# 老師敬服

**Player's items at the start**
■1 Money (yellow cube)　■1 face-down Respect chip
■Initial Student cards: 珍念(Chin-nen), 朴念仁(Bokunen-jin), and 沢庵(Takuan)　■4 Action tiles

3 to 5 | 45 - 60 min | 12+

## ■Outline

In this game, the players are old masters of martial arts, who aim to expand their schools.However, without the respect of other masters, your school will not last for so long.

## ■Components

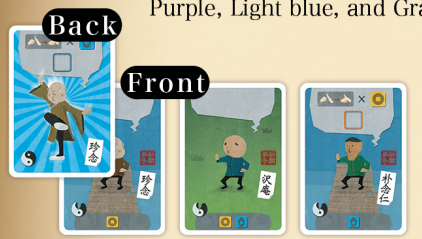
・Manual
・Round marker
・Materials
-25 Money (yellow) cubes
-25 Liquor (blue) cubes




・1 Master tile




Action tiles: 5 sets (Green, Blue, Purple, Light blue, and Gray) of 4 tiles




Initial Student cards: 5 sets of 3 cards (珍念[Chin-nen), 朴念仁(Bokunen-jin), and 沢庵(Takuan)]




30 One-Respect chips




18 Student cards




18 Skill tiles



10 五(Five-Respect) chips



10 十(Ten-Respect) chips

The front and back of 五(Five-Respect) chips are the same. The same applies to 十(Ten-Respect) chips.

## ■Set Up (players)

**1. Initial material**
Each player receives the following material.
1 Money (yellow) cube

**2. Action tiles**
Each player receives the following tiles.

**1 奥義習得(Gain Skill) / 賭博(Gamble) tile**
**1 武芸指南(Teach Martial Arts) /宴(Banquet) tile**
**1 勧誘又鍛錬(Invitation/Training) / 晩酌(Evening Drink) tile**
**1 酒の買出し(Liquor Shopping) / 瞑想(Meditation) tile**

Rest of the action tile will not be used. Put them back into the box.

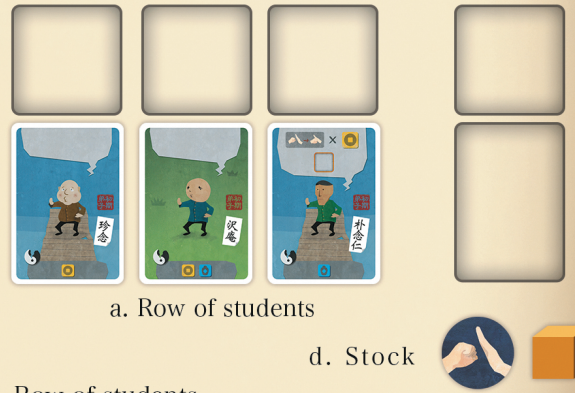
**3. Initial Student Cards**
Each player receives the following Initial Student cards
**1 珍念(Chin-nen) card**
**1 朴念仁(Bokunen-jin) card**
**1 沢庵(Takuan) card**
Rest of the Initial Student cards will not be used. Put them back into the box.

**4. Respect chips**
Each player receives 1 Respect chip.
Place the Respect chip face down observably in front of you.




If you gain face-up Respect chips during the game, place them in front of you, making sure that they do not mix with the face-down chip.
※Play the game with the materials and Respect chips in front of you observable to other players.

**5. Area in front of each player**




a. Row of students
Place the Student cards 珍念(Chin-nen), 朴念仁(Bokunen-jin), and 沢庵(Takuan) initially dealt to you face up in a row, in whatever order you like.
These cards are called a "row of students".

b. Action tile space
Ensure this space for placing an Action tile above each Student card.

c. Lodging space
Ensure this space for placing 1 Student card and 1 Action tile during the game.

d. Stock
This is an area for placing the materials (Money and Liquor) and Respect chips you have gained.

When you make payment, pay from here.

Hold 4 action tiles as your hand, concealed from the view of other players.

■Sample layout for a 5-player game (play area)




■Set Up (Play Area)

1. Place the remaining materials and Respect chips to an area within the reach of all the players.

This is called the "Bank".

