



## 1.0 Introduction

This is a multiplayer game that recreates the political struggles that took place from the end of the Pacific War to its conclusion. The game is played by 4 to 8 players (5 to 6 players is optimal), with each player taking charge of a faction made up of military, naval, and political figures from the national leadership of the time, and the game is played for up to 5 turns.

## 2.0 Gaming Equipment

This game comes with the following items. In addition to the items listed below, prepare an appropriate number of six-sided dice.

- ① Rulebook A: This book)
- ② Card sheets (3 sheets)
- ③ Game map (a)
- ④ Counter sheet (1 sheet)

## 2.1 Playing Cards

Cut out and use the following 48 playing cards from the three sheets included with this book.

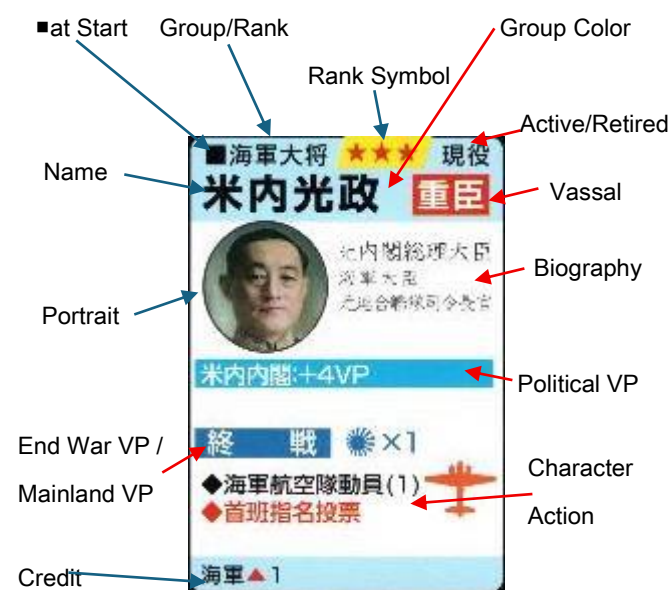
when "#" is written in the rules, "#" should be read as the number written on the card.

Examples of Cards(Front)



## 2.1.1 Character cards (32 cards)

Character Card(Front)



### (1) Person display section

- ① Character name : Write the name of the character card.
- ② Group and Rank : The group (Army/ Navy /Politician/Imperial Court) and rank of the character card are listed. ( See 7.0, 12.0 )

If ■ is marked, it will be bid in a setup. (See 4.0)

- ③ Rank symbol : If the group is an active army or navy officer, the rank is indicated by the color of the symbol and the number of stars. (See 7.0)

- ④ Active/Retired : If the group is Army or Navy,

indicate whether the person is active or retired. ( See 3.3.2 )

⑤ Vassal Indication : Indicates that the character card is a "Vassal ." "Vassals" can participate in the Prime minister nomination process. (See 6.0)

⑥ Group Color : The group of the character card is displayed in the following colors. ( See 7.0, 12.0 )

- Army : Yellowish color
- Navy : Sky blue
- Politicians : Pink
- Imperial Palace : Orange

(2) Portrait display area

① Portrait image : Displays the person's portrait.

② Initial Position : At the start of the game, display the position card assigned to that person. (See 4.0)

③ Biography : Describe the person's historical background.

(3) Capacity display section

① Political VP: If the conditions for each VP acquisition round are met , the VP that can be acquired is shown. ( See 1.1.0)

② Final VP: If the conditions are met at the end of the game, this indicates how VP will be obtained.

• End of War X#: If the game ends by divine decision, you can gain VP by taking # final VP markers (see 13.0(2)) .

• Mainland Battle X#: When the game ends with a mainland battle, players can gain VP by obtaining a final VP marker equal to the number of VPs (see 14.0(4)) .

③ Character Action : Shows the character actions that this character can perform . (See 9.0)

(4) Credit display section ([group]▲1#)

When bidding on a character card of the group listed in [ ], you can reduce the amount of funds you pay by the number of #s shown . ( See 12. 0 (3)③ )

## 2.1.2 Position cards (7 cards)

(1) Position display section

① Position name : The name of the position card .

② Condition display : Displays the conditions required to place the position card . ( See 7.0 )

(2) Action display section

The position card indicates the position actions that the person who has the position card placed on them can perform. ( See 10.0 )

Position card(Front)



## 2.1.3 Rotation/Cabinet Card

a Cabinet marker (see 6.0) or can be used to indicate the rotation of play on the front or back of a card in front of the initiating player of a nomination, action , or bid (see 6.0, 8.0, 12.0).

## 2.1.4 Post selection card

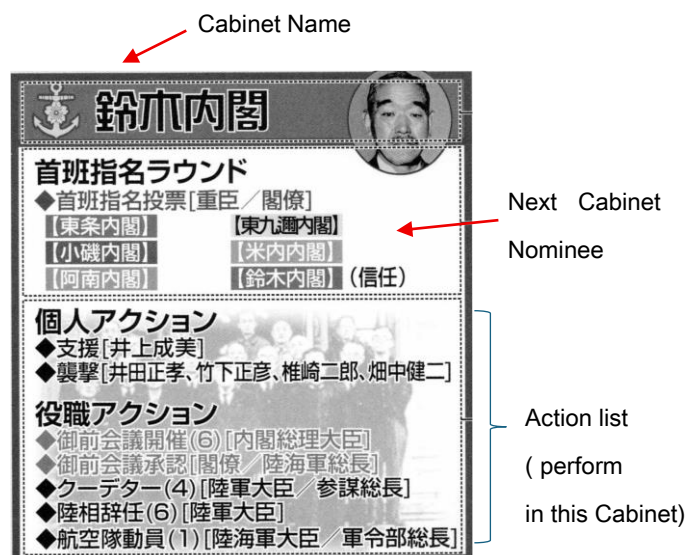
Not to be used in normal play. (See submission rules to be published in the next issue .)

