

Tanuki in the Garden



Overview

Tanuki in the Garden is played in a manner very similar to several other popular tile laying path games, but with some significant changes. Players draw tiles with paths on them and try to avoid crashing and running off the board, however there is no player elimination. Paths that lead off the board will circle back around and players continue moving. The goal in *Tanuki in the Garden* is to collect as many Shiitake as possible.

In ***Tanuki in the Garden***, players take on the role of Monks strolling through a Kaiyū-shiki-teien Garden, collecting Shiitake Mushrooms for use in the evening's dinner. The first player to acquire enough Shiitake is the winner. Each of the 4 paths on each tile will have a symbol on the path. Symbols can be Shiitake, Tanuki Dens, or Ashi-magaris. As players move along paths they collect Shiitake that they come across, or are harmed by obstacles they encounter. There are also Tanuki that prowl around the garden trying to steal Shiitake from players. If players encounter a Tanuki Den they will lose Shiitake and encountering Ashi-magaris slow players down.

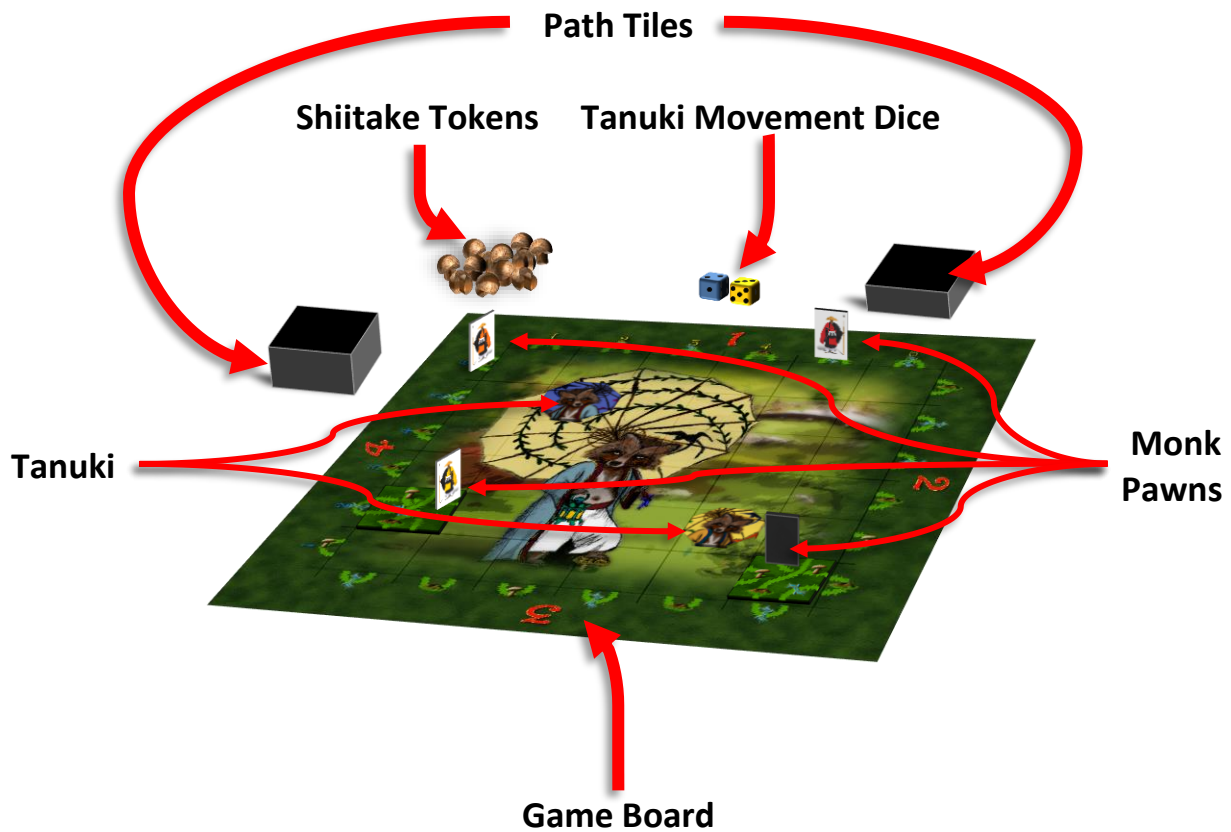
Components

64 Path tiles	80 Shiitake tokens
8 Monk pawns	2 Tanuki Movement dice (D6), one Blue and one Gold
2 Tanuki tiles, 1 Blue and 1 Gold	1 Game Board

Setup

1. Shuffle all Path tiles and make one or more face-down stacks.
2. Each player receives 3 Path tiles.
3. Place 2 Tanuki. For each Tanuki, roll both dice. Place the Tanuki into the corresponding spaces on the game board, matching the blue numbers to the blue die and the gold numbers to the gold die.
4. Each player chooses a starting location along the edge of the board. When they begin to move on their first turn, players may choose either path direction from their starting location.
5. Place all the Shiitake near the playing area.

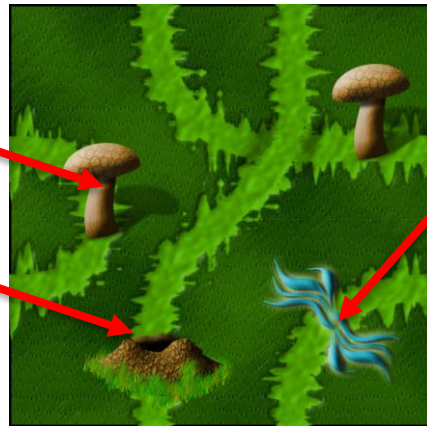
Game Layout



Tiles & Symbols

Shiitake – Collect one Shiitake token when crossing this symbol.

Tanuki Den – Lose one Shiitake token when crossing this symbol.



