



LEARN TO PLAY



1. STORY

We are in the Sengoku era, and Japan is marked by military conflicts. Many castles are being built, and castle builders seize this opportunity to hone their skills. The best of them will have the honour to build a magnificent castle in a newly gained territory. Everybody wants to be “the best builder in the land of the rising sun”! But who will manage to achieve this status?

2. COMPONENTS

• 60 **Cat cards**: 12 cards numbered from 1 to 12, in 5 colours



Gray
(Stone)



Green
(Gable)



Red
(Gate)



Brown
(Bridge)



Blue
(Moat)



Back

- 5 Joker cards
- 1 rulebook

- 5 **Castle boards**: each board is composed of four pieces.



Back



Assemble the boards by attaching their four pieces together.

3. OBJECTIVE AND OVERVIEW

Your goal is to fill your Castle board as much as possible without going over the limits.

- Each round, you play multiple tricks, and during each trick, you can place cards under your Castle board.
- There are 4 sections on your board, and you can place **only 1 suit under each section**. Each section also **limits the number of cards** you can place under it. If you are at or below the limit, then you score points. But, if you exceed the limit, then you lose points.
- **After 3 rounds, the player with the highest score wins.**

4. GAME SETUP

1 DETERMINE THE FIRST PLAYER AT RANDOM

2 TAKE A CASTLE BOARD

Each player takes four pieces of a Castle board and assembles it. Use the sides that correspond to the player count (refer to the Player count icons on the top left and the top right of the board pieces).



3 DEAL THE CARDS (ONLY AT THE BEGINNING OF THE ROUND)

Shuffle all 60 cards face down and deal cards to players.

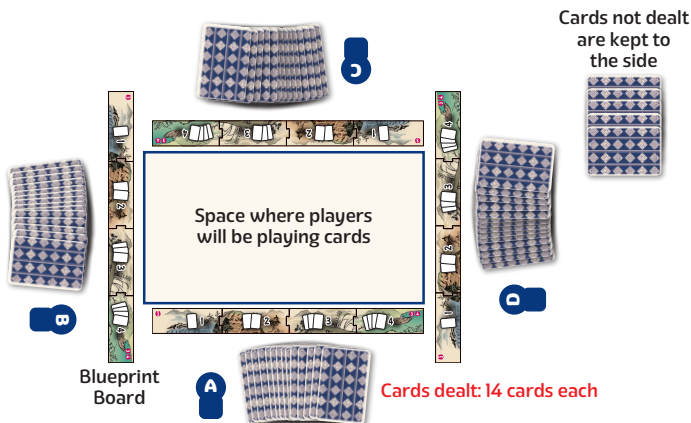
Players	Cards in the deck	Cards to deal	Cards not dealt
3	48 cards	11 cards	15 cards
4	60 cards	14 cards	4 cards
5	60 cards	12 cards	0 card

Deal a certain number of cards face down to each player, as indicated by the following table. Do not show your hand to the other players.

ADDITIONAL SETUP FOR A 3-PLAYER GAME

Remove all 12 cards of any one colour and return them to the box. These cards will not be used in this game. The deck will be composed of only 48 cards. Refer to *section 9. 3-player game* for more information.

SETUP FOR 4 PLAYERS:



5. ROUND FLOW

A round consists of several tricks. During each trick, players play a card from their hand, determine the player ranking, then take cards and place them under their Castle board.

STEPS OF A TRICK

5-1: Play a card

5-2: Determine the player ranking

5-3: Take cards

5-4: Place cards

5-5: Prepare the next trick

5-1: PLAY A CARD

- Starting with the first player and going clockwise, everyone **plays one card face up from their hand**.
- The first player can play any card from their hand. Then, every other player **must** play a card **of the same suit** as the first player.

- 1 If you have cards of that suit → You must play a card of that suit.
- 2 If you have no cards of that suit → You can play any card from your hand.

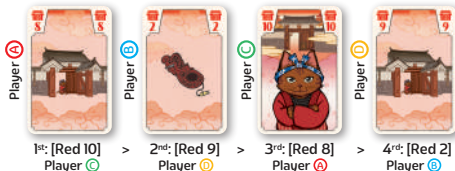
5-2: DETERMINE THE PLAYER RANKING

After all players have played a card, compare the strength of the played cards to determine each player's rank in this trick. The player ranking is determined by the following conditions.

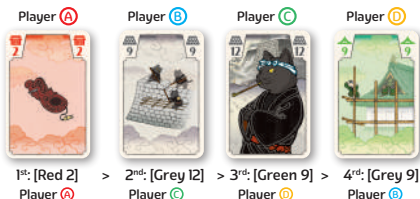
- Condition 1: Same suit as the first player
 - Condition 2: Higher numbered cards
- The cards meeting condition 1 are stronger. Condition 2 is used to determine the final ranking. There may be multiple cards bearing the same number among the cards that do not match the first player's suit. In that case, any card played after another of the same value wins.

EX 3: If all players play cards of the same suit (the first player is player A)

The first player played a red card. Among the red cards, the higher number is stronger. The player ranking is as follows:



EX 4: If there are cards of different suits (the first player is player (A))



Gray 9 and Green 9 bear the same number, but Green 9 was played later in the trick, so it is stronger. Therefore, Gray 9 is 2nd, Green 9 is 3rd and Grey 9 is 4th.

