Rulebook
Goryo

Goryō

Welcome to the Imperial Palace!

Today we'll visit the most hidden rooms of the Edo Castle, some of which preserve stories long lost to time. Events of a mystic and far away past, handed down to us only in ancient tales.

This room, for example, contains only part of the precious ornaments that it once displayed. The reason is portrayed right there, in the painting of that beautiful lady.

Yoruichi Feliwara, that's the name of the noble woman that echoed here, at the court of Shōgun Tokugawa. Her beauty attracted nobles from faraway lands, that traveled to Edo to adulate her. They gifted her such precious objects that the Shōgun himself was envious of her. Her luck ran out the moment someone, probably the Shōgun, started spreading strange rumours about her in the palace. Then he exiled her and took her treasure. The poor lady died in exile, surrounded only by her beloved cats.

However, her spiteful soul manifested itself in the physical world as a spirit of vengeance, a Goryō.

She chose the body of a lethal and furtive creature to return to the palace, binding her essence to the objects she cherished most while she was alive. Her revenge would be terrifying! For a cat spirit, at least...

Do you want me to tell her tale?

It begins in the blackest of nights... with a white cat waiting, hidden in shadow, ready to strike...

COMPONENTS
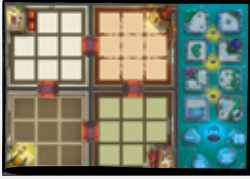
1 game board

1 Samurai board

1 Goryō board

5 broken object stones

3 spirit tokens

1 felt-tip pen

32 room tiles

8 object tiles

8 object tokens

1 Mark of the Goryō

5 pawns (1 Goryō, 4 Samurai)

13 clue tokens
(7 green, 6 red)

13 cubes (4 white Movement, 6 black action indicators, 1 purple Target, 1 grey Leap, 1 green False Trail)

1 bag

1 Goryō screen

OBJECT OF THE GAME

The Goryō appears in the palace in the form of a cat, bound to a specific type of object. To get a revenge and win the game, the Goryō player must smash 5 objects in the palace's rooms, without being defeated by the Samurai. To win, the Samurai must instead exorcise the spirit for good by finding out what type of object the Goryō is bound to, or by catching the spirit's essence for three times.

GAME DESIGNER THANKS

CREDITS

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SETUP

CRASH! The sudden sound of an object shattering in the middle of the night startles the Samurai guarding the Palace. The entrance is closely guarded, nobody should be able to enter without being seen, could it be a clumsy ninja or... a spirit? An investigation is in order!

① Place the game board in the middle of the table;

② following the Goryō board disposition ⑦ , place the room tiles on the board's square spaces, showing the side with the colored object (not sealed);

③ place the object tiles in the dedicated board spaces, showing the side with the dark border and the intact object;

④ put four broken object stones on the game board's round tracker spaces and put away the fifth one for the time being;

⑤ put all object tokens in the bag and place it next to the game board;

⑥ choose who will play as the Goryō and who will play as the Samurai;

⑦ the Goryō player takes the Goryō board, the felt-tip pen, the four Movement cubes (white), the Target cube (purple), the False Trail cube (green) and the Leap cube (gray) ⑧ and places them behind the Goryō screen, so that they aren't visible to the other player. The Goryō board must be exactly oriented as the game board. The Goryō player then draws an object token from the bag prepared in step ⑤ , looks at it and places it face down under the Mark of the Goryō behind the screen: that's the **bound object's type**;

⑨ the Samurai player takes the Samurai board, the red and green clue tokens, the spirit tokens and the action indicators. The Samurai player then places one green clue on the first space of the semicircular track and puts the spirit tokens on the three corresponding circles of the Samurai board, with the Goryō side face down. The Samurai player places each of the four Samurai on the central tile of the different rooms.


3

The Goryō player draws another object token from the bag and this time reveals it. Then he chooses any room tile on the board depicting that object and breaks it, placing the put-aside broken object stone on it and drawing an ✕ on the broken object on the Goryō board. The Goryō can break an object on a tile occupied by a Samurai. Put then the Goryō pawn on that same tile: this will be the Goryō's starting tile. Lastly, flip the corresponding object tile to the broken side and put the drawn token into the game box.