Ashi-magari – When you encounter this symbol you may not draw tiles after your turn.

Turn Order

1. **Activate Tanuki** – The Active Player moves the Tanuki. Players do this at the beginning of every turn. Roll both dice. The die that matches the Tanuki's color indicates which direction that Tanuki will move. For rolls of 1-4 the Tanuki will move toward the side of the board with that large number. 5 indicates the player can choose the direction and 6 indicates that the Tanuki does not move. The other die will indicate how many spaces the Tanuki will move – 1 space if the number is odd and 2 spaces if the number is even. If a Tanuki is off the board it must be placed back on during the next player's turn instead of moving, as per the Placing Tanuki section. See *Moving the Tanuki* below for more details.

2. Move Players (active player moves first)

- a. The Active Player may play a Path Tile that connects to his current path. His Monk must then follow the path until he reaches the end of the path.
 - i. Collect 1 Shiitake token for every Shiitake symbol crossed.
 - ii. Collect any Shiitake stashed on a tile entered.
 - iii. Lose 1 Shiitake for every Tanuki Den passed.
 - iv. Do not draw back up to 3 tiles if encountering any Ashi-magari.
- b. Any other players that have had their paths extended must also move their Monks to the new ends of their paths, beginning clockwise from the active player. They may:
 - i. Collect 1 Shiitake token for every Shiitake symbol crossed.
 - ii. Collect any Shiitake stashed on a tile entered.
 - iii. Lose 1 Shiitake for every Tanuki Den passed.
 - iv. Discard 1 tile if encountering any Ashi-magari.

3. Draw Tiles

- a. If the Active Player did not encounter any Ashi-magari he may draw up to a hand of 3 tiles.
- b. If the Active Player did encounter any Ashi-magari he may NOT draw any tiles at the end of his turn.

Note: Players are not affected by the symbols at their starting location on their first turn. Do not collect or lose Shiitake and do not get penalized by the Ashi-magari.