The Bank is considered to have infinite materials and Respect chips. If they run out of materials and chips, substitute them with other articles.

2. Place the lid of the game box. Place the Round marker on the icon indicating "Round 1" on the lid, and use it to indicate the current round.



3. Place all the Student cards face up. Then, form a pile of Student cards and shuffle them.



This is called the "Student card draw pile".

4. From the Student card draw pile, draw Student cards matching the number of the players and place them face up in a row by the draw pile.

The area where the Student cards are placed face up is called the "Student card area".

For example, in a 5-player game, draw 5 Student cards and place them in the Student card area.

5. Sort the Skill tiles by types and place them face up in rows. There are 2 tiles of each Skill tile.

The area where the Skill cards are placed face up is called the "Skill card area".

■Choosing the Master

The player who has most recently practiced martial arts becomes the first Master.

Otherwise, choose amicably who will be the first Master. The player chosen as the master receives the Master tile.

■How to Play

This game is comprised of 5 rounds.
Each round is comprised of 3 phases.

In each phase, take the following procedure:

(1) Instruction phase
(2) Execution phase
(3) Return phase

After completing the Return phase, proceed to the next round. The game ends after 5 rounds. Then, calculate your final score.

(1) Instruction phase

Each player gives instructions to their Students. This is performed by all the players simultaneously.

Each player places Action tiles face down for Student cards in the row of their Students.

You can place 1 Action tile for each Student.




For example, if you have 3 Student cards, you can place up to 3 Action tiles, each one above each Student card.

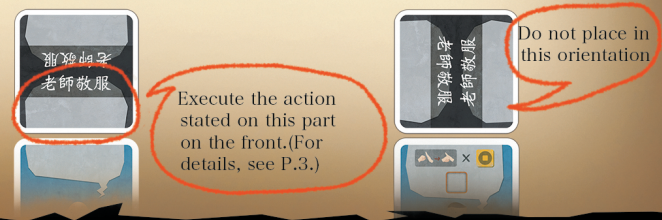


Only during the Instruction phase, you can freely change the positions of the Student cards.

In the Instruction phase, actions are performed in order from left to right Student cards, so the Student cards' order is an important factor.

After all the players have placed Action tiles and determined their Student cards' order, proceed to the Execution phase.

※In the Execution phase, among the two actions stated on the Action tile, only execute the action closer to the Student card.
Place each Action tile in the orientation as shown.



If you do not wish to place an Action tile for a Student card or if you do not have an Action tile to place, you can choose not to place an Action tile for the Student card.



Place the Student card(s) without an Action tile at the right end.
※For a more strategic game play, you can choose to perform the Instruction phase clockwise from the player holding the Master tile instead of all the players performing it simultaneously.

(2) Execution phase
Take turns clockwise from the player holding the Master tile.
Each player performs the following steps 1 to 5, and the turn of play moves to the next player on the left.
The player taking the current turn is called the "turn player".

**1. Disclose the Action tile.**
**2. Execute the action.**
**3. Pay respect.**
**4. Replenish the Student area.**
**5. Finish the turn.**

Repeat the Execution phase until all Action tiles placed face down by all the players in the Instruction phase are disclosed.

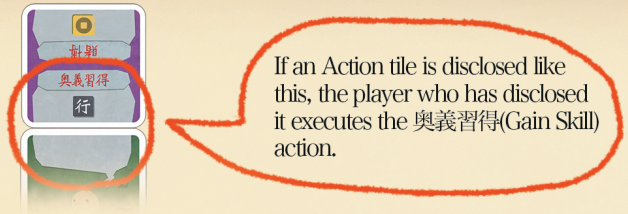
If the turn player has already disclosed all of their Action tiles, perform only "5. Finish the turn." in the Execution phase.

1. Disclose the Action tile.
The turn player, among their face down Action tiles, flips the leftmost Action tile to disclose it.



When you disclose an Action tile, be careful not change its orientation as it was placed in the Instruction phase.

2. Execute the Action
As the turn player, execute the action.
From among the actions stated on the disclosed Action tile, execute only the action stated in the part placed closer to the Student card.




After disclosing an Action tile, you can also choose not to execute the selected action.
※For details about the actions, see "Descriptions of Action Tiles".