DEFINITIONS

During the game, the objects in the Edo Castle's rooms will be targeted by the Goryō and protected by the Samurai. Samurai use the game board to track their progress, while the Goryō uses the Goryō board.

Broken Object: this object has been broken by the Goryō.
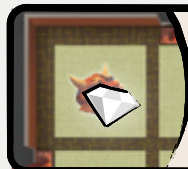
On the game board a broken object is identified by the broken object stone placed on it.

On the Goryō board, the player marks the broken object with an ✕.

Sealed Object: this object has been protected by the Samurai.

On the game board a sealed object is identified by flipping the room tile to the side showing a seal.

On the Goryō board, the player marks all sealed objects with a ◯.

Bound Object: this object is bound to the Goryō. This information is kept secret by the Goryō and mustn't be marked in any way, not on the game board nor on the Goryō board.

GAMEPLAY

One of the Samurai rushed to the source of the sound and now faces a female spirit similar to a cat. Her gaze and the mystical aura that surrounds her are certainly not of this world! After a moment of bewilderment, the Samurai guarding the Palace of Edo reclaims his courage: he's perfectly trained to fight both earthly and unearthly phenomena! The shintō monks' seals will be useful, once again.

Each round, both players alternate in asymmetrical turns:

- **Phase A - Goryō's Turn:** the Goryō plans the route to break a new object and mislead her opponent;
- **Phase B - Samurai's Turn:** the Samurai use their available actions to infer the Goryō's movements and intercept her;
- **Phase C - Revenge:** the Goryō reveals her route and the Samurai verify the collected clues before moving to the next round.

PHASE A - GORYŌ'S TURN

The Goryō's board faithfully reflects the game board. The Movement cubes represent the Goryō's steps, while the Target cube represents the object that she'll break during that turn. By secretly placing the available cubes, the Goryō player plans the route on the Goryō board, following these

restrictions:

① the first Movement must be placed on the Goryō board space corresponding to the current position of the Goryō pawn;

② each following Movement cube must be placed orthogonally adjacent to the previous cube;

③ all available Movement cubes must be placed;

④ it's not possible to place a cube in the same space as another cube;

⑤ the Target cube must be placed orthogonally adjacent to the Movement cube that was placed last;

⑥ the Target cube can't be placed on a tile that has a bound, sealed or broken object (see Reveal, p. 7).

To move from one room to another, players must pass over bridges. Even if the Goryō is a spirit, she can't pass through walls.

Example A:

Gabriele wants to break an object in the same room as the Goryō ① *who is currently on the helmet. By looking at his board, he notices* ② *that he can't break the lantern because it's sealed* ③ *and the mask because it's already broken.* ④ *He decides to break the scroll, by placing the Target cube on it. He must then choose a route that can bring him from the starting tile to the target. The first Movement cube must be placed on the helmet, the starting tile. Then he chooses a route that leads to the objective by placing all of the other Movement cubes. Gabriele has more than one possible route to reach his target (red and black trails) and he chooses the one he considers stealthier.*
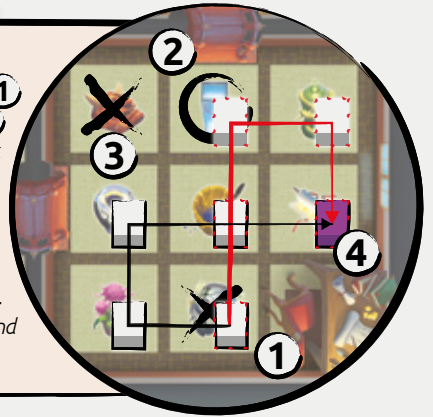
In the remote possibility that the Goryō has no available routes that allow her to place the Target cube in a legal way, the Goryō player immediately loses the game.

The Samurai have cornered the Goryō and her immortal soul is forced to abandon the Palace of Edo forever... maybe. The Goryō also has a couple of special powers at disposal to mislead the Samurai: the False Trail and the Leap (see Goryō's Powers, p. 7).

THE WISE GORYŌ

In the beginning of the game, the Palace of Edo will look to you as a big amusement park, with all those objects to break and the Samurai stumbling around in the dark. However, during the game the Samurai will limit your choices while trying to corner you. Leave your powers only for crucial moments, don't break too many objects of different types and choose wisely when it's time to move to another room instead of hiding under a Samurai's nose.

