箱 庭 の 国

The Reclamation

Board game for 2players, 10-20min

The new ruler of the abandoned garden
is the magical flowers.
Let's be the lord of this garden
with the power of the enchanted flower
called "Gardener".

Components

36 Stones
1 Board
8 Cards（4 for each player）
1 Manual (En, Ja each)

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 aim to make territory on the board.

◆　Setup

Players face each other across the board.
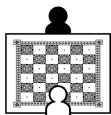
Each player will prepare a stone for the first time. On both sides, different patterns ("Flower", "Tendril") are engraved on the stone. These represent the camp in this game.

華 Flower　蔓 Tendril

Before starting the game, both players decide whether they are first or second hand. The first player is the camp of "Flower", the player of the second hand becomes the camp of "Tendril".

When the camp is decided, put the stones of each player **17** pieces at hand, and turn the face of his camp face up. (Remove the remaining stones away.)

After that, both players stack **3** of the stones at hand and place them on the **square in front of you on your right** on the board.
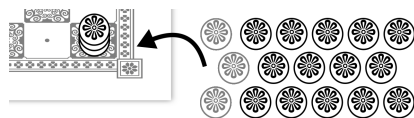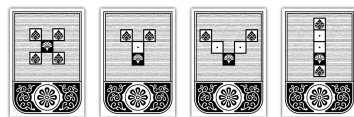

In this game, **the stone stacked 3 on the board is called the "Gardener"**.

庭師
The Gardener

In addition, the player arranges the cards **all (4 sheets)** on which the pattern of his side is drawn.

Cards on hand will be **same content for both players** except for campaign patterns. Please put the card in the **black printed side** face-up, so that the pattern of the camp is in front.

The game is now ready. Let's start the game.

◆　Game Flow

The game progresses by players alternating with each other from the first side.

When the stone of the active player is put on **12 or more** squares, the game ends with that player's victory.
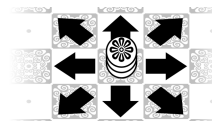
Also, if the active player **can not complete the turn action**, the player will be defeated.

◆　Turn Flow

The active player runs 2 actions, **"Move" and "Reclamation" in turn**, on his **"Gardener"**.

Action1: Move

Move the "Gardener" to **empty squares** that are **next to each other vertically, horizontally, or diagonally**. At this time, move the 3 stacked stones together.

* If there is no empty space around "Gardener", this action can not be executed and the active player will be defeated.

Action2: Reclamation

When the active player executes "Relamation", place the player's own stone on the board and simultaneously take the opponent's stone.

First, choose the card to use for "Reclamation".

The figure written on the card shows the relative positional relationship between the "Gardener" of the active player and the squares which is the target of the "Relamation" this time.

In the figure, "black square with a pattern" means **a square with your "Gardener"**, "white squares with a pattern" means **squares for "Reclamation"**. (A white square with a dot is a marker to represent the distance between the squares.)

For example, when using the card in the above figure,"2 squares in front, 1 squared away on the left" and "2 squares in front and 1 squared away on the right" will be subjects to "Reclamation".

When the active player displays the intention to use the card, let's say that the card has been used by pulling down the card or putting it aside. Then, the active player carries out the following procedure for all squares to be execute the "Reclamation".

1. The active player places his or her stones one by one on all the squares where **only one stone of their own is placed**. At this time, the active

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player does not do anything to the square where 2 of his stones are already placed. (In other words, 3 or more stones are not placed on the board except for the "Gardener" which exists from the beginning.)

2. Next, the active player places his own stone one by one in **all empty squares**.

3. Finally, the active player removes **the topmost one from every square where the opponent's stone is placed**, and places them at his own hand. (If only one stone of the opponent is placed, it becomes a empty square, if 2 stones are stacked, the lower one will remain.) **At this time, the player should not take stones from the opponent's "Gardener".** A stone placed at hand makes his own chef's side face-up. (It changes from opponent's stone to the active player's stone.)

If there are no stones at hand 1 and 2 in the above procedure, the active player will **arbitrarily choose from the squares to be processed**. If there is no stone at hand, the player skips these steps.

* "Reclamation" that does not affect anything on the board after all these processes, can not be executed. If there is no "Reclamation" that can be executed, the active player will be defeated.

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Ex. 1)
You execute the "Reclamation" using the card in the figure, under the situation as shown below.
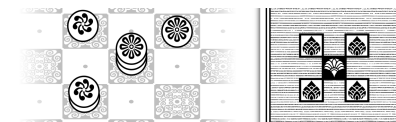
Then, the board will change as follows.

Please look at the first picture.

When "Reclamation" begins, first search for the squares where your stone was placed. There is your stone in the square on the right side of the "Gardener", so stack your stone on top of it.
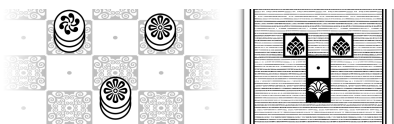
Next, look for empty squares. There is an empty square in the lower right of the "Gardener", so put a stone in the same way.