3. Pay respect.
After executing (or choosing not to execute) the selected action, the turn player has other players choose, in clockwise order starting from the next player on the left, one of the two following actions:

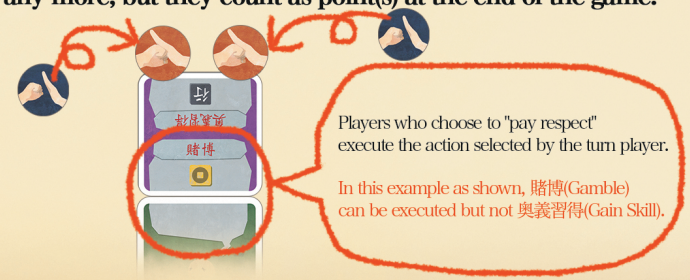
a) "Pay respect" and perform the action.
b) Do not "pay respect".

**If you choose "a) "Pay respect" and perform the action", pay 1 face-down Respect chip to the turn player.**

You cannot choose to "pay respect" if you cannot pay the Respect chip.

**Place the paid Respect chip face up above tile of the action selected by the turn player.**

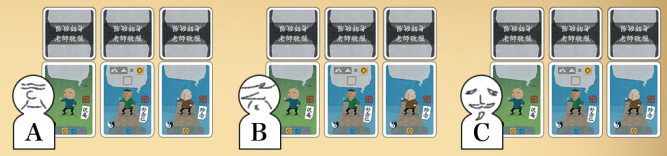
**Respect chips turned face up cannot be used to "pay respect" any more, but they count as point(s) at the end of the game.**



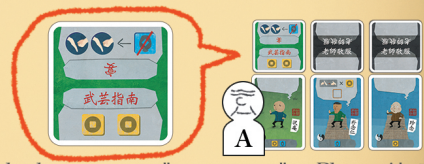

After paying a Respect chip, execute the action selected by the turn player. However, the effect of the turn player's Student card is not applied.

**If you choose "b) Do not 'pay respect'", do not perform any-**

Example)
In the Instruction phase, Players A, B, and C each placed 1 Action card face down above each of their 3 Student cards, thus each player has placed 3 Action tiles in total.




Player A is the turn player. Player A discloses their first tile. Player A discloses and executes 武芸指南(Teach Martial Arts).




Player B considers whether or not to "pay respect" to Player A's 武芸指南(Teach Martial Arts).Player B turns their Respect chip face up, places it in front of Player A's Student card, and executes 武芸指南(Teach Martial Arts).




Player C wishes to but cannot "pay respect" to Player A's 武芸指南(Teach Martial Arts), because they only have a face-up Respect chips.




The step to "pay respect" to Player A's action has finished. After replenishing the Student area, the turn of play moves to the next player.

After asking all other players whether or not they will "pay respect", the turn player moves all the Respect chips they have received to their stock.
If the Student card under the Action tile to which the respect is paid has a "Respect bonus" ability, move materials from the Bank to the Student card according to the number of "respect" received.



4. Replenish the Student area.
After the players other than the turn players have decided whether or not to "pay respect" and executed the action, check if the number of Student cards in the Student card area matches the number of players. If the number of cards is fewer, place Student card(s) in the Student card area until their number matches that of the players.
If the number of Student cards in the draw pile is not enough to replenish the Student card area, just add the Students cards as there is.

5. Finish the turn.
If all the Action tiles placed above all the players' rows of Student cards have been disclosed, finish the Execution phase and move to the Return phase. Otherwise, the player on the left of the turn player becomes the new turn player and performs the Execution phase from "1. Disclose the Action tile.".

▲Descriptions of Action Tiles
The initial Action tiles are comprised of the following 4 tiles.
The initial tiles have 2 actions stated on each of them.

Descriptions of the Icons on the Tiles







●宴(Banquet)
Pay 1 Liquor cube from your stock to the Bank and take 2 face-down Respect chips from the Bank.

●武芸指南(Teach Martial Arts)
Take 2 Money cubes from the Bank.




●賭博(Gamble)
Take 1 Money cube from the Bank.