PHASE B - SAMURAI'S TURN

After the Goryō has planned the route, the Samurai use their actions to guess what object the Goryō wants to break next. They'll do this by investigating and moving through the rooms. The Samurai player receives the six action indicators, then chooses and activates up to three Samurai. Before activating a new Samurai, the player must resolve the previous Samurai's actions completely.

Each Samurai can take a maximum of three actions, chosen among the following:

Step: the Samurai moves orthogonally in an adjacent tile. It's possible to use this action up to two times per Samurai, by using two action indicator cubes.

Search: the Samurai investigates the tile he occupies.

Hound: the Samurai investigates one tile orthogonally adjacent to the tile he occupies.

The chosen actions are marked with the action indicators on the colored spaces of the Samurai board. The Samurai player may choose not to activate all Samurai and they may also choose to use only part of the six available actions (unused action indicators are discarded and have no effect). For example, the Samurai player may choose to activate only two Samurai, making one take one action and the other three actions, discarding the remaining action instead of using it for a third Samurai. Remember that the Samurai player can activate the Samurai in any order, but only after taking all the actions they wanted to take with the previous Samurai. Samurai are unable to walk through walls, as well!

INVESTIGATE

Whenever a Samurai investigates a tile with the Search or Hound actions, the Samurai player asks the opponent if that tile is part of the route. If the answer is "yes", the Samurai player places a green clue token on the investigated tile, otherwise places a red clue token on that tile. It's not possible to investigate more than once on the same space during the same round, nor on the current Goryō's starting tile. It is possible, however, to investigate on tiles with other objects that were already broken.

Example B:

1 Francesca decides to activate the green Samurai and she chooses the Search action to find out if the Goryō has passed on the helmet tile. Gabriele says "yes" and Francesca places a green clue token on the tile. **2** Francesca decides to use the Hound to investigate the urn tile to find out if the Goryō has been there. Gabriele says "yes" again and Francesca places a green clue token on the tile. After evaluating the possible routes taken by the Goryō, **3** Francesca chooses to activate the yellow Samurai to make two Steps **4** and use the Hound on the flower. Gabriele says "no" and Francesca places a red clue token on the tile. Francesca now must choose to activate the red or the blu Samurai. **5** She chooses the red Samurai and she makes it Step once to position him on top of the vase, a possible target for the Goryō.
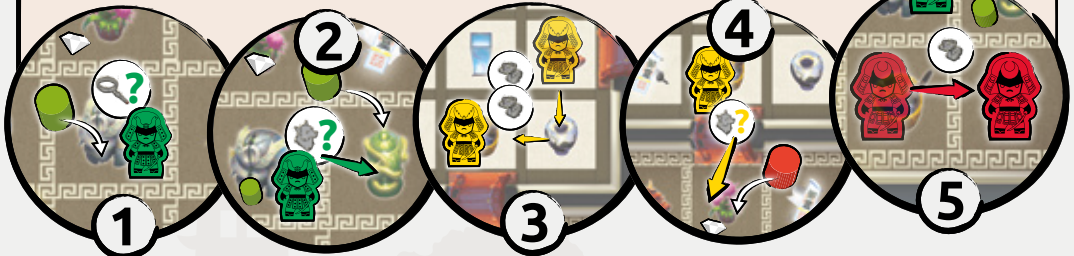
THE WISE SAMURAI

In the beginning you'll think that the Goryō is completely uncatchable... all those objects ready to be broken and very few clues at hand. However, during the course of the game, you'll have the possibility to protect some objects and the Goryō will be forced to break some new types, giving you more and more information to corner her. Consider all possible targets and remember that the cat moves the same number of steps each time, except if she uses her powers. Try to make her use them early, in order to have and advantage in the later phases of the game.
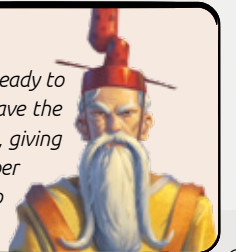
GORYŌ'S POWERS

During the Goryō's turn, the Goryō player can use one or more available powers. The player mustn't declare their use: the Goryō's powers are used in secret and will be shown to the Samurai player only during the Reveal phase.

