

箱庭の国

The Reclamation

Board game for 2 players, 10-20min.

After everyone has gone off, the new rulers of the garden are enchanted flowers.
It is time to compete for the throne by using the power of your particularly large flower "Gardener", which can practice magic.

Components

- 36 stones
- 1 board
- 8 Reclamation cards (4 cards per player)
- Japanese and English (this) rule sheets

Overview

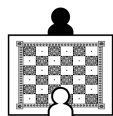
The Reclamation is a board game in which players use cards and stones to compare their leadership skills in the small world on the board. This rule sheet first provides the basic rules "Garden". This is followed by the variant "Throne".

◇ 1 Basic Rules: "Garden"

In the basic rules, players compete to create their territories on the board.

◆ Setup

Players sit facing each other with the board on the table between them.



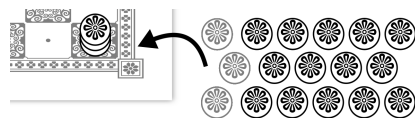
First, set up the stones. The stones are engraved with a different icon ("Flower" and "Tendril") on each side. These icons indicate factions.



Before starting the game, determine the start player in whatever way you like. The start player plays the "Flower" faction, and the non-start player plays the "Tendril" faction.

After the factions are determined, each player places **17 stones** with the side of their faction icon face up in front of themselves. (Put the remaining stones aside.)

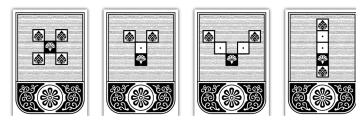
After that, the players each stack **3** of their stones on top of each other and place them on the square **on the their bottom right corner of the board**.



In this game, such **stack of three stones on the board** is called a "Gardener".



Each player also places in front of them **all of the four Reclamation cards** (hereafter called "cards") with the player's faction icon on them. These cards are **the same for both players** except for the faction icons. Place the cards with **the black printed side** face up and the faction icon positioned at the bottom.



Now, the setup is complete. Let's start the game.

◆ Game Flow

The game proceeds by players taking turns in order, beginning with the start player.

When the active player has their stones **placed in 12 or more squares**, the game ends immediately and that player wins the game.

The game also ends when the active player **fails to complete their turn**, and that player loses the game.

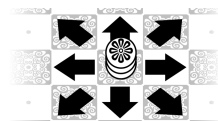
◆ What to Do in Your Turn

Make your Gardener perform two actions, namely "Move" and "Reclamation", in order.

Gardener's Action 1: Move

Move your Gardener to **an orthogonally or diagonally adjacent empty square**. When you

do this, move the stack of three stones together.



*** If there is not any empty square around the active player's Gardener, the active player cannot perform this action and loses the game immediately.**

Gardener's Action 2: Reclamation

By performing "Reclamation", you can place your stones on the board and take your opponent's stones.

First, choose a card to use for Reclamation.

The figure on the card shows the relative position between the active player's Gardener and the squares to perform Reclamation.



In the figure, the "black square with an icon" indicates **the square where the player's Gardener is**, and the "white squares each with an icon" indicate **the squares to perform Reclamation**. (The white squares each with a dot are marks to indicate the distance between the squares.)

For example, if you use the card shown above, your Gardener performs Reclamation on two squares, which are each located away to the "front by two squares and left by one square" and "front by two squares and right by one square".

*** You must not change the orientation of the card when you use it.**

Once you have indicated your intention to use a card (by putting it aside to indicate that it has been used), perform Reclamation to all the squares subject to Reclamation as follows:

1. In all applicable squares where one of your stone has been placed, place another stone from your hand on top of each of such stones. **When you do this, do not place any stone in a square where two of your stones have been stacked.** (Thus, no more than two stones can be stacked on the board, except for the Gardener, which is

a stack of three stones from the start.)

2. Next, place one of your stones in **all applicable empty squares**.
3. Lastly, remove the **topmost stone from all the applicable squares where your opponent's stone(s) have been placed**, and place them in front of you. (If your opponent has only one stone in the applicable square, that square becomes empty. If the opponent has a stack of two stones there, only the bottom one remains.) **When you do this, you must not take a stone from your opponent's Gardener.**

After taking such stones, place them in front of you with your faction icon face up. (These stones change from your opponent's to your stones.)

When performing the above Steps 1 and 2, if you do not have enough stones in your hand to place, place the stones you have in **any of the applicable squares**. If you do not have any stones, skip these steps.

*** It is not allowed to perform Reclamation that does not make any changes to the items on the board. If the active player cannot perform anything by Reclamation, they lose the game immediately.**

.....
Reclamation Example 1: When the area around your Gardener is as shown below, you have played the card as shown to have your Gardener perform Reclamation.



Then, the items on the board change as follows.



Look at the first figure.

At the start of Reclamation, look for any square with your stone(s). One of your stones is in the square to the upper right of your Gardener. Place a stone from your hand on top of it. Next, look for any applicable empty square. There is an empty square to the lower right of

the Gardener, so place one of your stones there as well.

Next, look for any applicable square with your opponent's stone(s). There is a square with your opponent's stone to the upper left of your Gardener, so take this stone, flip it to the side with your faction icon face up and place it in front of you.