●奥義習得(Gain Skill)
Take Skill tile(s).
Details will be described later.




●瞑想(Meditation)
Take 1 face-down Respect chip from the Bank.

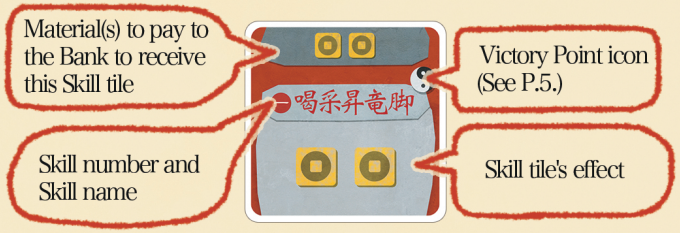
●酒の買出し(Liquor Shopping)
Pay 1 Money cube from your stock to the Bank, and take 2 Liquor cubes from the Bank.




●晩酌(Evening Drink)
Take 1 Liquor cube from the Bank.

●勧誘又鍛錬(Invitation/Training)
You can take a new Student card or train your Student card.
Details will be described later.

●奥義習得(Gain Skill)
Take 1 Skill tile from the Skill tile area.
To take a Skill tile, you need to pay the material(s) specified on that tile to the Bank.



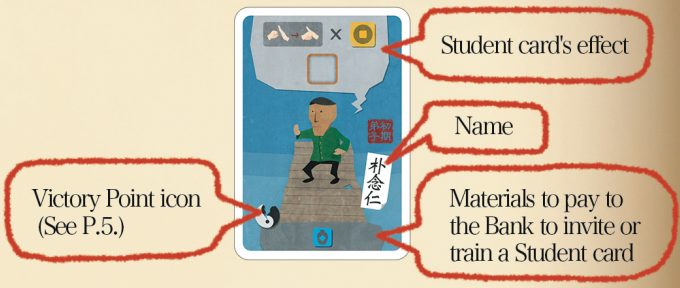

Hold the Skill tile you received as your hand.
You can use the Skill tile from the next round's Instruction phase, place it above a Student card like an Action tile, and trigger its effect when executing the action.

In the Skill tile area, there are 2 tiles of each type of Skill tile. Once both of these tiles are taken, that skill cannot be taken any more. Furthermore, over the entire game, the same player cannot take 2 Skill tiles of the same type.

※Skill tiles are Action tiles acquired through the 奥義習得(Gain Skill) action. Skill tiles are also included in the Action tiles.
※Even if you mistakenly place a Skill tile upside down in the Instruction phase, the effect stated on that Skill tile is triggered in the Execution phase.

●勧誘又鍛錬(Invitation/Training)
You can take a new Student card or turn your Student card to the other side to promote its level.

Choose and execute one of the following actions:
**Invitation:** Take 1 Student card from the Student card area.
**Training:** Turn one of your Student cards to the other side.




●Student action: Invitation
Take 1 Student card from the Student card area. To acquire a Student card, choose it and pay the material (cost) stated on it to the bank.
Place the Student card you have acquired at the right end of the row of your Students.

You can view the back of the Student cards in the Student card area at all time, but not the back of those in the Student card draw pile.



You can choose a card from the Student card area.

●Student action: Training
Turn one of your untrained Student cards to the other side.



To turn a Student card to the other side, pay the material (cost) stated on it to the bank.

You can choose any one of your Student cards and flip it.
You can also flip a Student card in the Lodging space (to be described later).

▲Note regarding paying respect to the 勧誘又鍛錬(Invitation/Training) action
The player who pays respect can choose "勧誘(Invitation)" or "鍛錬(Training)". You can choose a different action from that chosen by the turn player.

Example)
Player A discloses the Action tile and selects 勧誘(Invitation). Player B "pays respect", but selects 鍛錬(Training).