Leap: the Leap cube (grey) can be placed by the Goryō as an additional Movement cube. The Leap cube follows the normal Movement cubes placement rules. The Leap cube can only be used once and it's discarded after the Reveal phase of the round in which it was used.


Example C:
Gabriele is in danger and he wants to use the Leap to reach a far object and surprise the Samurai. ① *Gabriele uses the gray cube during the route's planning to reach the target. Who knows if Francesca will be able to guess this move...*

False Trail: The Goryō can place the False Trail cube (green) on any space on the Goryō board that's not occupied by another cube. The False Trail cube doesn't follow the normal Movement cubes placement rules.

If the Samurai player investigates the tile corresponding to the space with the False Trail cube on it, the Goryō player will tell the opponent that the tile is part of the route. During the Reveal phase, if the space with the False Lead cube wasn't investigated, the Goryō player returns the False Trail cube behind the screen, ready to play it again in the future. If the space was investigated, the player discards it instead, along with the green clue token placed on the corresponding tile by the Samurai player, without gaining any benefit.

Example D:
① *Gabriele wants to divert the Samurai's investigations with the False Trail cube. He places the green cube on a space that could theoretically be part of the Goryō's route.* ② *During the Samurai's turn, Francesca asks if the tile corresponding to the False Trail's position is part of the Goryō's route and Gabriele answers "yes". Francesca places a green clue token on that tile.* ③ *During the Reveal phase, however, that clue token is discarded and it doesn't help the Samurai on their investigation.*
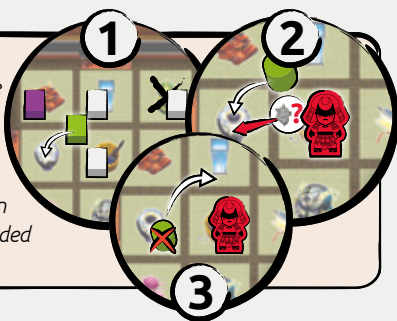
PHASE C - REVEAL

An elusive shadow entered that room just now. A pair of Samurai go after her. So close! Against those mystical seals, that spectral cat has no chance to... CRASH! Again, this time the noise comes from the room at the Samurai's back and they run towards it. One of them has seen through the spirit's trick and has almost caught her. Most objects in the palace are now safe, it's only a matter of time. A single misstep and that demon will be sent back to the spirit world!

REVENGE - ONE PRECIOUS OBJECT AT A TIME

After the Samurai have investigated, it's time to reveal the Goryō's route. The Goryō player moves the screen so that both players can verify the cubes' positions and the turn's outcome. During this step, the Goryō player should be careful to keep the bound object's token hidden behind the

screen. If the Goryō player has made any number of mistakes placing cubes or answering during an investigation, the Samurai player flips that many spirit tokens on the Samurai board to the Goryō face, from left to right.

If the Goryō player breaks a bound object by mistake, she loses the game immediately.

Blinded by rage, the spirit severs one of the few precious ties that still anchored her to the physical world, exiling herself to the spirit world.

The Samurai player puts all clue tokens back into the reserve and advance the green token on the Samurai board a number of spaces equal to the number of green clue tokens removed this way. If one or more Samurai are present on the space with the object broken by the Goryō this round, the Samurai player flips an equal number of spirit tokens to the Goryō side, from left to right.

If, at any moment, all spirit tokens on the Samurai board are flipped to the Goryō side, the Samurai player wins immediately.

The Goryō lost all the energy she needed to manifest in this world and runs back to the spirit world to rest.

The Goryō player takes the broken object stone from the current round space and places it, along with the Goryō pawn, on the room tile corresponding to the space with the Target cube. That tile becomes the new starting tile for the next round. The Goryō player marks (✕) the tile with the broken object on the Goryō board. If on the game board the object tile with the just broken object's type is showing the dark "intact" side, flip that tile to the light "broken" side. The Goryō can't break an object of the bound object's type, thus the Samurai player can keep track of the types of object that include the bound object (dark side) and those that don't (light side).
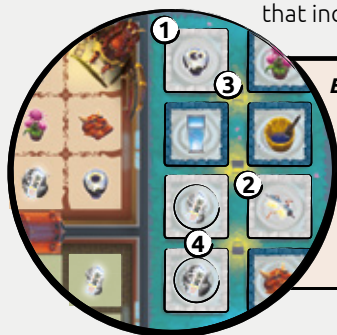