Winning the Game

The first player to acquire enough Shiitake is the winner. Depending on the number of players the goal is different. When a player has the target number of Shiitake at the end of his turn the game ends immediately. The winner is the player with the most Shiitake at that point.

- 2-3 Players: 15 Shiitake
- 4-5 Players: 12 Shiitake
- 6-8 Players: 10 Shiitake

Note: For a faster game, play to 12, 10, or 8 Shiitake.

In the event that two or more players have acquired the target number of Shiitake at the end of the game, the player who has more is the winner. In the event that two or more players tied for the most Shiitake all tied players take one more turn. Repeat until one player has the most Shiitake.

Ashi-magari

When a player encounters one or more Ashi-magari on their own turn they may not draw tiles at the end of their turn. If the player encounters Ashi-magari two turns in a row they will only have one tile on their third turn, and no tiles available on a fourth turn if they encounter Ashi-magari three turns in a row.

If a player's Monk is forced to move when it is not their turn they may be forced to cross an Ashi-magari. If they do they must discard a path tile from their hand.

It is possible for a player to have no tiles at the beginning of his turn due to Ashi-magari. If this happens the player must roll for Tanuki movement and then may end his turn by drawing three tiles. The player may not play a path tile in a turn where he does not start his turn with at least one tile.

If a player crosses multiple Ashi-magari in a single turn (either his own or an opponent's turn) they only count once. Thus, if a player crosses two Ashi-magari as the result of an opponent's turn he must only discard one tile.

Crashes & Loops

If two players crash into each other both players lose 5 Shiitake. Each player's Monk is then removed from the board and must start again from any edge space that does not already have an adjacent path tile. In the event that there are no unconnected edge spaces then each player may choose an edge space and remove the tile adjacent to it.

If a player manages to get stuck in a loop they lose 5 Shiitake. They must then remove their Monk from the board and must start again from any edge space that does not have a tile touching it. In the event that there are no unconnected edge spaces then each player may choose an edge space and remove the tile adjacent to it. Players are considered to be in a loop immediately when they are on a path that can be traced forward from the tile they are on through a loop and back to the tile they are currently on, regardless of any obstacles. They are not allowed to collect any Shiitake from the loop.

Players may wait to place their Monks onto edge spaces at the beginning of their next turn.

If the player that caused two players to crash or caused a player to enter a loop is not directly involved in the crash or loop they may collect 2 Shiitake for each player's Monk that is forced to start over in this manner.

Tanuki

Placing the Tanuki

If a Tanuki encounters another player or moves off the board they must be placed back on the board during Phase 1 of the next player's turn. When placing a Tanuki, place it in the space indicated on the board based on the dice rolls, matching the blue die to the blue numbers and the gold die to the gold numbers. Tanuki can occupy the same space (see Tanuki Spaces below). A Tanuki that has just been placed does not also move.

Moving the Tanuki

When moving a Tanuki, look at the die that matches the Tanuki's color. The Tanuki will move toward that large, red number on the board. If a 5 is rolled the player can choose the direction to move the Tanuki. If a 6 is rolled the Tanuki does not move.

Next, look at the other die rolled (i.e. the die that does not match the Tanuki's color). If that value is odd the Tanuki will move 1 space in the determined direction. If that value is even the Tanuki will move 2 spaces.

If a Tanuki moves off the board remove it until the beginning of the next player's turn. The player that moved the Tanuki off the board earns 1 Shiitake. If a player moves both Tanuki off the board they get 2 Shiitake, one for each Tanuki, plus a bonus Shiitake for 3 total Shiitake.

Tanuki Spaces

If the Tanuki moves through a space that contains one or more player's Monks, each player in that space loses 1 Shiitake. These lost Shiitake are placed on the tile they were lost at.

If the Tanuki lands on the same space as one or more players each player in that space loses 3 Shiitake. Then the Tanuki is removed from the board. The active player does not receive a bonus Shiitake. These lost Shiitake are placed on the tile they were lost at.