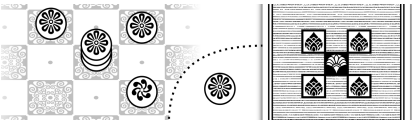
There is also a square with a stack of your opponent's two stones to the lower left of your Gardener. Take only the stone on the top. Now, you have completed the Reclamation in your current turn.

Reclamation Example 2: The figure shows the situation around your Gardener and the card used.



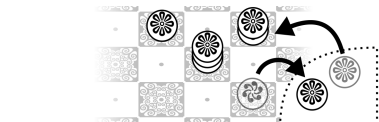
First, look for any applicable square with your stone(s). There is a square with a stack of your two stones to the upper right of your Gardener. Thus, you cannot place any stone in this square. There is not any empty square in the area subject to Reclamation, so look for any square with your opponent's stone. Your opponent's Gardener is in square to the upper left of your Gardener, but you cannot take a stone from the Gardener. As a result, you cannot make any change to the items on the board by this Reclamation. It is not possible to perform this kind of Reclamation.

Reclamation Example 3: You have only one stone in your hand. The situation and the card used are as follows.

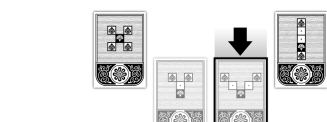


First, look for any applicable square with your stone(s). There is a square with one of your stones to the upper right and upper left of your Gardener, so stack your last stone **on either of them**. In this case, you have stacked the stone on the upper right one. As a result, you have run out of stones from your hand. Now, move on to the next step. **Since you do**

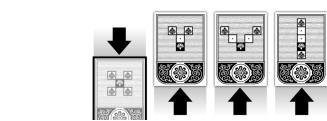
not have any stone in hand at this point, you cannot place a stone in the empty square to the lower left of your Gardener. Now, move on to the last step. Take your opponent's stone in the square to the bottom right of your Gardener. Now, you have one stone in your hand as a stock.



Note that you cannot use the stone(s) that **you have taken from your opponent in the current turn**. You can use such snatched stone(s) for Reclamation only in your subsequent turns. Meanwhile, you cannot use the used cards in your subsequent turns. Thus, the number of cards you can use gradually decreases.



However, when you have used the last card left in your hand, all three cards you have used before that **will be available again**. Instead, the last card you have used becomes a used card.



◆ Victory Conditions

The active player wins the game when the number of squares with their stones (including their Gardener) reaches **12 or more** during their turn.

◇ 2 Variant: "Throne"

In the variant "Throne", the goal is to get rid of all of the opponent's Gardeners from the garden. This variant mainly differs from the "Garden" rules in that "Reclamation" **allows you to place stones also in squares with stacks of two of your stones**, and that **you can also remove stones from your opponent's Gardeners**.

In this game, each stack of three stones counts as a Gardener, so **if three stones are stacked, they become a new Gardener, and conversely, if a Gardener loses a stone, it no longer counts as a Gardener**.

Thus, **the number of each player's Gardeners fluctuates**.

Here is a detailed description of the differences between this variant and the basic rules.

◆ Setup

- Each player receives **18 stones**.
- Use the **red side** of the Reclamation cards.

◆ What to Do in Your Turn

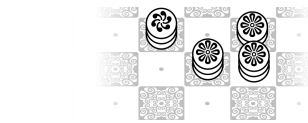
If you have multiple Gardeners, choose **only one of them** to perform Move and Reclamation.

"Reclamation" Procedure

1. At the start of your turn, add one of your stones to each **applicable square where one or two of your stones have been placed**.
2. Then place one of your stones to the applicable empty squares.
3. Lastly, take a stone from **the applicable squares where your opponent's stones, including the opponent's Gardeners, have been placed**.

The stones you take from your opponent's Gardeners must be placed in front of you with the **opponent's faction icon face up**. **You cannot use these stones for Reclamation**.

Example of a turn in the variant "Throne": The figure below shows part of the board.

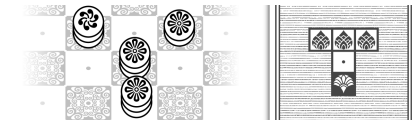


You have decided to use your Gardener at the right.

First, you move it to the lower left.

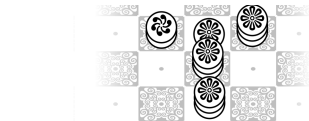


Next, you perform Reclamation. You have chosen to use the card shown below.



First, there is a square with two of your stones to the upper right of your Gardener, so add one of your stones to it. Now, the number of your Gardeners has increased to three. (There is also an empty applicable square in front, so place a stone there as well.)

There is also a Gardener of your opponent to the upper left, so take a stone from it. Now, your opponent has one less Gardener. Keep the stones that you have taken in front of you.



◆ Victory Conditions

You win **if your opponent loses all of their Gardeners** during your turn. You also win when the number of stones that you have taken from your opponent's Gardeners reaches **three stones** during your turn.

◇ 3 Notes

- You cannot perform Reclamation without making any changes to the items on the board, but you can perform Reclamation in which you only place or only take a stone(s).
- If the Reclamation area extends beyond the edge of the board, simply ignore the extended part when you perform Reclamation.

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