## 2.2 Game Map

Use the game map included with this book.

### 2.2.1 Charts and boxes

Cabinet Box :



### ① Cabinet Box :

The Cabinet Box lists the cabinets that can be voted on as the prime minister , the actions that can be performed by that cabinet, and the position actions that require a fixed amount of funds to perform.

Common actions other than those mentioned above ( including "Political Funding" and "Financial Assistance" ) are omitted (see 6.0 and 10.0).

② Funds Track : Places funds markers to display the funds currently available to each player (see 5.0, 8.0, 9.0, 10.0, 12.0).

③ VP Track: Place VP markers to display the VPs each player currently has . (10.3, 11.0, 13.0,14.0)

④ Turn Track : Place turn markers to show the current turn (see 5.0) .

⑤ Imperial Council Box : Place the vote marker cast in the Imperial Council Approval box (see 10.11, 10.12, 13.0).

⑥ Bidding Pool : Line up the character cards available for bidding in this turn's bidding round ( see 12.0 ) .

⑦ Deck Box : Place the deck cards that have not yet appeared in the game. ( See 5.0 )

⑧ Dropout Box : Place character cards that have been dropped from the game due to the "Assault" action. (See 9.7)

⑨ Turn Procedure : (See 5.0)

### 2.2.2 Map

① Mainland Battle Deployment Display : US ground force units are placed frontside up. (See 1 4.0)

②US Fleet Deployment Display : Place US naval units front side up(see 14.0, 15.0) .

### 2.3 Counter

Please cut out them from the counter sheet before use. There are two types of counters: markers and units .

#### (1) Marker

The following markers are included:

① Faction Indicator Marker : Shows the color of the marker used by each player . ( See 4.0 (2) )

The reverse side of the marker indicates when a player has passed during the round (see 6.0, 8.0, 12.0) .

① Funding marker (see 5.0, 8.0, 9.0, 10.0, 12.0)

② VP (Victory Points) Marker (see 11.0, 13.0, 14.0)

3. Turn marker (see 5.0)

④ Cabinet Marker (see 6.0)

⑤ Voting Marker (see 6.0, 10.12)

⑥ Minister of the Imperial Court Vote Marker ( see 6.0 )

⑦ Retired /Forward Deployment Marker (see 10.4, 10.5, 10.6, 10.7)

⑧ General promotion marker ( see 10.3 )

⑨ Final VP Marker (see 13.0, 14.0)

#### (2) Unit

The unit is used in air attack actions and in the main battle stage.

① Imperial Army units (see 4.0(6)③, 9.3, 14.0)

② Army /Navy Air Force units ( see 4.0(6)④, 9.4, 10.8, 15.0 )

③ US ground units (see 14.0)

④ US Navy Ship Units (see 15.0)

### 3.0 Game Basics

#### 3.1 Card Status

Cards in a player's hand can be used by the player who owns them during their turn.

The state of each card indicates one of the following conditions:

(1) Actionable state (portrait)

Cards that are not turned sideways (tapped) indicate that you can take action during this turn.

(2) Completed action state (sideways: tap )

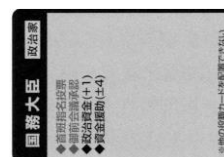
During a turn, cards that have been nominated as a leader or have performed some other action are turned sideways (tapped) to indicate that the action has been taken and that the card cannot be used that turn .

Tapped cards are returned to their original state at the end of the round and can be reused in the next turn.

Actionable state



Completed action state (tap )



### 3.2 Position

Position cards are placed on any character card.

(1) There are two types of position cards: cabinet minister cards and chief of staff cards .

only one position card can be placed per character card (Exception: Initial Placement, see 4.0, 7.0 ) .

Each position card has restrictions on the type and status of the person who can be placed (see 7.0, 10.0) .

#### (2) Ministerial Cards

There are five ministerial cards in total: one for the Prime Minister, one for the Minister of the Army, one for the Minister of the Navy , and two for the Ministers of State .

① A person card with a minister card placed on it can vote for the nomination in the Prime Minister Nomination Round (see 6.0) .

② A person card with a Minister card placed on it can perform the position action listed on the card during the action round (see 10.0) .

③ The Prime Minister can change the person card on which the Minister card is placed during the Cabinet Formation Round and the Cabinet Reshuffle Action (see 7.0, 10.1).

#### (3) Chief of Staff of the Army and Navy Cards

There are two types of Chief of Staff cards: the Chief of Staff (Army) card and the Chief of the Naval General Staff (Navy) card.

① A character card with a Chief of Staff card placed on it can perform the position action listed on the card during the action round (see 10.0).

② The Minister of the Army (Navy) can change the character card on which the Chief of Staff (Army) card or Chief of the Naval Staff (Navy) card is placed by using the Change Chief action during the Action Round (see 10.0) .