The next Monk to enter a tile that has a Shiitake pile on it earns those Shiitake, even if the path it enters on is a Tanuki Den or Ashi-magari. This could be a Monk that just had the Shiitake stolen, if it is able to leave and reenter the tile.

If the Tanuki moves through or lands on a space that does not contain any player Monks those tiles are removed from the board (if there are tiles in those spaces). If there were Shiitake on the removed tile those Shiitake are returned to the stash. The Tanuki will not remove any tiles that are occupied by player Monks. Removed tiles are discarded and can be shuffled and reused if the main pile ever runs out of tiles.

If two Tanuki occupy the same space after completing all Tanuki movement, ALL players lose 2 Shiitake. These are returned to the stash.

If a Tanuki occupies the space in which a player must place a tile to move, the player can distract the Tanuki by throwing away 2 Shiitake (returned to the stash). The Tanuki will then leave the board (the player does not receive a Shiitake bonus for this) and the player may then place a tile. If the player does not have 2 Shiitake, or does not wish to spend 2 Shiitake, the player must pass his turn and cannot place a tile.

Example:

If the Tanuki are positioned as shown in the first diagram, and the dice roll is:



The blue Tanuki will move toward the #4 side of the board 1 space (because the blue die shows 4 and the gold die is odd). The gold Tanuki can move in any direction 2 spaces (because the gold die shows 5 and the blue die is even). The player chooses to move the gold Tanuki off the board to get a bonus Shiitake, resulting in the second diagram. The gold Tanuki will need to be placed on the board at the beginning of the next player's turn.



Notes:

If a player is required to pay Shiitake that they do not have, they must only pay what they can. Players can never have negative Shiitake.

Shiitake stolen by Tanuki are placed on the tile they were stolen at. The next monk to enter that tile may collect the Shiitake. If a Tanuki crosses that tile first the Shiitake are returned to the main stash.

Garden Master Expansion

The Garden Master expansion contains a deck of cards and several tokens that allow players to perform additional actions during their turn. These cards give abilities like moving the Tanuki, ignoring Tanuki Dens and Ashi-magari, stealing Shiitake from opponents, rearranging tiles, setting Tanuki traps, and more.

At the end of a player's turn he may choose to trade 2 Shiitake from his collection for the top card from the Garden Master deck. On any future turn, or during an opponent's turn if the card allows it, the player may choose to play a Garden Master card. Discard the card and follow the instructions on the card.

Players may use only one card per turn and may only have 5 cards in their hand at any one time. Cards may be played before the Tanuki roll or after the Tanuki have moved. Cards cannot be played while a Tanuki is moving, except for the Tanuki Repellant or The Best Offense cards.

Each Garden Master card in a player's hand will count as 1 Shiitake toward victory (except for Shiitake Basket, which is worth 3 Shiitake toward victory). Garden Master cards are not used to pay any Shiitake penalties and cannot be stolen.

Cards, 3 of each:

