

FAQ



CHECK RULEBOOK 1.02 (INCLUDES ADDITIONAL INFORMATION AND UPDATED RANGE RULES)

SPECIAL OBJECTS

Special (purple) items are not part of the market deck. They can only be obtained as special rewards. During game preparation, put special cards aside. The game will tell you when to draw one.

CAN ARMOUR OR KAMI AFFINITY BE REDUCED TO 0?

Yes. Remove the cube from the track to indicate so. Do not discard the Kami or Armor card if their value reaches 0.

DO ENEMIES ACTIVATE WHEN PLACED ON THE MAP DURING ADVENTURE PHASE?

No, enemies only activate during the Shogun's turn, at the start of each round.

HOW TO DETERMINE HOW MUCH DAMAGE A CHARACTER IS DEALT?

Subtract your armor (🛡️) from the hits (🔥) received. The result is the number of damage (💧) you suffer.

$$\boxed{\text{🔥} - \text{🛡️} = \text{💧}}$$

WHEN DOES USING AN ITEM COST ACTION POINTS?

During Adventure Phase, using an item is a free action. During Exploration Phase, using a Permanent item is a free action and using a consumable item costs 1 🧑. Using Special items is a free action unless otherwise stated on its description.

DETERMINING RANGE

To determine the range, count the shortest distance in squares, excluding the origin square, but including the destination square.

WHAT IS THE DIFFERENCE BETWEEN HITS AND DAMAGE?

Hits (🔥) are parried with armour (🛡️), and for enemies, with defense (🛡️) and armor (🛡️).
Damage (💧) is applied directly, it cannot be blocked.

MALICE TRACK

The Malice track must be placed next to the tiles at the start of each Exploration Phase, with its marker at 0.

WHO ARE THE INITIAL KAMIS?

The initial Kamis do not include the Shinigami or Ryujin. They include the 8 shown in the rulebook: Hachiman, Inari, Izanami, Susanoo, Amaterasu, Amatsumara, Amatsumikaboshi and Dosojin.

HOW DOES JIRŌBŌ'S OMAMORI WORK?

You can use Jirōbō's Omamori once in the entire game. The moment you do so, you will share the information of one of your quests with all other characters who still have Jirōbō's Omamori without needing to share location.

Once you have shared, or received mission information, using Jirōbō's Omomamori, all players must exhaust the card until the end of the phase, flipping it over.