5-3: TAKE CARDS → 5-4: PLACE CARDS

- Each player completes *steps 5-3 and 5-4* individually.
- Start with the player who ranked 1st during *step 5-2*, and continue in the rank order.

5-3: TAKE CARDS

Players take cards depending on their rank determined during *step 5-2*:
Determine the player ranking (see the table below).

They take cards from those played during the trick.

Players	1 st	2 nd	3 rd	4 rd	5 rd
3	1 card	2 cards	0 card		
4	1 card	2 cards	0 card	0 card	
5	1 card	1 card	2 cards	0 card	0 card

5-4: PLACE CARDS

Players that took 1 or more cards place them under their Castle board.

For each suit, check whether you already have a card of that suit on your board.

- 1** If you have a card of the same suit under your board → You must add the cards you just gained under that section.
- 2** If you do not have a card of that suit under your board → You may place the cards you just gained under any empty section.

The number written on each section of your Castle board indicates **how many cards you may place there without receiving penalties**. (When placing a card, if you exceed the limit of a section, rotate the card by 90 degrees to indicate that you are over the limit.)

a. In a 4- or 5-player game

- **In a 4- or 5-player game**, there is a **Scrap area** on the left of the Castle board. (The limit of the Scrap area is 0 cards.)
- Each card placed in this zone incurs a penalty.
- **You may strategically choose to place a card of a certain suit there even if you have empty sections on your Castle board.**

EX 6: Take cards & Place cards (in a 5-player game)

Played cards: Red 8, Red 2, Blue 12, Green 9, Blue 8



The player has 3 red cards under a section with a limit of 3, so they do not take the red card. They prefer not to add a blue card under a section with a limit of 2. The green card goes to the Scrap Area, in order to take a gray card for the section limited to 1.

5-5: PREPARE FOR THE NEXT TRICK

- After all players have completed steps 5-3 and 5-4, discard the remaining cards. Place them face down, away from the players' Castle boards, to prevent mixing them up.

NOTE: You may not look at the discarded cards once they are in the discard pile.

- **The player who took 2 cards during step 5-3 becomes the next first player.**
- Go back to step 5-1 and continue playing tricks until every player has played all the cards in their hand.

6. ROUND END & SCORING

The round is over when the players have no cards left in their hand. Let's move on to scoring.

Your score is based on the cards you placed under your Castle board.

1 Score the cards under each section

You gain or lose points depending on whether or not you exceeded the card limit of each section.

- If you did not exceed the limit of a section (you are at or below the limit):
You gain 1 point for each card under this section.
- If you exceeded the limit of a section (you are over the limit):
 - You lose 1 point for each card over the limit.
 - You lose 1 point for each card in your Scrap area, if any.

EXAMPLE: If you have 5 cards in a section with a 3-card limit, you lose 2 points.

IMPORTANT: If you have exceeded the limit of a section, you get no points for cards that respected this limit.

2 Bonus points for perfect sections

- If your section is exactly at the limit, it is considered a perfect section. You score bonus points depending on the number of perfect sections you have.
- The Scrap area in a 4- or 5-player game is not considered as a section. Thus, it cannot be considered as a perfect section.

Perfect columns	0 column	1 column	2 columns	3 columns	4 columns
Bonus Points	0 point	0 point	1 point	2 points	4 points

The sum of ① and ② is your score for the round. If the sum is in the negatives, you score 0 points for the round.

7. NEXT ROUND

- The **first player of the next round** is the next player in clockwise order from the first player of this round.
- **Shuffle all cards used during this round to create a new deck.**

NOTE: In a 3- or 4-player game, remember to shuffle the 4 cards kept on the side that you did not use in the round.

Go back to *step 3* of the setup to deal the cards and then start the new round.

8. END OF THE GAME

The game is over after completing 3 rounds. The player with the highest score wins.

In case of a tie:

- Among the tied players, the player who has the most perfect sections in the final round wins.
- If there is still a tie, then all tied players share the victory.

9. 3-PLAYER GAME

- Apply the following changes to the setup and *steps 5-1 to 5-4*.
- *5-5: Prepare for the next trick* and later steps remain the same.

5-0: DEAL THE CARDS (ONLY AT THE BEGINNING OF THE ROUND)

In a 3-player game, 15 cards are not dealt. Form an “Extra deck” with 11 of them and put aside the remaining 4 cards, as you would do in a 4- or 5-player game. These 4 cards will not be used during this round. Keep them face down.

5-1: PLAY A CARD (IN A 3-PLAYER GAME)

Before the first player plays a card, reveal the top card of the Extra deck and place it face-up. This card is called the “Extra card”.

Then, the players play cards from their hands, in clockwise order, following the usual rules.

NOTE: The first player does not have to place a card of the same suit as the Extra card. They can play another suit if they want.

5-2: DETERMINE THE PLAYER RANKING (IN A 3-PLAYER GAME)

- **The Extra card is not used when determining the player ranking.**
Only consider the 3 cards played by the players.

5-3: TAKE CARDS (IN A 3-PLAYER GAME)

When taking a card, a player may choose to take the Extra card instead of one of the three cards played by the players.

5-4: PLACE CARDS (IN A 3-PLAYER GAME)

- The rules are the same as in a 4- or 5-player game, except there is no Scrap area.

EX 8: Differences in a 3-player game



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