

Fuji Koro (Competitive Mode)

A game for 1-6 players by Jerome Demeyere. Condensed rules by Eric Postpischil, <https://edp.org>. These are condensed rules for the 2-6 player competitive mode and are based on the 2020 Deluxe edition.

Introduction

Explore Mount Fuji. Gather sacred scrolls, blueprints, resources, and monks. Craft gear. Fight dragons. Bring magical gear, dragon teeth, and monks to the shōgun.

Some rules that may be overlooked are in **purple bold**.

Player Board

The symmetric character boards are described here. Asymmetric characters have some variations.

Left: 2 slots for scroll cards. The first is always available. The second is available when unlocked by a monk.

Top: Holding area for action discs (leftmost) and action fields, each with a slot for a gear bonus card.

Right: 3 slots for magical blueprint cards.

Left interior: Backpack with a 6-space area and a 5-space area. Each space may hold either 1 disc or 1 cube.

- The bottom 6 are always available. The top 5 are available when unlocked by a monk.

Top interior: Helmet crafting area.

Center interior: Weapon crafting area, for 1 or 2 weapons.

- The 5×5 left grid is always available. The entire grid is available when unlocked by a monk.

Bottom interior: Sandals crafting area.

There are 4 spots for monk discs on the player board, circles with orange backgrounds.

- A monk in the action area serves as an extra action disc. Monks in other areas unlock capabilities, per above.

Backpack

You can only hold resources, scrolls, blueprints, and monks whose discs or cubes fit in your backpack.

- When you have a sacred scroll or a magical blueprint, you will have both a disc in your backpack (marking the space used in your backpack) and a card by your player board (showing the item details). There is always a one-to-one correspondence between these cards in your possession and their discs in your backpack.

You may freely discard resources (wood, metal, dragon teeth) to make room for new things in your backpack.

You may rearrange backpack contents whenever you are adding things to or removing things from it, except when discarding things because the monk expanding the backpack went into combat as a heroic monk.

General

Resources are wood, metal, or dragon teeth, represented by brown, silver, or white cubes.

- Resources correspond to combat dice of the same color. Green magic cubes are not resources.

Players may examine the magical blueprint cards at the temples at any time.

Certain things deal permanent damage to a dragon. There are damage tokens to put by the dragon for this.

Setup

Put the board on the table and put the central tile on face-up on the volcano crater.

Put the 3 bridges face-up on their indicated locations and the 3 temples in their indicated locations.

Put the countdown token on its start space on the countdown track at the bottom of the board, toward right.

Put the rope tile and the countdown marker aside for the Final Chapter (below).

Separately shuffle the level I, II, and III tiles and stack facedown by board.

Shuffle the sacred scroll cards. Deal 1 face-up to each of the 3 marked spaces. Stack rest facedown in marked place.

Randomly draw 1 gear card of each type per player. Put face-up in marked spaces. Remove rest from game.

Randomly draw 1 magical blueprint card of each type per player. Remove rest from game. Form a deck grouped by type. Deal in a cycle to the 3 temples. Insert the cards in the temples.

Decide whether to play with symmetric or asymmetric characters. (See Asymmetric Characters below.)

Give each player a player board frame and a character insert, symmetric or asymmetric as decided for the game.

Give each player the items indicated on the reverse of their insert. For symmetric characters:

- 3 action discs, their VP marker, their samurai figure, 1 or 2 monk discs for 2-5 or 6 players, 2 wood cubes and 2 metal cubes for their weapon, and their 7 sacred scroll discs.

Each player:

- Puts their VP marker on 0 of the score track (pink flower) and their samurai on the central tile.
- Puts their action discs in their holding area (top left of player board) and the scroll discs aside.
- Arranges their resources in the indicated grids (weapon for symmetric characters) according to the crafting rules.
- Assigns their monk(s) to monk spots on their board as desired.

Decide whether to play with the adventure tokens.

Decide whether to allow inter-player combat. (If not, players may not elect combat with another player.)

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Play

Take turns clockwise until the end of the game.

On each turn, a player performs 2 actions. Each action may be move, explore, gather, or rest.

