

# 箱庭の国

## The Reclamation

[2 Players, 10 - 20 Minutes]

A new ruler of an abandoned garden,  
it is magical flowers

Take the seat of the Lord of this garden,  
with the power of the great flower  
"Gardener"

## Components

36 Stones

1 Board

8 Cards

1 Manual(en/ja)

## Introduction

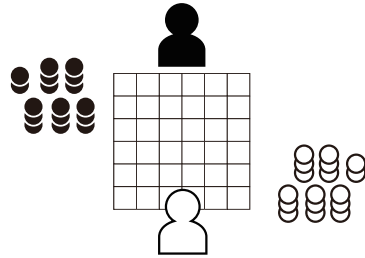
"The Reclamation" (箱庭の国 "Hakoniwa-no-kuni") is a board game that manipulates cards and stones, and compares the power as a leader in a small world on the board. First, I will explain the basic way of playing ("The Garden" rule), then next the advanced rule ("The Throne" rule).

### 1 Rule: The Garden

In "The Garden" rule, players will manipulate each one's "Gardener" and aim to make territory on the board.

## Setup

Players face each other across the board.



Before starting the game, each player chooses his side from the patterns on the each side of the stone. Then receive 17 stones each and put them with the pattern of your side face up, in the reach of your hand.

After distributing stones, each player stack them 3 stones, and place it on the square on the right side in the bottom row of the board, as seen from themselves.

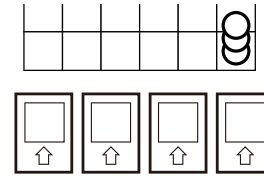
!) In this game, 3 stacked stones are called the "Gardener". The Gardener is the only element that a player can directly operate at the board.



Next, the player receives a set of 4 "Reclamation Cards". Please make sure that the content of each set of card is the same for each player except for the kind of arrow mark. Cards should be face-up on the black printed side (not red) and align them with arrow marks facing up

as you look at them.

Also, before the game starts, prepare a discard area near you.



Decide the first player in a fair way, then the game start.

## Game Flow

The game progresses by players taking turns alternately. On the turn, if either player meets the victory condition, the game ends with that player's victory. Victory conditions will be described later.

## Turn Flow

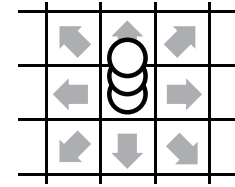
With turns, let your Gardener perform the following two actions in order.

1. Move
2. Reclamation

!) If the gardener can not perform at least one of the above actions, its owner loses the game immediately.

### Action1: Move

In this action, the Gardener is moved to empty square which are adjacent in the up and down, left and right, and oblique directions. At this time, move the 3 stacked stones together.



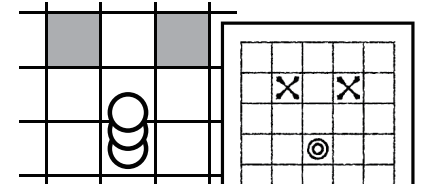
!) The Gardener without any empty squares next to each eight directions can not do this action.

### Action2: Reclamation

Reclamation is the most important factor of this game. By doing this you can put your stones on the board, and take the opponent's stones off the board. These are factors directly affecting victory in this game.

First, choose one Reclamation Card at hand. The range to do Reclamation is all the square on the board corresponding to the position of X, when the position of © in the figure is set as the square of the Gardener.

The card has an orientation, and it corresponds to the orientation of the board seen from yourself. You can not use the figure in the Reclamation Card by rotating it.



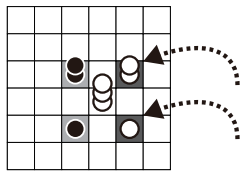
The concrete processing of Reclamation is below:

1. Put your stone one by one in

"your own territory" of the range of Reclamation.

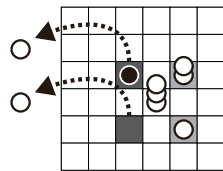
"Your own territory" is the square that only 1 your stone is placed.

2. After that, also put your stone one by one in the empty square of the range of Reclamation.

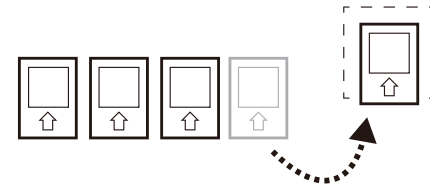


3. Next, take the stone one by one from the "opponent's territory" of the range of Reclamation.

The "opponent's territory" is the square that 1 or 2 opponent's stone(s) is placed.

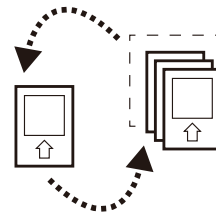


The stone taken from the "opponent's territory" will be placed with the pattern of your side face-up at hand.



However, when using the last card left at hand, all the cards in the discard area will return to your hand and they will be ready to use again.

Instead, put the last card you use in the discard area.



!) As a result of Reclamation, there must be some change necessarily on the board. You can not do Reclamation that does not affect the board.

### Victory Condition

If the squares your stones (including "gardeners") is placed are 12 or more, you win the game.

## 2 Rule: The Throne

In "The Throne" rule, players aim to destroy opponent's Gardener from this garden. This rule is characterized by Reclamation, allowing you to place stones on a square where two of your stones are

stacked, and to remove the stone from the opponent's Gardener. In this game, we regard the 3 stacked stone as a Gardener, so the stone in that state becomes a new Gardener, and conversely the Gardener who lost a stone at least one, It loses its function at the same time. In other words, with this rule, your Gardener will increase or decrease.

The differences from the basic rules are shown below.

### Setup:

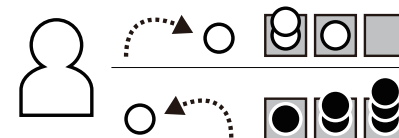
- You receive 18 stones.
- Use the red face of the card.

### Turn Flow :

If you have several Gardeners, choose only one to manipulate this turn.

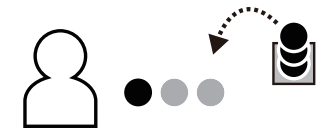
### Game Flow:

- In this rule, "your own territory" is a square with 1 or 2 your stone(s).
- And "opponent's territory" is a square with 1 or more opponent's stone(s).



Following the above rule change, the procedure below will be added.

- When you take a stone from the opponent's Gardener, put it in your hand with the pattern of the opponent's side face-up. You can not use this stone for Reclamation.



### Victory Condition :

If all the opponent's Gardener is lost, you win the game. Also, if you place 3 stones from your opponent's Gardener at hand, you win the game.

### Details

- When placing a stone by Reclamation, if the stone at hand is not enough to complete the step, at that step arbitrarily choose from the squares to be reclaimed and all the remaining stones place there one by one. After that, do the step of taking the opponent's stone.
- You can not do Reclamation so as not to affect the board (this means that you can not "blank shot"), but Reclamation just to take stones and just placing stones are allowed.

### Credit

2017 はくし Hakushi, <http://kuuri.net> 空理計画, ver2.1(First ED. TGM2016A)