●Victory Point icon
Each Skill tile or Student card has a Victory Point icon on it, as shown below:

**-1pt**
At the end of the game, you lose 1pt per this icon.

**+1pt**
At the end of the game, you gain 1pt per this icon.

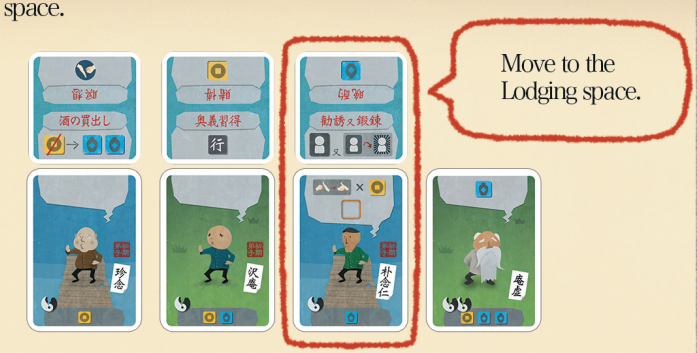
**+★pt**
At the end of the game, you gain points according to the effect of your Student card.
(For details, see P.6.)

(3) Return phase
After all the Action tiles placed by all the players are disclosed, move to the Return phase.
In this phase, all the players perform their actions simultaneously.

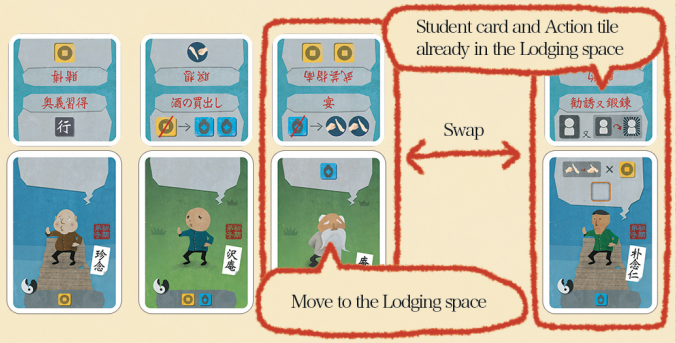
In the Return phase, take the following steps:

**1. Check lodgers.**
**2. Collect Action tiles and materials.**
**3. Renew the Student card area.**
**4. Advance the round.**

1. Check lodgers.
All the players check the rows of their Students.
Among the Students cards with Action tiles placed above them, move the rightmost Student card and its Action tile to the Lodging space.




If the Lodging space is already occupied by another Student card and Action tile, replace them with the Student card and Action tile moved there and return them to the row of Students.




The Student card and Action tile which move to the Lodging space cannot be used in the next round.
The player who did not place any Action tile on their Student cards do not need to move their Student card and Action tile to the Lodging space.
In such a case, if Student cards and Action tile are already placed in the Lodging space, return them to the row of Students.

2. Collect Action tiles and materials.
Return the Action tiles placed above Student cards to your hand. If the materials acquired by the Respect bonus have been placed, move them to your stock.
However, do not move the Action tile and material placed with the Student card in the Lodging space.

3. Renew the Student card area.
Move all the Student cards placed face up in the Student card area to the bottom of the Student card draw pile in whatever order you like.
Then, from the top of the Student card draw pile, draw Student cards matching the number of players and place them in the Student card area.

4. Advance the round.
Check the number of rounds by viewing this game's box lid. If the Round marker is on the icon indicating the 5th round, end the game.




If you have not reached the 5th round, move the Round marker to the next round.




The player who has the Master tile passes it to the next player on the left, and the next player starts the next round's Instruction phase.

■Scoring
After 5 rounds, calculate your score.
Before scoring, move all the materials placed above your Student cards to your stock.
Move also the materials above your Student card in your Lodging space to your stock.

- **You gain 0.5pt for gaining each face-up Respect chip.**
  Face-down Respect chips do not count as victory points.
- **You gain 1pt for gaining each 5 materials (Money or Liquor).**
  Count them in total regardless of the type of material.
- **Points for gaining Skill tiles**
- **Points for gaining Student cards**

The total of these points is your final score.
The player with the highest final score wins the game.

●In case of a tie:
The player with the higher number of face-up Respect chip wins. If that is also a tie, the tie players shall share the victory.

▲Descriptions of Skill Tiles



**喝采昇龍脚(Applause Shoryu-kyaku)**
Take 2 Money cubes from the Bank.



**酔游幻影掌(Liquor Gen-ei-sho)**
Take 2 Liquor cubes from the Bank.



**落花竜聖拳(Tender Ryusei-ken)**
Take 1 Money cube from the Bank and then perform 勧誘又鍛錬(Invitation/Training).
You can also choose to only "take 1 Money cube."