To move, explore, or gather, you must move an action disc from your pool to corresponding action field.

- You may have multiple discs on one field.

If, at the end of any action or combat, your gear matches a magical blueprint you have, your gear becomes magical:

- Gear matches a magical blueprint card if the card pattern appears anywhere in the gear.
 - The pattern may be rotated, and the gear may contain additional cubes not shown in the pattern.
- Put a green magic cube on top of the gear. If the gear is 2 one-handed weapons, choose one of them to benefit.
- The moment your gear does not match the blueprint, remove the green magic cube.
- If you lose the blueprint, the green magic cube remains until removed per above.

Move

Move your samurai up to 2 spaces, or up to 3 if you have completed sandals. You cannot end on a lava space.

- The central tile and the temple tiles are each 1 movement space, regardless of their size.
- Each bridge tile is composed of 2 spaces, and each level I, II, or III tile is composed of 7 spaces.
- You not enter a space with more than 1 samurai except on the central, bridge, and temple tiles.
- (Bridge tiles may be entered from any edge.)

Stepping into any space of a tile with a dragon initiates combat with the dragon. (See Combat below.)

- Other conscious samurai on a space immediately adjacent to the tile may, in turn order, choose to join you in combat. To join, a samurai moves 1 step onto an available space on the tile.
- Samurai do not fight each other while fighting a dragon.

Stepping into a space with another samurai initiates combat between the two if either player elects combat.

- Players may not elect combat on the central, bridge, or temple tiles.

Combat ends a movement action, even if the player wins the combat.

After completing a move action, remove cubes from your sandals totaling at least 5 units per lava space crossed.

- Wood absorbs 1 damage, metal 2, dragon tooth 3, and magic 4. No change is given for overpayment.
 - A magic cube is restored at the end of the action if the player has the blueprint and the sandals still match.
- If you cannot cover the damage, you cannot perform the move action with that path.

Explore

You may explore when you are on a space adjacent to an unexplored place for a level I, II, or III tile.

Announce where you will explore. Draw a tile of the appropriate level.

- The ring immediately around the central tile is for level I tiles, the next ring out is level II, and the level III tiles form an outermost ring with the bridge and temple tiles.

Turn the tile as you please. Put it in the location.

Score 1 VP for a level II tile and 2 for a level III tile.

Fill spaces on the tile as indicated:

- **Brown-silver square:** A square resource token, face-up.
- **Brown-silver hexagon:** A hexagonal resource token, face-up, if playing with 5-6 players, otherwise nothing.
- **Samurai:** A sacred scroll disc of the matching player color, if in play, otherwise nothing.
- **Dragon:** A random dragon of the matching color (and reveal its statistics).
- **Monk:** A monk disc.
- **Green hexagon:** An adventure token, face-up, if playing with adventure tokens.
- **Number for lava:** If revealed after it would have been covered in the Final Chapter (below), put a lava tile on it.

On tiles adjacent to the new tile, flip all facedown resource tokens face-up.

Gather

Pick up items on the space your samurai occupies:

- **Face-up resource token:** Take the resources shown and put them in your backpack. Turn the token facedown.
- **Resources on the central tile or a temple tile:** Take the resources shown and put them in your backpack.
 - You may gather resources from these locations only once per turn.
- **Sacred scroll disc:** Take a face-up scroll card from the display or the top of the draw pile, gain 3 VP, and either:
 - put the scroll disc into your backpack and the scroll card into an available slot left of your player board, or
 - discard the scroll disc and replace a previous scroll card left of your player board, discarding the old one.
 - At any time, you may use the ability(ies) of your sacred scroll(s).
- **Monk disc:** Put the monk disc in an unoccupied monk spots on your player board or in your backpack.
 - A monk in your backpack may never be reassigned. It may be sent into combat or stolen by another player.
- **Magical blueprint cards at a temple tile:** Take 1 or 2 of the cards.
 - You may gather blueprints twice on a turn. You may gather blueprints once and gather resources once.
 - You may not gather a blueprint of a kind (helmet, weapon, sandals) you already have.

Rest (and Craft)

You may not rest unless you have at least one disk on an action field (so you may not rest twice in a row).