Next, look for the squares where the opponent's stone is placed. The stone of the opponent is placed on the upper left corner of the "Gardener", so take it and turn it over and let it at your hand.

There is another stone in the lower left of "Gardener". Here 2 stackes, so take only one on top.

With this, your "Reclamation" is over.

Ex. 2) Shows the circumstances around "Gardener" and cards to use.

First of all, you will look for the squares where your stone was placed. There is your stone in the square in the upper right, but 2 already are stacked.

Therefore, you can not put a stone in this square.

Since there is no empty square within the scope of "Reclamation", look for the square where the opponent's stone was placed next.

There is the opponent's "Gardener" in the upper left square, but you can not take the stone from the "Gardener".

As a result, this "Reclamation" did not give any change to the board.

Such "Reclamation" **can not be executed**.

Ex. 3) You have **only one stone** now.
The situation and the cards to use are as follows.
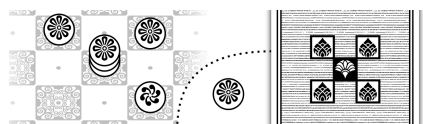
First of all, you will look for the squares where your stone was placed.

Because there is your stone in the upper right and the upper left, put a stone on **either of them**. This time, you chose the upper right. As a result, stones are gone from hand.

Proceed to the next step. At this time, there is no stone at hand, so you can not put a stone at the bottom left empty square.

This is the last step. Take the opponent's stone in the lower right. With this, the stock of the stone revived at hand.
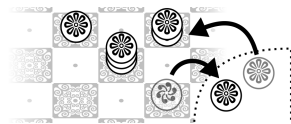
Due to the provision of the procedure procedure of "Reclamation", **you can not immediately use the stone you took in turn**, be careful. The opponent's stone you take can be used for "Reclamation" from the next turn.
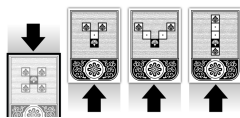
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In addition, it becomes impossible to use the used card from the next turn. In other words, the choices of cards that can be used will gradually decline.
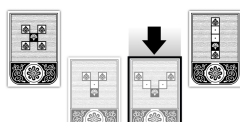
However, when using the last card remaining at hand, all 3 used cards at that time will be able to **use again**.

Instead, the last card you used will be used.

◆ Victory Condition

If the square where the stone of the active player is placed (including the square with "Gardener") becomes **12 squares or more**, that player will win the game.

◇ 2 Rule: The Throne

In "The Throne" rule, players aim to destroy opponent's "Gardener" from this garden.

The big difference between this rule and the basic rule is that by "Reclamation" it is possible to place stones on the square **where 2 of the player's stones are stacked on**, and to be able to **take a stone from the opponent's "Gardener"**.

In this game, 3 stones placed in a stack are regarded as "Gardener", so **if 3 stones are stacked in the game, it will be a new "Gardener"**, and conversely **even one stone The lost "Gardener' is no longer 'Gardener"**.

In other words, this rule means that **the number of "Gardener" possessed by the player may increases or decreases**. The details of the difference from the basic rule are shown below.

◆ *Setup*
- Each player receives **18** stones.
- The cards uses the **red face**.

◆ *Turn Flow*

If the active player has several "Gardeners", **choose one of the "Gardeners" to act on this turn**, and execute "Move" and "Reclamation".
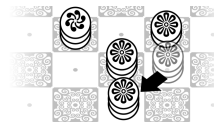
Action: Reclamation

1. The active player places a stone in all of the squares where **1 or 2 of his stones was placed**.
2. After that, the player put his stone to all empty squares.
3. Finally, the active player takes the stone from the squares where the opponent's stone is placed, **including the opponent's "Gardener"**. In addition, the stone taken from opponent's "Gardener" **keeps the pattern of the opponent's camp face-up** and puts it at hand. **You can not use this stone for "Reclamation".**

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Ex. 1) Below is a partial view of the board.
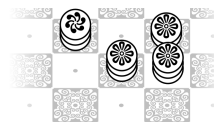
This time, you decided to act on the "Gardener" on the right side of the figure. First move it in the lower left direction.

Next you will do "Reclamation". This time, you use the card of the following figure.

First of all, the square where 2 of your stones are placed was found on the upper right of the "Gardener", so place a stone there. With this, your "Gardener" has increased to 3. (There are empty squares in front so you will put stones there too.)

Also, there is an opponent's "Gardener" in the upper left, so take a stone there. With this, the opponent's 'Gardener' has decreased by one.

Let's take the stone as it is at hand.

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◆ *Victory Condition*

When the opponent's "Gardener" is all gone, the active player will win . Also, if **3** stones taken from the opponent's "Gardener" are placed at the hand of the active player, the active player will win.

◇ 3 Rule Details

- You can not execute "Reclamation" so that it does not affect the board, but you can do "Reclamation" just to place a stone or "Reclamation" just to take a stone.

- If the range of "Reclamation" extends beyond the board, you simply ignore the overflowing part and proceed.