero Tiles -----

Each hero tile has the following advantages over its normal counterparts:

Air: Shifts 2.

Bow: Optionally, instead of moving, can re-deploy (like Water).

Earth: Covers itself.

Fire: No longer threatens itself and no longer threatens other friendly tiles. However, you still may never deploy friendly tiles in its threat.

Lotus: Friendly tiles in its cover cannot be captured, though it can still be captured.

Sai: Any friendly tile deployed via Sai may move up to their max move when deployed (like Sai.)

Sword: Opponent tiles cannot move from, to or through Sword's threat (like they were black squares.)

Water: Any friendly tile in water's threat or cover may be redeployed instead of moving (like Water.)