

Tanuki in the Garden

Overview

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

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



Components

64 path tiles

8 Priest pawns

2 Tanuki tiles, 1 Blue and 1 Gold

80 Shiitake tokens

2 D6 Dice, one Blue and one Gold

1 Game Board

Setup

1. Each player receives 3 Path tiles.
2. Place 2 Tanuki. For each Tanuki, roll both dice. Place the Tanuki into the corresponding spaces on the game board, matching the blue numbers to the blue die and the gold numbers to the gold die.
3. Each player chooses a starting location along the edge of the board.
4. Place all the Shiitake near the playing area.

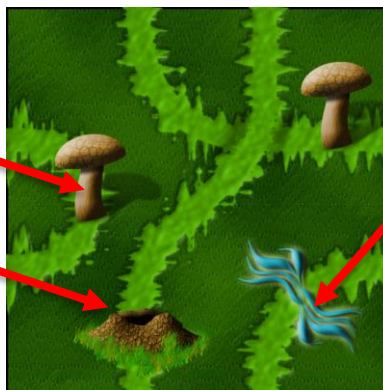
Turn Order

1. The Active Player moves the Tanuki. Players do this at the beginning of every turn, even if they were previously stopped by an Ashi-magari and cannot place a tile. Roll both dice. The die that matches the Tanuki's color indicates which direction that Tanuki will move. For rolls of 1-4 the Tanuki will move toward the side of the board with that large number. 5 indicates the player can choose the direction and 6 indicates that the Tanuki does not move. The other die will indicate how many spaces the Tanuki will move – 1 space if the number is odd and 2 spaces if the number is even. If a Tanuki is off the board it must be placed back on during the next player's turn as per the Placing Tanuki section. See Moving the Tanuki below for more details.
2. Move Players
 - a. The Active Player may play a Path Tile if able to. They must then follow their path until they either reach the end of the patch or encounter an Ashi-magari, at which point they must stop.
 - i. Collect 1 Shiitake token for every Shiitake symbol crossed.
 - ii. Lose 1 Shiitake for every Tanuki Den passed.
 - iii. Stop if encountering an Ashi-magari.
 - b. If the player had encountered an Ashi-magari on their previous turn (or as a result of moving on another player's turn) they may continue on their path. Consecutive Ashi-magari are considered one, but if Ashi-magari are separated by other symbols each non-consecutive Ashi-magari will stop the player. If there are consecutive Ashi-magari on a path the player may choose which of the Ashi-magari to stop on. Remember to earn any Shiitake crossed and pay the penalty for any Tanuki Dens passed.
3. Draw a Tile, if the Active Player has only 2 tiles in his hand.

Tiles & Symbols

Shiitake – Collect one Shiitake token when crossing this symbol.

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



Ashi-magari – End your move when you encounter this symbol.

On your next turn you may proceed to the end of your path (or the next non-consecutive Ashi-magari) instead of placing a tile.

Winning the Game

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

- 2 Players: 20 Shiitake
- 3-4 Players: 15 Shiitake
- 5-6 Players: 12 Shiitake
- 7-8 Players: 10 Shiitake

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

Crashes & Loops

If two players crash into each other both players lose ALL their Shiitake. The tile the players were on (i.e. the tile placed that caused the crash) is then removed from the board and the players place their pawns on any path on an adjacent tile that links to the vacated space, starting with the non-Active player or the player closest to the left of the non-active player. In the event that a third player still occupies the tile that the players crashed on, one tile along the combined paths is removed.

If a player manages to get stuck in a Loop they lose 7 Shiitake. They must then remove one of the tiles in the Loop and send their pawn to the end of the path on the Loop. They may not collect any Shiitake while moving through the Loop, nor do Ashi-magari or Tanuki Den affect them until they reach the end of the path.

NOTE: A player is only considered to be in a Loop if they cross the same symbol within a loop more than once after the loop is created. A player can create a Loop and be stopped by an Ashi-magari before travelling the full loop. If a Tanuki then causes a tile from the Loop to be removed, before the player crosses a symbol twice, the player is not stuck in a loop!

Tanuki

Placing Tanuki

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

Moving Tanuki

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

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

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

for each Tanuki, plus a bonus of two Shiitake and all other players get a single bonus Shiitake (so the active player will receive 4 Shiitake and other players will receive 1 Shiitake each).

Tanuki Spaces

If the Tanuki moves through a space that contains one or more player's pawns each player in that space loses 1 Shiitake.

If the Tanuki lands on the same space as one or more players each player in that space loses 3 Shiitake. Then the Tanuki is removed from the board.

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

If two Tanuki occupy the same space after completing all Tanuki movement, ALL players lose 1 Shiitake.

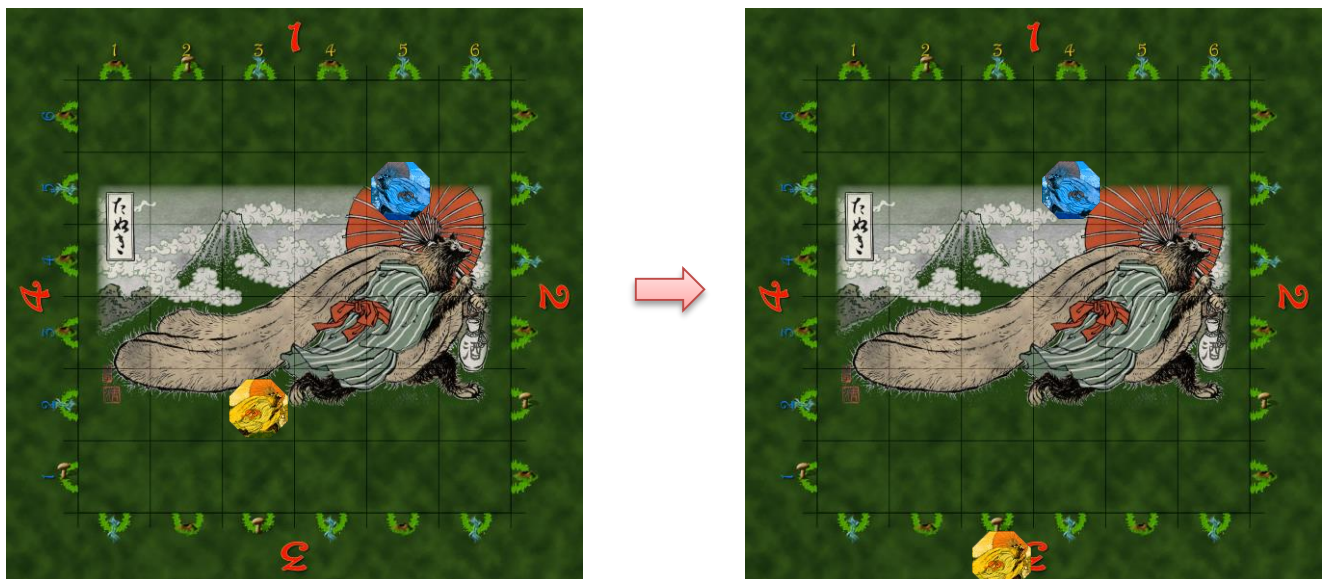
If a Tanuki occupies the space in which a player must place a tile to move, the player can distract the Tanuki by throwing away 2 Shiitake. The Tanuki will then leave the board (the player does not receive a Shiitake bonus for this) and the player may then place a tile. If the player does not have 2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

Example:

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



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



Definitions

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

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

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

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

Credits

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

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

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

Artwork by George Jaros and Yuko Shimizu (yukoart.com)

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