#### 3.2.1 Removed Position Cards

If a position card is forcibly removed from a character card (see 6.0 (5) ①, 9.7), no actions can be taken with that position card until it is replaced by another character in the next "Cabinet Formation Round," "Cabinet Reshuffle," "Replace Chief of Army (Navy),"

etc.

### 3.3 Character Cards

All character cards enter the game by being acquired by a player through bidding ( see 12.0 ). Character cards remaining in the deck and in the "bidding pool" are considered not yet in the game.

#### 3.3.1 Dropout state

Character cards can be removed from the game by the Assault action ( see 9.7) .

The character card that has been eliminated is moved to the Dropout Box. The character that has been eliminated can no longer be used in the game.

#### 3.3.2 Active Duty Military and Retired

People from the army are army officers, and people from the navy are navy officers.

Army and Navy personnel have two statuses: "active" and "retired."

① Military personnel in "active duty" status : Persons with "active duty" displayed in the character display section of their character card are active military personnel.

Only Active military personnel can place position cards such as "Minister of the Army," "Minister of the Navy," "Chief of the General Staff," and "Chief of the Naval General Staff."

You can also execute the "Army Mobilization" and "Air Force Mobilization" actions.

② Military personnel in "Retired" status : Persons with "Retired" displayed in the character display section of their character card , and persons with a "Retired" marker, are veterans.

"Retired" markers are placed by the Minister of War and Navy's "Retire" action (see 10.4) .

Veterans cannot be assigned position cards such as "Minister of the Army," "Minister of the Navy," "Chief of the General Staff," or "Chief of the Naval General Staff."

In addition, you cannot perform the "Army Mobilization" or "Air Force Mobilization" actions.

#### (2) Return to Active Duty

A person with a "Retired" marker can have the "Retired" marker removed by the Minister of Army

and Navy's "Return to Active Duty" action and can be reinstated as an active duty military officer. ( See 10.5) Characters whose character card has "Retired" printed on the character display section (retired at the start of the game) will never return to active duty.

### **3.3.3 Front - line dispatch and return to the center**

Active duty military personnel may be deployed to the front lines. Personnel with a position card assigned to them and retired veterans may not be deployed to the front lines.

① Frontline Dispatch : A character with a "Frontline Dispatch" marker is in a Frontline Dispatch state.

"Frontline Dispatch" markers are placed by the Chiefs of Army and Navy's "Dispatch to the Front" action ( see 10.6 ).

A person with a "Forward Dispatch" marker cannot take any actions.

② Return to Center : A " Frontline Dispatch " marker is removed by the Chief of Army or Navy's "Return to Center " action ( see 10.7 ). It is also immediately removed when a position card is placed.

### **4.0 Preparing for the game**

(1) Each player sits around the map in any order. From then on, players vote, take actions, bid, etc. based on their seating arrangement during the game. (See 6.0, 8.0, and 12.0.)

chooses a faction marker of any color and uses the same color VP marker and funds.

Select a marker.

Place each player's VP marker on the "0" column of the VP track and their fund marker on the "10" column of the fund track .

Place the turn marker on the first turn column of the turn track and the cabinet marker on the cabinet box for the "Tojo Cabinet."

(5) Organize the following markers into groups .

① Final VP marker

② Voting marker

③ Retirement /Frontline Dispatch Marker

⑤ General promotion marker

(6) Prepare the unit as follows:

1. Shuffle all US ground force units without revealing

their backs, and place them face up on the "Main Battle Deployment Display."

② Shuffle all US Navy ship units without revealing their backs, and place them face up on the "US Fleet Deployment Display."

3. Put all Imperial Army units together in one cup (unmobilized Imperial Army units) .

4. Place all air force units together to the side of the game map (unmobilized air force pool) .

Prepare the following eight character cards.

"Hideki Tojo," "Shimada Shigetaro," "Mitsumasa Yonai," "Keisuke Okada," "Koichi Kido," "Kuniaki Koiso," "Mamoru Shigemitsu," and "Nobusuke Kishi"

(8) Place the "Hideki Tojo" card in the " I" column of the bidding pool.

(9) Randomly select one of the remaining seven character cards and place them face up in the bidding pool in the order they were drawn.

There are no bidding pools for "VI1" and " VIII ", they are placed next to the "VI" column.

Shuffle the remaining character cards face down and place them in the deck.

(10) Place the following position cards on the designated character cards .

① Prime Minister : Hideki Tojo

② Minister of the Army : Hideki Tojo

③ Chief of Staff : Hideki Tojo

④ Minister of the Navy : Shimada Shigetaro

⑤ Chief of the Naval General Staff : Shimada Shigetaro

⑥ Ministers of State : Shigemitsu Mamoru, Kishi Nobusuke

(11 ) Place bids on the character cards in the bidding pool, starting with "1" ( see 12.0) .

(Tojo Hideki) in "Game Preparation ," players bid clockwise, and the player who starts bidding is determined randomly.

Once all eight character cards have been bid on, the game is ready to begin.

### **5.0 Game Instructions**

Each turn, the game proceeds in the following order:

#### **5.1 Preparation Round**



① Draw six cards from the deck of unappeared character cards and place them face up in the bidding pool in the order they were drawn.

\* This procedure is ignored on the 5th turn.

② Add 10 to the position of each player's fund marker on the fund track .

③ Each player subtracts their fund markers equal to the number of character cards they have.

" 0", there is no further impact.