Example E:
Francesca looks at the object tiles on the board and tries to figure out what object could be bound to the Goryō. **(1)** The first object broken by the Goryō during the setup was a vase, **(2)** then a scroll during the first round, **(3)** and a vase again during the second round . **(4)** Thanks to their investigations, the Samurai have sealed the helmet and the urn. The bound object therefore belongs to one of the four remaining object types, which have an object tile still showing the dark side.

Example F:
(1) Gabriele moves the screen to reveal the Goryō's route to Francesca. **(2)** Gabriele places the broken object stone and the Goryō pawn on the room tile indicated by the Target cube.
(3) Francesca removes all clue tokens from the game board and, **(4)** thanks to the the green clues, advances the green token on her board two spaces. **(5)** Moreover, since the red Samurai stands on the same space as the Goryō, she flips the first spirit token to the Goryō side.
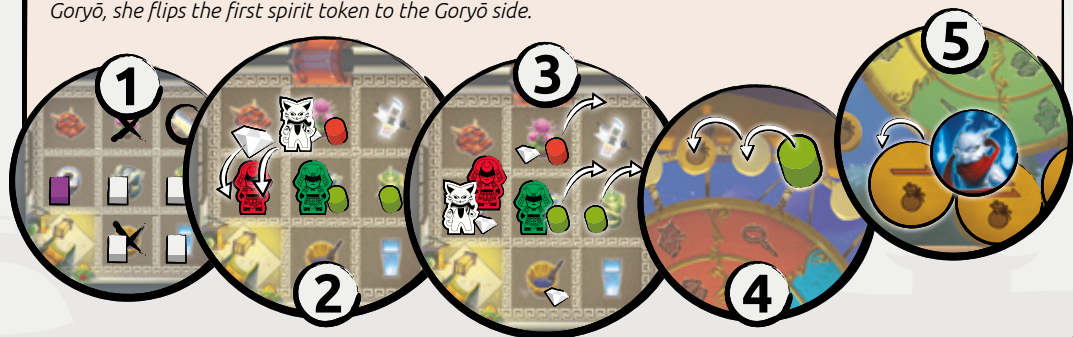
OFUDA – EXORCISM THROUGH THE KAMI

For each bag symbol reached by the green token on the semicircular track during this phase, the Samurai player draws an object token from the bag. For each spirit token flipped during this phase, the Samurai player draws an additional object token from the bag.

The Samurai player reveals each drawn token, then flips the corresponding object tile on the game board to the light side and places the token on it, with the seal side face up.

Each object token drawn this way denotes a new object type protected by the Samurai's seals. To keep track of this on the game board, the Samurai player flips all room tiles showing intact objects of the sealed type. The Goryō player marks instead all spaces of the Goryō board corresponding to the sealed objects (◯).

If at any moment all object tiles on the game board, except one, are flipped to the light "broken" side, the Samurai player will have found out by exclusion the bound object's type. In this case, the Samurai player will immediately win the game.

The Samurai find the object bound to the Goryō and the exorcism is done. Now they'll just have to explain this to the Shōgun…

ROUND END

The Samurai player removes the action indicators from the Samurai board. The Goryō player removes all cubes from the Goryō board, then places the screen in front of it before proceeding to the next game round.

Example G:
Francesca reached a bag symbol on the semicircular track during this round (2) and she flipped a spirit token on her board. (3) She draws two object tokens from the bag, revealing a helmet and an urn, which she flips to the seal side. (4) She then flips the corresponding object tiles to the light side and places the tokens she just drew on top of them. (5) To keep track of the object she just sealed, Francesca flips all room tiles on the game board that show intact helmets and urns to the sealed side. (6) Gabriele marks the broken object and the ones sealed by the Samurai on his Goryō board. The Goryō is starting to feel the Samurai's breath on her neck, what's going to happen next round?

