

# Players' leaflets for Kanagawa

## with Yokai expansion

Don't print this - the leaflet starts on next page

### Printing

They're created at A5 size, which is half of A4.

Think about which goes on the back of which



More little rules leaflets here ►

[FunGames4CasualPlayers.com](http://FunGames4CasualPlayers.com)



# Scores - gaining greatest harmony

## First

Including the starting segments, count 1 harmony point for every tile in students' panoramas.

## Second

Gain 1 harmony point for every segment in the longest **continuous** run of an identical season within a panorama.

Remember to include storm wild cards that appear on lesson cards, and to use any storm tokens that have been earned.

## Third

Count the harmonies showing both on the panorama and in the studio, taking account of the losses.

## Fourth

Count the harmony points coming from diplomas.

## Grand master

The student who ends with him gets 2 harmony points.



## Last, but not least

### - the spirits

Owning one Yokai at the end costs 1 harmony point.

With two of them, it's 4 points lost.

If a student holds all three, 9 harmony points are spirited away!

## That's it - who's most harmonious ?



## Kanagawa



## Following Hokusai's teachings

In each round (or school term) there are up to three lessons, displayed by the Grand Master across the school's notice board.

Each lesson brings opportunity to either add to student's panoramic prints or to enhance their studios ~ often they can do both.

At their turn they face two decisions, which are ..

- 1 - whether to take lessons (*before someone else does*) and leave the school for the rest of the term.
- 2 - how to best use lessons they've taken.

## Finishing - when the game ends

### It ends when one of these happens ...

- 1- there are no more cards, and all the lessons have been chosen.
- 2 - at the end of a round, or school term, if at least one student has eleven or more segments in their panorama, including their starting card.

## Winning - most harmony points wins.

Harmony points accrue within the developing paintings, Others come as part of a studio's expansion. Yet more come from valuable diplomas, gathered along the way.

Some come at the end, when the body of students' work is assessed.

Throughout the course of study, students need to keep an eye on all these ways of attaining harmony.

## Grand Master

The Grand Master lays out the lessons, and has first choice to take the lessons on display.

If his Assistant moves to the studio of a different student, that student will gain the Grand Master at the end of the term, or round.



## School board - it shows the lessons

When there are four students, the board uses all four columns.

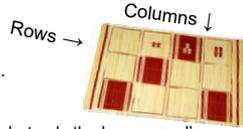
Each row is a teaching session.

Lessons' contents can be seen when placed on a light square, but only the lesson card's reverse is seen when it's on a solid square.

Reverse sides show what could be the foreground subject of the print that shows on the lesson side - but it's not guaranteed.

So, a green reverse side showing a tree-outline suggests there is one tree or more in the foreground on the other side - but there may be none.

It won't be anything else, but there may be no trees.



## Lessons - how to 'take' them

Each teaching term, there will be up to three rows of cards across the board. To begin, the Grand Master lays four lesson cards across the top row.

Starting with the Grand Master, each may choose to take one of those lesson cards. If anybody takes a lesson, they can't take any more this term (round).

If any of the lesson cards are not taken, the Master places new cards beneath each unused card, and students who did not take a lesson previously can now choose all the cards in one of the columns (not rows). Thus it proceeds.

When row three is reached, remaining students must make a selection.

If there's only one student left because all others have taken lessons, they have to take the remaining column when the next lesson card's laid out.

▶ During their turn,  
lesson cards may be used in any order the student chooses. ◀

## Diplomas - that are given for studio enhancements

Three diplomas are available for studios.

They become available as students improve and expand their studios.

What's needed to gain them is shown at the base of each diploma's tile.

They are given for having these things in the studio ...

▶ collections of brushes and paints (not those still in storage, but if there's somewhere to put them, they can come out of store at any time)

▶ double arrows

▶ landscape icons, which don't have to have paints on them.



## Look carefully at all the diplomas

Do this before school starts, paying close attention to each diploma's requirements - shown at the base of the tiles.

## Yokai - Japanese spirits are sometimes helpful: often not

Instructions about Yokai come with lesson cards.

Some demand that students acquire a Yokai, and others require them to pass a Yokai to somebody else.

These actions cannot be delayed by holding the lesson card back with the 'keep in hand' ability.

Getting a Yokai diploma is a gain, but having any Yokai at the end bring losses.



## Diplomas – that are gained for paintings

Each game, four types of diploma are available for panoramas that students paint. They always bring harmony points, and sometimes other things too.

There's a set of diplomas for each of the four types of subject that appear in the **foregrounds**.

They are gained by having required numbers of those foreground subjects within panoramas.

Diplomas' requirements are shown graphically at the bottom of the tiles.

The foreground subjects will vary between games, so the types of diplomas will include ...