**落花聖神拳(Tender Seishin-ken)**
Take 1 Liquor cube from the Bank and then perform 勧誘又鍛錬(Invitation/Training).
You can also choose to only "take 1 Liquor cube."



**輪廻敬服拳(Transmigratory Keifuku-ken)**
Take 1 Money cube and 1 face-down Respect chip from the Bank.



**闘志敬服拳(Fighting Keifuku-ken)**
Take 1 Liquor cube and 1 face-down Respect chip from the Bank.



**黄金連珠拳(Double Gold Renju-ken)**
Take 2 Money cubes from the Bank and then perform the 奥義習得(Gain Skill) action.
You can also choose to only "take 2 Money cubes."



**乱舞豪翔拳(Wild Dance Goshu-ken)**
Take 1 Money cube and 1 Liquor cube from the Bank and then perform the 奥義習得(Gain Skill) action.
You can also choose to only "take 1 Money cube and 1 Liquor cube."

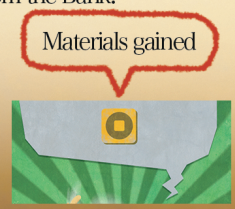


**高名敬服拳(Famed Keifuku-ken)**
Pay 1 Money cube from your stock to the Bank and take 2 face-down chips from the Bank.

▲Student Card Descriptions

**Immediate bonus**

When you disclose the Action tile above this Student card, take the materials indicated by the icon from the Bank immediately before performing the action.

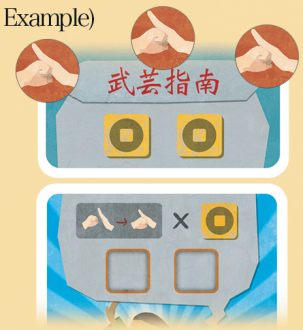



**Respect bonus**




At the end of "3. Pay respect." in the Execution phase, take from the Bank the number of materials matching the Respect chips placed by this Student card and place the materials on the Student card.
You can place the materials up to the maximum limit stated on each Student card. The materials exceeding the maximum limit must be returned to the Bank.

Example)




You have disclosed a tile over a Student card and performed the 武芸指南(Teach Martial Arts) action.

Other 3 players "pay respect".

This Student card has an ability to take 1 Money cube each time it receives respect, so place 3 Money cubes on this Student card.

However, you can place only up to 2 materials on this Student card, so return 1 Money cube to the Bank.

In "2. Collect Action tiles and materials." of the Return phase, move the materials placed on the Student card to your stock.

The materials placed on Student cards are still unusable.

If a Student card moves to the Lodging space, it moves together with the materials placed on it.
When returning a Student card from the Lodging space to the row of Students, move the materials on that Student card to your stock.

**Student bonus (additional points at the end of the game)**



At the end of the game, you gain additional points according to the number of your Student cards.

▲In this figure, you gain additional 1pt for 4 Student cards, 3 pts for 5 Student cards, and 5pts for 6 or more Student cards.

**Skill bonus (additional points at the end of the game)**



At the end of the game, you gain additional points according to the number of your Action tiles.

▲In this figure, you gain additional 2pts for 5 Action tiles, 4pts for 6 Action tiles, and 6pts for 7 or more Action tiles.

**★Notes**

- You can check the back of your Action tiles placed face-down at all time. (Be careful not to change the tile's orientation when you check it.)
- Exchange "face-up One-Respect chips" at an appropriate timing.
Each 五(Five-Respect) chip counts as 5 face-up One-Respect chips.
Each 十(Ten-Respect) chip counts as 10 face-up One-Respect chips.
- After a player discloses an Action tile, other players can "pay respect" to the disclosed Action only once.The players cannot disclose multiple Action tiles at once and "pay respect" multiple times.

Example)
Player A performs 武芸指南(Teach Martial Arts).
Player B wishes to use 10 Respect chips to "pay respect" to 武芸指南(Teach Martial Arts) 10 times, but they can do it only once.


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**Thanks to all the people who have helped us**