### **5.2 Prime Minister Nomination Round**

Each player takes a voting action to nominate a leader using the person/position card in hand (see 6.0) .

### **5.3 Cabinet Formation Round**

If the cabinet changes as a result of the Prime Minister nomination, a new cabinet will be formed ( see 7.0 ).

### **5.4 Action Round**

Each player can perform the following actions using the character/position cards in their hand (see 8.0) :

(1) Actions common to all people and positions

① Political funds (see 9.1)

② Financial support ( see 9.2 )

③ Army mobilization ( see 9. 3)

④ Army (Navy) Air Corps mobilization (see 9.4)

(2) Character Action

① One Hundred Million Special Attack Order ( See 9.4.1)

② Military Police (see 9.5)

③ Assistant (see 9.6)

④ Assault ( see 9.7 )

(3) Role Actions

① Cabinet reshuffle (see 10.1)

② Replacement of Chief of Army (Navy) ( see 10.2 )

③ Promoted to General of the Army (Taishou) ( see 10.3 )

④ Army (Navy) retirement (see 10.4)

⑤ Army (Navy) return to Active Officer(see 10.5)

⑥ Army (Navy) Front Line Dispatch (see 10.6)

⑦ Army (Navy) return to the central government (see 10.7)

⑧ Army (Navy) Air Corps sortie orders (see 10.8)

⑨ Coup d'état ( see 10.9 )

⑩ Resignation of Minister of War (see 10.10)

⑪ Imperial Conference held (see 10.11 )

⑫ Approval of the Imperial Conference ( see 1 0.12)

### **5.5 Government VP Acquisition Round**

Each Player receives a Government VP for each character card in their hand, based on their current Cabinet (see 11.0).

### **5.6 Bidding Rounds**

Each player places a bid on a character card in the bidding pool ( see 12.0 ).

### **5.7 End Round**

(1) Return a tapped card that has already taken action to its original position.

(2) If any of the following conditions are met, the game ends and one of the following stages is performed:

① End of War Stage : After the "Imperial Conference" is held in the Action Round and the "Sacred Decision" is made, the End of War Stage is held in the Final Round and the game ends. (See 1 3.0)

② Mainland Battle Stage : If the "Sacred Decision" is not made by the end of the 5th turn, the Mainland Battle Stage will be held. ( See 14.0)

(3) If the game has not ended, advance the marker on the turn track and return to 5.1 for the next turn.

### **6.0 Prime Minister Nomination Round**

In the Prime Minister Nomination Round, the Prime Minister nomination vote will be conducted as follows:

(1) Place one "Voting Marker" on each character card that has a "Vassal" marker or " Minister " card placed on it .

On the character card of "Kido Koichi," the "voting marker" is placed on a special marker (Imperial Court +1).

Each character card can only give you one "voting marker" ( i.e., a senior official with a minister card attached does not have two votes, and Hideki Tojo does not have three votes at the start of the game).

(2) In the Prime Minister Nomination Round, the player who currently owns the "Prime Minister" decides at his discretion who will start voting and whether the voting will be done clockwise or

counterclockwise.

(3) If a player has a "Voting Marker" on a character card in their hand, they can participate in the Prime Minister nomination vote by following the steps below.

① When it is a player's turn to vote, they must decide whether to vote using one of the character cards in their hand or pass.

Any player who does not have a "voting marker" in hand automatically passes.

If a player passes on voting, the player's marker is flipped over (passed side) and that player cannot vote again during this Prime Minister Nomination Round.

② The prime minister nomination vote limits the candidates who can be voted on based on the current cabinet.

Refer to the Prime Minister Nomination Vote column in the current Cabinet Box and place one "Voting Marker" of the person you wish to vote for in the Cabinet Box of any person who is the subject of the Prime Minister Nomination Vote.

※If you vote using the character card of "Kido Koichi", you will use a special marker ( Naidaijin + 1) as your "voting marker" (see 6.0(6)).

③ If a person in the current cabinet's cabinet box who is the subject of a prime ministerial nomination vote has not yet appeared in the game (including in the bidding pool) or is in a "dropped out" state, you cannot vote for that person's cabinet box.

There are no restrictions on voting for the prime minister based on status such as "retirement" or "Frontline Dispatch."

If all of the people currently up for Prime Minister nomination voting are in the "Dropout" or "not yet appeared" state, you may vote for the Cabinet box of any person who has not been dropped out.

④ If you have cast a vote, turn the person card you used to vote sideways (tap) to indicate that you have finished voting.

When voting for the Prime Minister, you must tap a character card even if you use a position card.

⑤ Players who have used all of the "voting markers"

on their character cards can no longer vote during this Prime Minister nomination round.

(4) Each player will make a nomination in turn following the above procedure.

Players who have not yet passed on their vote and still have "voting markers" on their character cards can continue to participate in the second round of voting and beyond.

In the Prime Minister Nomination Round, voting will continue in the order determined in (2) until there are no more players eligible to participate in the nomination.

(5) When all players eligible to vote have passed or used up all their "voting markers," the results of the vote shall be determined using the following procedure.

① If there is a person with more voting markers placed in the Cabinet Box than the person currently holding the Prime Minister card, the current Cabinet will resign en masse.

Remove all minister cards and hand them over to the player who has won the Prime Minister position.

The new Cabinet is formed by replacing the Cabinet marker in the appropriate Cabinet box and placing the Prime Minister card on the designated person ( see 7.0) .