Move your disks from the action fields back to your action pool.

You may craft one type of gear, discussed below.

- While crafting, you may move any cubes from your backpack to the gear. You may move any resource cubes from the gear to your backpack, but 1 of them (your choice) becomes waste and returns to the general supply.
- You may rearrange the cubes in the gear freely except for the weapons restrictions below.

If, at the end of your rest action, your gear matches a gear card in the display, immediately obtain that card:

- Gear matches a gear card if the card pattern appears anywhere in the gear.
 - The pattern may be rotated, and the gear may contain additional cubes not shown in the pattern.
- The gear card must be of a type (helmet, weapons, sandals) you do not already have.
- Slide the card into an empty slot above one of the actions on your player board. This placement is permanent.
- Each gear card provides a bonus each time you perform its paired action.
 - A helmet card gives a wood or metal resource. A weapon card gives, chosen at placement, 1 VP or a peek at the top tile of any level. (You may share the information.) A sandals card gives a 1-step move.
 - The main action and the bonus may be performed in either order.
- You may craft gear that matches both a gear card and a magical blueprint and gain both benefits.

Helmets

A helmet may be 1-8 cubes of any type and pattern and may have multiple disconnected parts.

Weapons

You may craft a one-handed weapon or, with a monk by the grid, 2 one-handed weapons or 1 two-handed weapon.

- While crafting, you may rearrange cubes regardless of what weapons they previously formed.

A one-handed weapon may be 1-8 connected cubes of any type and pattern.

- It must lie entirely in the left 5×5 or right 3×5 part of your weapon grid and must be alone in that part.
- One-handed weapons may not touch each other orthogonally. (Sharing a corner diagonally is allowed.)
- To be usable in combat, a one-handed weapon must contain at least 2 wood cubes, in any location(s).

A two-handed weapon may be 1-12 connected cubes of any type and pattern.

- To be usable in combat, a two-handed weapon must contain at least 3 wood cubes, in any location(s).

If at any time other than crafting a weapon, you have an illegal weapon (too many cubes, a third weapon or a one-handed weapon with a two-handed weapon, or 2 weapons in the same grid part), you must remove cubes without rearranging any until your weapons are legal.

Sandals

Sandals may be 1-3 cubes of any type and pattern and may have disconnected parts.

Completed sandals (3 cubes) allow you to move 1 additional step during each move action.

Combat**Health**

If fighting a dragon, mark the dragon's health on the dragon health track, adjusted by any damage tokens by the dragon. With the legendary dragon (white), also use the +30 token, due to its 60 health points.

- For 3-6 players, use the large statistic with no icon. For 2 players, use the statistic by the two-player icon, if present. (There is also a one-player icon for the solo game, not discussed in these rules.)

Initiative and Attack Order

A samurai's initiative is the length of their longest weapon, plus 4 if it is magical (has a green cube on it).

A dragon's initiative is printed on it.

When fighting a non-legendary (non-white) dragon, a heroic monk may distract the dragon and boost your initiative:

- Remove a monk from your board (backpack or monk spot) and a resource from your backpack (if available).
- Roll a die corresponding to the resource and deduct the number of hits rolled from the dragon's health. (Ignore broken weapon icons.)
- Adjust your player board according to the lost monk's abilities. (Losing a scroll does not cost VP.)

The attack order for the duration of combat is fixed at the start:

- First combatants who sent a monk, in descending initiative order.
- Then combatants who did not send a monk, including a dragon, in descending initiative order.
- The defender of a space (dragons when fighting dragons, the stationary samurai during a move) wins ties.
- Ties between samurai fighting a dragon are resolved in turn order, starting with the active player.

Attacking

On each samurai's attack turn, they **may** use one corresponding die for each resource cube in their weapon.

When fighting with 2 one-handed weapons, they take 2 turns in immediate succession, one for each weapon.

Roll the dice. Deduct the number of hits rolled from the dragon's health.

For each die showing a broken-weapon icon, the player must move a matching cube from the weapon to the supply.

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- If the weapon breaks apart, cubes must be removed until the player holds only 1 or 2 legal weapons.