1. Move 1 Tanuki – Move 1 Tanuki 1 space in any direction of your choosing.
2. Fast Tanuki – Move both Tanuki 1 extra space in the direction the dice indicate, but do not attack another player.
3. Avoid Tanuki Dens – Ignore any Tanuki Dens along your path.
4. Escape the Ashi-magari – Ignore any Ashi-magari along your path.
5. Pilfer Shiitake – Take up to 3 Shiitake from your opponents, but no more than 1 from any one opponent. In a 2 player game, take 2 Shiitake from the stash also. In a 3 player game, take 1 Shiitake from the stash also.
6. Bountiful Harvest – Double the amount of Shiitake you harvest this turn.
7. Shiitake Robber – If your path and an opponent's path intersect (but you don't crash) you may steal 2 Shiitake from that opponent. This applies even if your path intersects behind an opponent's path.
8. Tanuki Trap – Place the Tanuki Trap token with a letter on it that matches this card on any space adjacent to, diagonally adjacent to, or occupied by your Monk that does not have a Tanuki on it. If a Tanuki moves onto or over that space on any player's turn, immediately remove the Tanuki and trap from the board and you collect 3 Shiitake. Keep this card in front of you until you trap a Tanuki, then discard. Note: If another player would have moved the Tanuki off the board, but it moves over a trap, the player that owns the trap gets the bonus and not the player moving the Tanuki.
9. Tanuki Repellant – Play this card when a Tanuki would pass over you, land on you, or is blocking your path. The Tanuki is removed from the board and you collect 1 Shiitake.
10. Tanuki Bait – You slip a little Tanuki Bait into an opponent's pocket. Move both Tanuki to two different unoccupied spaces adjacent or diagonally adjacent to an opponent. Both Tanuki must move to the same opponent.
11. Speed Stroll – Play a second Path tile from your hand before drawing back up to 3 tiles.
12. Clear the Path – Clear any 3 Path tiles or Rock Garden tokens from the board.
13. Shifting Paths – Rotate any 1 Path tile.
14. The Best Offense – Cancel the effects of any other player's Garden Master card.

15. Rock Garden – Place a Rock Garden token on any unoccupied space on the board (remove any tile present) that is not directly in front of any other player's current path. This is a Rock Garden and Tiles and Tanuki may not be placed there until it is cleared off the board.
16. Shiitake Basket – This card is worth 3 Shiitake toward victory while in your hand.

Other Components:

- 3x Tanuki Trap tokens
- 4x Rock Garden tokens

Definitions

Tanuki – A shapeshifting Japanese Raccoon-Dog spirit that plays tricks on humans.

Ashi-magari – An invisible tendril that impedes movement, believed to be the trick of a Tanuki.

Shiitake - An edible mushroom native to East Asia, which is cultivated and consumed in many Asian countries. It is considered a medicinal mushroom in some forms of traditional medicine.

Kaiyū-shiki-teien - Promenade or stroll gardens, where the visitor follows a path around the garden to see carefully composed landscapes.

Credits

Game design by: George Jaros <http://georgejaros.com/GJJGames>

Based on *Squiggle Game*, designed by Tom McMurchie.

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

Initial Playtesting by: Julie Zaborac, Mike Jaros, Sam Jaros, Tony Kafka, Rich Boomker, John Hurlock, Mark Boyd, Jim Boomker, John Faddis, and more playtesters at The Gaming Goat in Dekalb, IL.

Artwork by George Jaros and Julie Zaborac

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George J Jaros Games

Tanuki in the Garden Quick Reference

Earn Shiitake:

- When crossing a Shiitake on your path – 1 Shiitake
- When entering a tile with a Shiitake stash.
- When moving a Tanuki off the board – 1 Shiitake
- When moving both Tanuki off the board – 3 Shiitake (1 each plus a bonus 1)
- When causing other players to crash or enter a loop – 2 Shiitake per affected player

Lose Shiitake:

- When crossing a Tanuki Den – 1 Shiitake returned to stash
- When passed over by a Tanuki – 1 Shiitake left on tile
- When landed on by a Tanuki – 3 Shiitake left on tile
- If both Tanuki occupy the same space after moving – 2 Shiitake for all players returned to stash
- To move a Tanuki that is blocking your path – 2 Shiitake returned to stash
- Crashing into another Player – 5 Shiitake each returned to stash (then place Monks at edge spaces with no adjacent tile)
- Entering a Loop – 5 Shiitake returned to stash (then place Monk at an edge space with no adjacent tile)

Lose a Movement:

- When crossing one or more Ashi-magari – Lose 1 Path Tile.

Victory:

- 2-3 Players – 15 Shiitake (12 for shorter game)
- 4-5 Players – 12 Shiitake (10 for shorter game)
- 6-8 Players – 10 Shiitake (8 for shorter game)