If the person to whom the Prime Minister card is to be placed already has a position card (Chief of the Army or Navy) assigned to them, that position card will be removed ( see 3.2.1) .

② If there are an equal number of people who meet the above conditions, the player who is currently Prime Minister can designate which person.

③ If the above conditions are not met ( including when the number of voting markers is the same ), the current cabinet will continue as is.

(6) When the Prime Minister nomination round is over, all players' faction markers on their pass side (back side) are turned face up, and all "voting markers" used for voting are removed from the Cabinet Box.

At this time, the player holding the "Kido Koichi" card

in hand will gain +1 VP if there is a Cabinet marker in the Cabinet box where they voted in the Prime Minister Nomination Round (the box with the "Naidaijin +1" marker).

## 7.0 Cabinet Formation Round

If a new cabinet is formed in the Prime Minister Nomination Round, the Cabinet Formation Round will be conducted in the following order:

The Cabinet Formation Round will not take place if there is no change in the Cabinet.

A player who owns a person with a Prime Minister card placed on them can arbitrarily rearrange a total of four minister cards, including the Minister of the Army, the Minister of the Navy, and two Ministers of State, onto any of the character cards in their possession, subject to the following restrictions :

only one Minister card can be placed per character card.

However, there are the following exceptions:

① Initially placed "Hideki Tojo" and "Shimada Shigetaro": Unless a position card is removed due to cabinet formation, cabinet reshuffle, or change of president, the initially placed position card will not be removed. However, once a position card is removed, it cannot be placed again for any reason other than the next section (7.0 (1) ②).

② If there are not enough eligible people (see 7.0 (2) ④)

(2) The "Minister of the Army (Navy)" card can only be placed on an active Army (Navy) Admiral card that does not have a position card placed on it. If the placed character card has a "Frontline Dispatch" marker on it, remove the marker.

However, if there are not enough corresponding character cards due to reasons such as "dropout" or "retirement," you can place any character in the following order of priority.

① Active Army (Navy) Lt General (Vice Admiral)

② Army (Navy) General (Admiral) with a retired marker : In this case, remove the retired marker.

(Navy) Admiral with "Retired" displayed in the character display section

(Navy) Admiral with a position card already placed

In either of the above cases, the "Minister of the Army" card cannot be placed on anyone other than an army officer, and the "Minister of the Navy" card cannot be placed on anyone other than a naval officer.

If there is no person who fits any of the above criteria, the Minister of the Army and Navy card cannot be placed on any character card. In this case, no one can play the Minister of the Army and Navy position action.

(3) A "Minister of State" card can only be placed on a character card whose group is "Politician."

However, if you are missing a corresponding character card due to "dropping out," you cannot place the remaining "Minister of State" cards on any character. In this case, no one can play the position action of that "Minister of State."

## 8.0 Action Round

During the action round, each player takes action using the character or position cards in their hand in the following order:

(1) In the Action Round, the player who currently owns the Prime Minister decides at his discretion which player will initiate the action and whether the Action Round will be conducted clockwise or counterclockwise.

(2) When a player has an actionable (untapped) character / position card, they can perform an action as follows:

① In the Action Round, the state of the cards from the Leader Nomination Round is carried over, so character cards that have been tapped in the Leader Nomination Round cannot be used.

whether to take the action using one of the character / position cards in their hand or to pass.

Players with no available characters / positions automatically pass.

If a player passes an action, the player's faction marker is turned over (passed side) and the player cannot take any further actions during this action round.

② When performing an action, a player selects any character card or position card in their hand and



declares one of the actions listed on that card.

③ Players resolve their declared actions according to the applicable rules ( see 9.0, 10.0 ).

Taps the character card used sideways, or if it is a position action, the position card placed on that character to indicate that the action is complete.

During an action round, a character card with a position card placed on it may perform multiple actions using both the position card and the character card (unless they are tapped) .

(In other words, Shigetaro Shimada, who has two position cards placed at the start of the game , has one vote for the Prime Minister nomination and two actions round, or up to three actions per action round.)

(3) Each player takes turns performing the above steps .

have not passed on their action and still have characters / positions available to act can continue to act in subsequent action rounds.

Continues in the order determined in (1) until no more players are able to act .

(4) Actions that can be performed during an action round are subject to the following restrictions:

① The current cabinet may limit whether something can be implemented .

If a cabinet name is specified in brackets [ ] after the action name on a character or position card, that action can only be performed by the specified cabinet.

② A person with a " Frontline Dispatch " marker placed on them cannot take any actions.

③ A person with a "Retired" marker placed on them cannot perform the "Army Mobilization" or "Army (Navy) Air Force Mobilization" action .

(5)If you perform an action that has a (#) after the action name , subtract the number of your fund markers on the fund track equal to the number of "#" .  
If the necessary funds cannot be deducted, the action cannot be carried out.

(6) When the action round ends, all players' pass side (back side) faction indicator markers are turned over to the front side.

## 9.0 Character Actions

For the following character actions, tap the character card used for the action to mark it as used.

using an Army position card, the term "Army (Navy)" applies to Army soldiers or Army Air Force units, and when using a Navy position card, it applies to Navy soldiers or Navy Air Force units.

### 9.1 Political funding

On the Funds Track, add the # number of your Funds markers ( + #).

#### 9.2 financial aid

Specify any player.