If a player has no usable weapon after a roll, they may retreat. Move them to the space they entered the tile from. The dragon loses combat if its health is reduced to zero. Then:

- Remove the dragon from the game.
- Give each player still in combat (conscious and not retreated) 1 dragon tooth (white cube) and 5/7/10/15 VP for a blue/green/red/white dragon.

On the dragon's attack turn, a blue/green/red/white dragon rolls 3/4/5/6 dragon tooth (white) dice.

For each die showing a broken-weapon icon, each samurai in the combat receives 1 dragon tooth (white cube).

For each hit rolled, each samurai in the combat must remove resource cubes from their helmet to absorb the damage.

- Wood absorbs 1 damage, metal 2, dragon tooth 3, and magic 4. No change is given for overpayment.
 - A magic cube is restored at the end of combat if the player has the blueprint and the helmet still matches.

A samurai is defeated if their helmet does not absorb all damage.

- The samurai is knocked unconscious. Lay it on its side on the space it entered the tile from. It no longer participates in this combat. It awakes at the start of its player's next turn. Unconscious samurai cannot be attacked.

End of Combat

Dragon combat ends when the dragon is defeated or all involved samurai are unconscious or retreated.

- If not defeated, its health resumes at full in its next combat, less any permanent damage tokens.

Samurai combat ends when one player is defeated or retreats.

- With either defeat or retreat, the victor may steal, from the opponent's backpack, a magical blueprint (card and disc), a monk, a sacred scroll (card and other player's disc), or a resource.
 - Stealing a sacred scroll scores the victor 3 VP (but does not cost the victim any VP).
 - A monk may be taken only from the backpack, not elsewhere on the player board.

If the active player survived combat, they may continue their turn.

- This includes doing the other part of a paired main action and gear card bonus.

Final Chapter

When any player reaches 30 VP, a countdown starts. Put the countdown marker to the left of that player.

Each time that player ends their turn, advance the countdown token 1 space on the countdown track and perform any event shown on the countdown track:

- **Lava with number:** Put a lava tile on each space with encroaching lava with the indicated number.
 - If lava erupts where a samurai is, they sustain 5 sandals damage and must move to an adjacent space without lava. If there is no such space, they must continue to move, sustaining 5 damage each time.
 - Arriving this way at a space with another samurai does not trigger combat.
 - If the samurai cannot sustain the damage or was unconscious, resurrect them in the player's choice of temple.
- **Rope:** Cover the resources on the central tile with the rope tile. Samurai may now escape with this rope.
 - (This countdown action occurs after the player's turn ended, so the samurai cannot escape on this turn.)
- **Blank stone:** Nothing happens.
- **END:** The game ends immediately.

If a samurai ends their turn on the central tile with the rope on it, they immediately move to the big palace.

If a samurai ends their turn on the level II tile with the rope, they immediately move to the small palace.

Having escaped, a samurai no longer performs actions. Instead, once per turn, they may claim 1 shōgun bonus:

- Claim a bonus for completed magical gear by placing its magical blueprint disc in a corresponding bonus space.
- Claim a bonus for a monk (from backpack or a monk spot) by placing its disc in a corresponding bonus space.
- Claim a bonus for a dragon tooth by placing its white cube in the corresponding bonus space.
- The light pink spaces in the each palace may hold 1 disc each and grant the VP shown.
- The dark purple spaces in the big palace may hold any number of discs and grant the VP shown for each disc.
- These are administrative actions that do not cause violations of crafting rules or loss of gear or of monk abilities.

Game End

If you escaped to the big palace, score the lowest bonus value for each remaining bonus item you have.

The player with the most VP wins. (Escaping the volcano is not required.)

Ties are broken in favor of the player who left the volcano first.

If none of the tied players left the volcano, victory is decided by real-life battle with weapons of their choice until all but one player surrenders. Chopsticks are recommended.

Asymmetric Characters

Differences from symmetric character setup are in [blue](#).

Yoshihiro (red). Less resting, more crafting.