END OF THE GAME

The game ends immediately if at least one of the following conditions are met:

  ↻ the Goryō player can't place the Target cube anywhere;
  ↻ the Goryō player breaks a bound object;
  ↻ the three spirit tokens on the Samurai board show the Goryō side;
  ↻ all object tiles on the game board, except one, have been flipped to the light side.

If the game ends because of any of these conditions, the Samurai player wins the game.

May you find peace and serenity in the spirit world.

Otherwise, the game ends **at the end of the round** in which the Goryō player has placed the last broken object stone on the game board, after any eventual drawing of object tokens from the bag. In this case, the Goryō player wins the game.

I can consider myself satisfied.

STRATEGIC TIPS

Goryō is a deeply asymmetrical game. During the first games you'll figure out that capturing a spirit is a very challenging undertaking. However, by experiencing the game and playing the role of both the Goryō and the Samurai, you'll learn new strategies and tactics.

For the Goryō: the Goryō's life, or shall we say "unlife", is very easy in the beginning of the game, when all spaces are available and the Samurai are unaware about their enemy's movement. Use this early advantage to disorient them even more, make them move, and create shadowy zones that you can easily reach during the following turns. Sometimes a convoluted and unpredictable path could be the best way to escape.

For the Samurai: sooner or later, the Goryō will have to cross the bridges. Keep an eye on these crossings and remember that the Goryō must always move 4 spaces (except when using the Leap) and can't destroy the objects you've sealed. This will let you exclude unreachable or improbable rooms from your search and drastically improve your chances of finding clues!

ADVANCED VARIANT

If you are playing with someone less experienced than you (or you became better at catching the Goryō), you can use this variant: the three Samurai that you can activate with the six action indicators can only take a maximum of two actions each (instead of three).

GAME FLOW

Phase A – Goryō's turn
The Goryō player secretly places the cubes on the path leading to the object they want to destroy. During this phase the Goryō can use one or more powers (if available).

Phase B – Samurai's turn
Choose and activate up to three Samurai one after the other, assigning a maximum of three actions each and discarding any unassigned cube. The possible actions are:

Step: the Samurai moves orthogonally in an adjacent tile. It's possible to use this action up to two times per Samurai, by using two action indicator cubes.

Search: the Samurai investigates the tile he occupies.

Hound: the Samurai investigates one tile orthogonally adjacent to the tile he occupies.

Whenever a tile is investigated, the Goryō player will tell whether the Goryō passed on that tile this round or not.

Phase C - Revelation
⊙ The Goryō player lifts the screen.
⊙ The Samurai advances one space on the semicircular track for each green clue token (except one from a False Trail).
⊙ The Samurai flips a spirit token to the Goryō side for each Samurai on the Goryō's final tile.
⊙ The Goryō breaks the object on which she ended and flips the corresponding tile to the light "broken" side.
⊙ The Samurai draws an object token from the bag for each spirit token flipped to the Goryō side and for each bag symbol reached on the semicircular track. The Samurai player places the tokens on the board with the side showing the seal visible, then "seals" all room tiles that show an intact object of that type.

FREQUENTLY FORGOTTEN RULES

⊙ The Goryō can destroy objects of the same type as those that are already broken (✗) but the Goryō can't destroy those sealed by the Samurai (◯).

⊙ During the Revelation phase, if the Goryō player made any mistake (i.e. the Goryō destroyed a sealed object, used powers in a wrong way or took the wrong path), the Samurai player immediately flips a spirit token to the Goryō side for each mistake and draws a new object token from the bag.

⊙ The Reveal phase is made out of the **Revenge** and **Ofuda** subphases. In each turn the players will verify the path, place the broken object stone, count the green clue tokens and draw the eventual object tokens from the bag before moving to the next turn. During the fourth turn the Goryō player wins if and only if, after the eventual drawing of the object tokens, there are still two or more object tiles showing the dark "intact" side.

⊙ When used, the Leap must be part of the Goryō's path and move the Goryō one additional space. After the Reveal phase in which it was used, the Leap cube is removed from the game.

⊙ The False Trail can be put anywhere on the Goryō board and it will be removed from the game only if the Samurai investigate the corresponding space. Otherwise, the Goryō will be able to use the False Trail again in the following turns.

⊙ The Goryō player must always use the Target cube and all of the Movement cubes. The Goryō always moves the same number of spaces (except when using the Leap).