On the Funds Track , add any number up to the # value of the opponent's Funds marker (  $\pm$  #) (up to the value of your Funds marker ) and subtract the same amount from your own Funds marker.

### 9.3 Army mobilization

Randomly draw one Imperial Army unit from the cup containing the unmobilized Imperial Army units and place it face up in front of you.

If there are no remaining Imperial Army units available for mobilization, they cannot be mobilized.

The back of the drawn Imperial Army unit can only be seen by the owner.

### 9.4 Army (Navy) Air Corps Mobilization

Pick one Air force unit from the Unmobilized air force pool and place it in front of you with the "Army Air Force" side face up (or the "Navy Air Force" side if you are "Navy Air Force Mobilization" ). If there are no air force units remaining that can be mobilized , you cannot mobilize them.

On the Funds Track, subtract the # number of your Funds markers from your total .

The mobilized Army Air Forces could not be transferred to the Navy or vice versa.

This can only be done if the card has a "General" marker on it.

#### 9.4.1 Special Attack of 100 Million People

This action can only be performed if the "General" marker is placed on the "Onishi Takijiro" character card.

Take 2 air force units and place them in front of you

with the "Naval Air Force" side facing up.

On the Funds Track, subtract the # number of your Funds markers from your total .

### **9.5 Military Police**

This action can only be performed if the character card for "Hideki Tojo" is part of the Tojo Cabinet.

Specify any person or position card.

The specified card is tapped and treated as played this turn.

This action can be performed any number of times without tapping "Hideki Tojo" as long as there is a target card. (It cannot be performed if Tojo is already tapped .)

### **9.6 Assistant**

This action can only be performed if the character card for "Shigeyosi Inoue " is in the Cabinet specified in [ ].

Select any two tapped character cards or one position card and return them to their original state .

The returned card can be used again for an action this turn.

### **9.7 Assault**

Assault can only be performed if one of the following character cards is in the cabinet specified in [ ]: "Masataka Ida," "Masahiko Takeshita," "Jiro Shiizaki," or "Kenji Hatanaka."

(1) Move the character card that will perform the "Assault" to the dropout box and designate any character whose character card or position is tapped.

If a "coup" is being carried out, you may choose an untapped character ( see 10.9 ) .

(2) Roll one die, and if the result is 4 or less, move the designated person to the Dropout Box.

Even if a person who has mobilized units such as the "Air Force" or "Army" is dropped due to an assault, the mobilized units will not be lost.

The effects of actions that have already been performed, such as "holding an Imperial Conference" and "approving an Imperial Conference," will not be lost.

The position card assigned to the person who has been eliminated is removed from that person ( see 3.2.1 ) .

If the person who has placed the "Prime Minister" is eliminated due to an assault, the status of the cabinet on which the cabinet marker is currently placed will be applied to the order of designation and voting for the cabinet in the bidding round and the next turn's prime minister nomination.

## **10.0 Position Actions**

The following position actions tap the specified position card to mark it as used.

For the position actions that are common to character actions, except for tapping the used position card, please refer to the character actions section (see 9.1~93) .

### **10.1 Cabinet reshuffle**

Tap the Prime Minister's position card.

Remove any one minister card and place it on any other character card that meets the conditions of 7.0 (see 7.0(2) (3)) .

If the placed character card has a "Frontline Dispatch" marker on it, remove the marker.

However, the player who owns the person on whose card the target minister is placed can negate this action by tapping the target position card (if it is already tapped , this is not possible).

### **10.2 Replacement of Chief of the Army (Navy)**

Tap the Minister of War (Navy) position card.

Place the Chief of Staff of the Army (Chief of the Naval General Staff) position card on any character card using the same procedure as in 7.1 ( 2 ) .

If the placed character card has a "Frontline Dispatch" marker on it, remove the marker.

### **10.3 Promoted to Army (Navy) General**

Minister of War (Navy) position card .

An Army (Navy) General (Admiral) marker on any active Army ( Navy ) Lt General (Vice Admiral) character card ( this cannot be a character already placed on it ) .

Once assigned, the person can then serve as an Army (Navy) General (Admiral) .

The player who performs this action gains +1 VP .

### **10.4 Army (Navy) retirement**

Tap the Minister of War (Navy) position card.

Place a "Retired" marker on any active duty Army (Navy) military person card that does not have a position card placed on it .

If the placed character card has a "Frontline Dispatch" marker on it, remove the marker.

Those who are deployed will be treated as retired military personnel from now on ( see 3.3.2 ) .

### **10.5 Returned to active duty in the Army (Navy)**

Tap the Minister of War (Navy) position card.

Remove the "Retired" marker from the Army (Navy) Service Personnel card.

The removed person may then be used again as an active duty military personnel ( see 3.3.2 ) .

### **10.6 Army (Navy) Frontline Dispatch**

Tap the position card of Chief of Army Staff (Naval General Staff) .

Place a " Frontline Dispatch " marker on any active duty Army (Navy) military personnel character card that does not have a position card placed on it.

Once placed, the person cannot be used for any further actions . ( See 3.3.3 )

### **10.7 Army (Navy) returns to the central government**

Tap the position card of Chief of Army Staff (Naval General Staff) .

Remove the "Frontline Dispatch" marker from the Army (Navy) military personnel character card.

The removed character can then take normal actions ( see 3.3.3 ) .