- 4 action discs, their VP marker, their samurai figure, 0 or 1 monk discs for 2-5 or 6 players, 3 metal cubes for their backpack, 2 wood cubes and 2 metal cubes for their weapon, and their 7 sacred scroll discs.

Has 4 action discs (monk will make 5).

After each action, may craft one type of gear.

Masako (pink). Long weapon, fast movement, crafting sandals.

- 3 action discs, their VP marker, their samurai figure, 0 or 1 monk discs for 2-5 or 6 players, 3 wood cubes and 3 metal cubes for their weapon, and their 7 sacred scroll discs.

Weapon grid is unlocked without a monk. Grid has space for a weapon of length 10.

Can move 3 spaces per move or 5 with all 5 cubes in her sandals.

When crafting a helmet or weapons, may also craft sandals at the same time.

Masatsura (green). Strong defense, big backpack.

- 3 action discs, their VP marker, their samurai figure, 0 or 1 monk discs for 2-5 or 6 players, 2 wood cubes and 2 metal cubes for their helmet, 2 wood cubes and 2 metal cubes for their weapon, and their 7 sacred scroll discs.

Helmet can have up to 12 cubes.

Backpack can have up to 15 cubes and is unlocked without a monk.

Mitsuhide (blue). Sacred scrolls, jump over lava.

- 3 action discs, their VP marker, their samurai figure, 0 or 1 monk discs for 2-5 or 6 players, 2 wood cubes and 3 metal cubes for their weapon, their 7 sacred scroll discs, and a chosen sacred scroll per below.

Starts with a sacred scroll chosen from the display, its disc in their backpack, and its 3 VP.

Second scroll slot is unlocked without a monk.

When moving, can jump over 1 lava space by burning 1 wood from weapon.

Takeko (purple). Big two-handed weapon.

- 3 action discs, their VP marker, their samurai figure, 0 or 1 monk discs for 2-5 or 6 players, 3 wood cubes and 4 metal cubes for their weapon, and their 7 sacred scroll discs..

May craft only with rules for a two-handed weapon. May craft a two-handed weapon up to 16 resource cubes.

Weapon grid is unlocked without a monk.

Tomoe (black). Several small weapons.

Setup: Ensure a magical weapon blueprint with 2 one-handed weapons is in the game.

- 2 action discs, 1 monk disc for their action disc pool, their VP marker, their samurai figure, 0 or 1 monk discs for 2-5 or 6 players, 2 wood and 2 metal cubes and 1 dragon tooth for their weapon, and their 7 sacred scroll discs.

Starts with 2 action discs and 1 monk as an action disc. (May add a second monk as an action disc.)

May craft only with the rules for one-handed weapons.

Weapon grid is unlocked without a monk.

May use sandals as a third one-handed weapon.

Daisuke (white). Fast movement, sneaky.

- 3 action discs, their VP marker, their samurai figure, 0 or 1 monk discs for 2-5 or 6 players, 2 wood cubes and 2 metal cubes for their weapon, and no sacred scroll discs. (Has no scrolls to gather from the board.)

May move 3 spaces per move.

May sneak by without initiating combat if he does not end on a space with a samurai or a tile with a dragon.

- May steal a sacred scroll while sneaking by a samurai (and score 3 VP).

Can move up to 4 spaces without crossing lava to join dragon combat.

Can retreat from combat after any die roll even if he still has a usable weapon.

Cannot craft a magical helmet because his helmet is limited to 3 cubes.

Notes About Some Sacred Scrolls and Adventure Tokens

Sacred scroll to move on lava without damaging your sandals: You may move 1 step over lava even with no sandals.

Omamori of Fire adventure token: You may move 1 step over lava even with no sandals.

Sacred scroll to place multiple tiles: Resources on tiles adjacent to any of the new tiles are refreshed.

Ancient Map of the Mountain adventure token: Resources on tiles adjacent to any of the new tiles are refreshed.

Sashimono adventure token: May only be used during your turn.

- It may be used to move samurai so they may join combat but may not be used to force them into a combat.

Gunbai adventure token: Applies to an opponent's roll.

- After an opponent rolls, you may nullify all hits on all dice with a broken weapon icon. The broken weapon effects are remain.