### two of these types

Kites (4) : Lanterns (3) : Umbrellas (3)

*Umbrella diplomas need umbrellas on consecutive cards.*

### and two of these types

People (3) : Trees (3) : Buildings (3) : Animals & birds (3)

### and there also is ...

One diploma for having three Yokai.



## Taking a diploma

Some diplomas are harder to get, but give more rewards.

If student wants a diploma, it must be taken **immediately** their painting or studio becomes eligible.

They do not **have to** take a diploma.

They may choose not to, hoping that they might earn a better one later.

But having passed one by, they cannot later change their mind and take it.

## Starting tiles – studies start here

The print-section of the start cards displays a neutral background landscape and one of the seasons



### Spring, Summer, Autumn or Winter.

Students are not obliged to repeat this seasonal pattern, though they may think it's a good idea to do so. (See scoring on last page.)

All start with two brushes in their storeroom. These are not in their studios as yet.

### Landscapes, brushes, and painting

The upper of the two circles in a studio area shows that the the student is skilled at painting the type of landscape background that's displayed.

### Ocean inlets : Distant forests : Mountains : Undulating plains.

The lower one starts out empty, ready to receive some paint.  
There's no paint-pot or brush to paint with as yet.

## Panoramas – what are students able to paint?

Before students can paint a panorama segment with, say, mountain backdrops, they must possess the **skill** to paint such landscapes.

Students' starting skills are shown on the circular icons that sit on their starting tile. More are acquired on studio enhancements that come with lesson cards.

Having skill is crucial - but students must have paints & brushes too.



## Paints – and double-arrows

Students start with two paint-pots, set to one side - in the store room.

To become useful, they must be moved onto a circular landscape icon within the studio area. They can be moved from storage whenever the student wants to, during their turn. They cannot be put back.

Students may use each double arrow once per term to move a pot & its brush left or right within the studio.

No movement of paints & brushes is permitted **within** the studio other than by using arrows.

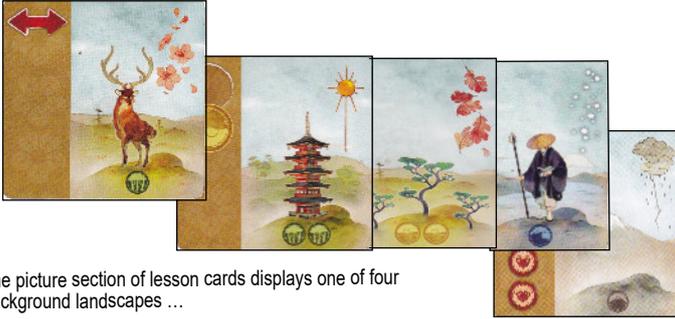
► Brushes and arrows are gained from some lessons and from some diplomas.

Brushes gained thus may be placed **immediately** upon a landscape icon or put into the student's store, to be placed later.



## Lesson cards - panoramas

### Landscapes and seasons



The picture section of lesson cards displays one of four background landscapes ...

#### **Undulating plains : Distant forests : Ocean inlets : Mountains**

Students must have the **skill** to paint a background-type before they can include it within their panorama. *(Described on next page.)*

Only backgrounds demand designated skills.

One of the four seasons also is on show.

#### **Spring blossom : Summer sun : Autumn leaves : Winter snow**

Some cards show a **storm** ... that's a wildcard, representing any season.

## Foreground subjects

Most pictures contain foreground subjects.

#### **Animals/birds, people, buildings, trees, kites, lanterns and umbrellas.**

Only **four** types will turn up within each game.

Some subjects appear singly within a scene, whilst others pop up in pairs or triads.

Some cards show no subject at all.

► **Once placed, panorama elements cannot be moved.**

## Lesson cards - the effects of the studio segments

Students need the skill or ability to paint panorama sections of different backgrounds. These skills are shown in the circular icons at the bottom of studio segments of lesson cards.



◀ This studio has the ability to paint each one of the four backgrounds.

Students must have **paints** on the empty circles before they can paint a **background** of that type.

This studio card confers the skill to paint each of the backgrounds. ►  
But the student will lose two harmony points when scoring is done at the end.



◀ Gain two harmony points at final scoring.

The hand allows **one** lesson card to be held back, to play later: whenever the student chooses - **never**, if they wish.

The hand can release its card at any turn, and may even grab a new one that turn - or wait until later.

Take a new paint pot. It can be put onto an empty "skill circle," or into store for use later. ►



◀ The arrows permit one paint pot to be moved between "skill circles" within the studio.

Each arrow symbol can be used once per term.



Take a **Yokia**. ►

If there are non in stock, take from another player of your choice.

◀ Take the Master's assistant.

If you still have it at the start of the next term, you become Grand Master.



**You must give a Yokia of yours to another player ... you choose who.**