### **10.8 Army (Navy) Air Force orders to sortie**

All players' air force units (Army in the case of "Army Air Force Sortie Order" and Navy in the case of "Navy Air Force Sortie Order" ) launch an air attack on the US Navy ships in the US Fleet Deployment Display (see 1 5.0) .

All air units used in this action are returned to the unmobilized air force pool after the attack is over, making them available for remobilization.

### **10.9 Coup**

This action can only be performed by the Cabinet specified in the [ ] on the position card being used.

(1) Tap the Minister of the Army or Chief of Staff of the Army position card and subtract the # number of

your funds from the funds track.

(2) From now on, you can target all untapped character cards with the "Assault" action during this turn .

### **10.10 Minister of Army resigns**

(1 ) On the funds track, subtract the number of your funds markers equal to the number in the (#) .

(2) Remove all Cabinet Minister cards (including the Minister of Army) from the Character Cards .

From now on, during this turn, you cannot perform any position actions using minister cards.

Removed minister cards will be replaced in the next turn's Prime Minister Nomination and Cabinet Formation round.

(3) The Cabinet that can be voted on in the bidding round and in the next turn's Prime Minister nomination is the one currently holding the Cabinet marker.

The cabinet situation applies, but the current cabinet cannot be selected as a vote target for the next turn's prime minister nomination.

### **10.11 Imperial Conference held**

Tap the Prime Minister's position card and subtract the # number of your funds from the funds track.

The Imperial Conference is declared open.

From now on during this action round, anyone with a position card placed on them can vote in favor of ending the war.

### **10.12 Imperial Conference approved**

This action can only be performed if a "Convene Imperial Conference" action has been declared ( see 10.11 ) .

(1) Tap the position card of a cabinet minister or Chief of Army (Navy).

(2) Place a "Vote" marker in the Imperial Council Approval Box.

(3 ) When the following number of "Vote" markers are placed in the Approval Box , a "Sacred Decision" is made, the Action Round ends, and the procedure for the Government VP Round and beyond begins. (See 11.0-13.0)

①Turn 2: 6

②Turn 3 : 5 or more

3. Turn 4 : 4 or more

④ Turn 5 : 3 or more (4-5 players : 4 or more)

### 11.0 Government VP Acquisition Round

(1) Each player checks the character cards in their hand ( excluding characters who have been dropout ) that are in their current cabinet and have the notation "Cabinet: +#VP."

Add up all the "+" values in "+#VP" for the relevant person and add them to your own VP marker on the VP track .

If the "Resign as Minister of War" action is performed in an action round , no government VPs can be gained that turn.

### 12.0 Bids

During the bidding round, each player places a bid on a character card in the "bid pool" using the following procedure:

\* This procedure is ignored on the 5th turn.

(1) Bids are resolved in order , starting with the character card placed in the "1" column of the "Bid Pool."

Once the person in the " 1" column has finished bidding, the next person to resolve their bids will be the person in the lowest numbered box.

(2) In the bidding round, the player who currently owns the Prime Minister ( including those who dropped out in the attack of the previous action round ) decides at his/her discretion who will start bidding for the first person and whether the bidding will be done clockwise or clockwise.

From then on, the next player after the player who won the bid begins bidding.

(3) Each player may place a bid for each person for whom they are bidding, following the steps below.

① When it is a player's turn to bid, they can declare a bid amount of 1 or more , or choose not to bid (pass) . Any player who has no funds remaining on the money track automatically passes.

If a player passes on bidding, the player's marker is turned over (passed side) and that player can no longer participate in bidding for that person.

②The next player must decide whether to declare a number that is at least one greater than the number declared by the previous player , or to pass.

they cannot declare a number equal to or greater than the highest number declared previously +1.

③ The maximum amount you can declare in a bid is the amount displayed by your fund marker on your fund track .

However, if there is someone in your possession ( excluding people who have won the bid this time ) who can use credits (▲) on the lineage of the person in question (army officer/navy officer/politician) , you can add the number you can declare to the total value of your credits.

The credit is also available to retired.

If the bid declares a figure equal to or greater than the sum of the above, it will automatically be passed.

④ Repeat the above steps until there is no player who has declared a higher number than the player's own, and the target person's bid is successful.

The person who wins the bid will be added to your possession and will be able to be used as a character from your faction from the next turn onwards.

⑤If you win the bid, deduct the declared amount from your fund markers on the fund track.

At this time, you can reduce the amount you pay by the total amount of credits (▲) used in ③. (It will not become negative.)

(4) Once the winning bidder has been decided, all players turn the faction markers on their pass (back) sides over and place them on the front, and the next person makes a winning bid.

If the bidding has been completed and no one has placed a person card for the person in question, that person is moved to the elimination box.

(5) Repeat the above steps until all bids from those in the "bidding pool" have been submitted.

A bidding round ends when all bidders in the "bid pool" have submitted their bids .

### 13.0 End of War Stage

Once the "Sacred Decision" is made in the Action Round, the player who performed the "Convene

Imperial Conference" action will read aloud part or all of the "Imperial Rescript on the Termination of the Greater East Asia War" at the end of the book in the final round, and carry out the end-of-war stage using the following procedure.

(1) Collect all the final VP markers and shuffle them well without showing their backs.

(2) Each player adds up the numerical values of all the "#"s on the character cards in their hand ( excluding characters who dropped out during the game ) that have the notation " End of War × #" and randomly selects and takes into their hand a number of final VP markers equal to the total value.

(3) Each player reveals the back of the final VP marker they have acquired and adds up the number of VPs shown.

(4) Each player adds up the number of VPs earned by their final VP marker to the number of government VPs indicated by their VP markers on the VP track.

The total number of VPs earned by that player in the game.

(5) The player with the highest total VPs wins.

If the final stage of the war is reached, the number of VPs acquired by US naval units through air attacks up to that point will not be calculated.

#### **14.0 Mainland Battle Stage**

the "Sacred Decision" is not made by the end of the 5-turn game , the Mainland Battle Stage will be held in the final round using the following procedure.

Collect all the final V P markers and mix them well without showing the backs.

1. Each player adds up the numbers on all of the "#"s on the character cards in their hand ( excluding characters who dropped out during the game ) that have "Mainland Decisive Battle X#" written on them , and randomly selects and takes into their hand a number of final VP markers equal to the total.

② Reveal the back of the final VP marker you have acquired and add up all the VP numbers shown .

(2) All players with Imperial Army units at hand will conduct a general army attack in the following order:

① Each player reveals the back side of the Imperial

Army units in their hand and resolves attacks for each unit.

② Roll one die for each unit , and if the number rolled is lower than the attack power listed on the unit, it is a hit.

③ Each player adds up the number of hits they have received.

The player randomly selects one of the US ground forces units placed on the "Main Battle Deployment Display" without looking at the back of it, and takes it into their hands, equal to the number of hits they have received.

add up all the VP numbers shown .

(3) Players with remaining air units may launch air attacks (see 15.0) .

Adds up all the VP numbers shown .

Adds up the number of VPs indicated by the VP markers on the VP track , the number of VPs earned by the final VP marker , the number of VPs earned by destroyed U.S. ground units, and the number of VPs earned by U.S. naval units.

The total number of VPs earned by that player in the game .

(6) The player with the highest total VPs wins.

#### **15.0 Air Attack**

Air attacks are resolved when the "Army (Navy) Air Force Sortie Order" action is executed by the Chief of the Army General Staff (Navy General Staff) and during the Mainland Battle stage, using the following procedure.

① Roll one die for each attacking air unit , and if the roll is a 3 or lower, it is a hit .

② Each player adds up the number of hits they have received.

Randomly select a US Navy ship unit placed on the "US Fleet Deployment Display" without looking at the back of it, and take it into your hand, equal to the number of hits you have received.

③ The back side of the US Navy ship unit acquired through an air attack cannot be seen until it is revealed in the " Mainland Battle Stage ." (This includes the player who acquired it.)

VP gained by US naval units through air attacks will be lost if the " Mainland Battle Stage " is not resolved.

## 16.0 Optional Rule

### 16.1 Historical Rules

If you wish to recreate some of the historical institutions and practices that are simplified in the game, you can use the following rules.

① Resignation of the Tojo Cabinet : If the Tojo Cabinet resigns, the Minister of the Army and the Minister of the Navy of the succeeding Cabinet will be able to replace the Chief of the Army General Staff and the Chief of the Naval General Staff, respectively, immediately after the Cabinet is formed. ( See 10.2 )

There is no need to tap a position card for this change.

NOTE: The concurrent position of minister and president in the Tojo Cabinet was an exception during wartime , so both presidents were replaced with new cabinets.

② Lifetime Active Duty : A "Field Marshal General" cannot have a "Retired" marker placed on it .

NOTE: At that time, generals who were promoted to marshal were given the privilege of remaining in active duty for life.

③ Appointment of a senior vassal : If the card of a person who has retired as Prime Minister does not have the word "senior vassal" written on it, they can be used as a senior vassal from then on.

By placing the additional selection marker ``Chief Vassal" marker, they can then participate in voting by nominating the leader, just like regular chief vassals.

At the time, it was customary for a prime minister to join the ranks of "senior vassals" if he resigned .

④ Retirement of the Prime Minister : If the person card elected as Prime Minister is an active army or navy officer, place a "Retired" marker on it.

It was customary for a person who became Prime Minister to "retire" if he was an active military officer . (The Tojo Cabinet 's concurrent posts as Prime Minister and Minister of War were an exception during wartime.)

## 16.2 Imperial Conference Approval

If the "End of War" ending is deemed too likely or too unlikely, the number of votes required for approval of the Imperial Conference will be adjusted as follows:

Choose whichever number of votes you agree on.

① The number of votes required for approval on the 5th turn is a flat 4 votes regardless of the number of players.

②The number of votes required for approval on the 5th turn will be a flat 3 votes regardless of the number of players.

Game design : Fuhrer Nakamura

Card illustrations : Matsuda Hirohide

Produced by : Simulation Journal Co., Ltd.

Test play /Cooperation: Akase Ryo-san,

GJ Tomo-no-kai members

Yuki Kondo, Katsusuke Yamauchi, and the YSGA members











Toshiro Kotoku and the members of the Okayama Game Club

Super Odyssey, Taketake, AM1

FSGC and TSS members




# Marker

	Faction	Funds	VP Truck	Retired	Final VP
Front					
Back					
	Pass			Front Dispatch	VP Earned

# Marker

					
--	--	--	--	--	--

# Unit

	Air Unit	Japanese Army	US Army	US Navy
(Front)				
Naval Air Unit				
(Back)				
Army Air Unit				
	Attack Strength		Earned VP	