

# 我知城 GACHIJO™

## GAME OVERVIEW



Objective

目的

Objective



# Objective

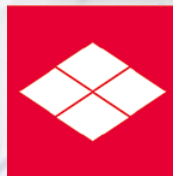


The players are Ninja sent to the castle





# Objective



on a special mission by their warlords.





# Objective



As indicated on the Mission Card,



# Objective



starting from their own Base,



# Objective



in the maze of the castle,





# Objective



collect Treasures, Crystals, and Shinobi/Summon Chips.



Carrying Out the Mission

任務の遂行

Carrying Out the Mission



# Carrying Out the Mission

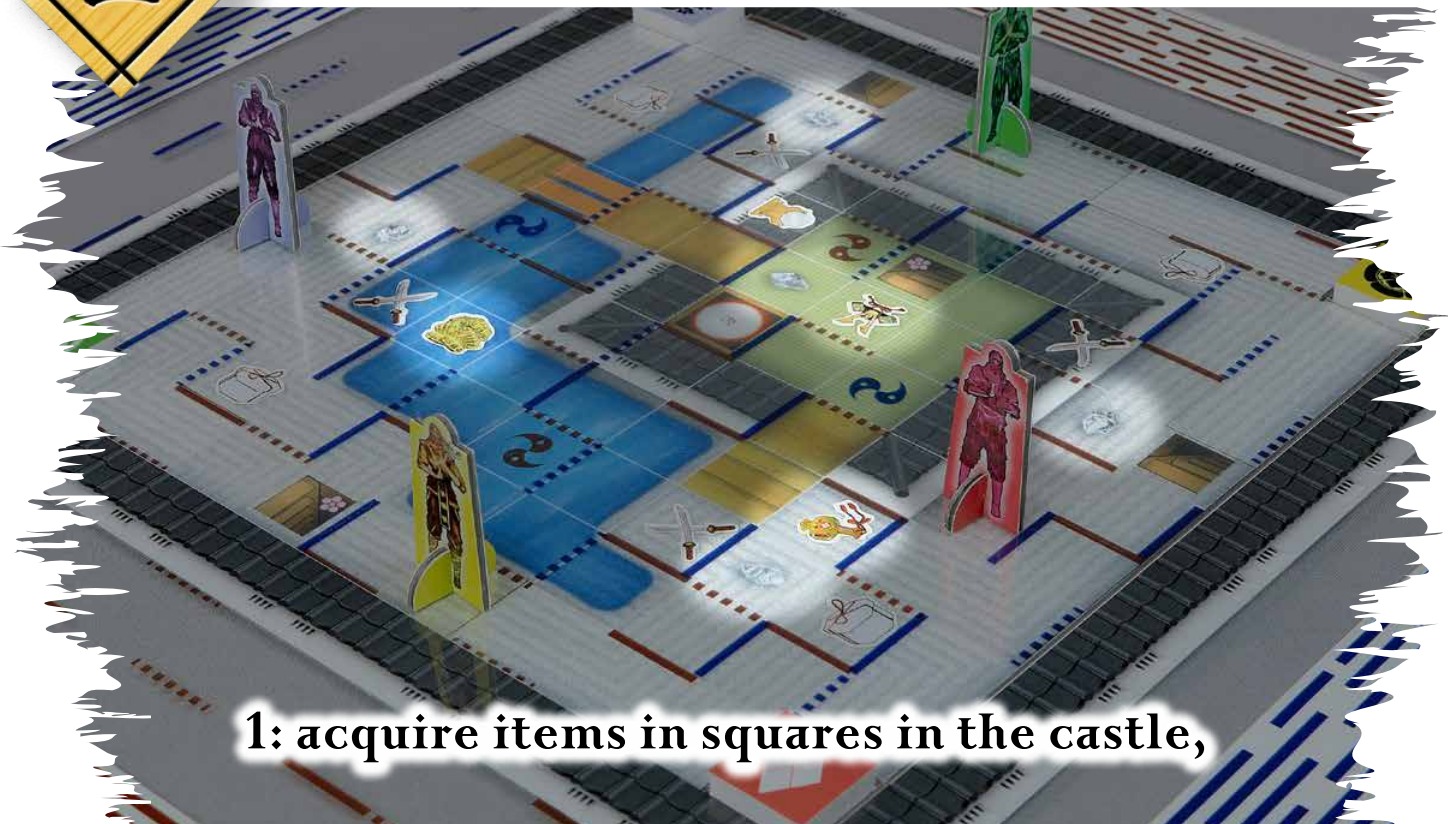


To collect the mission items, Ninja must





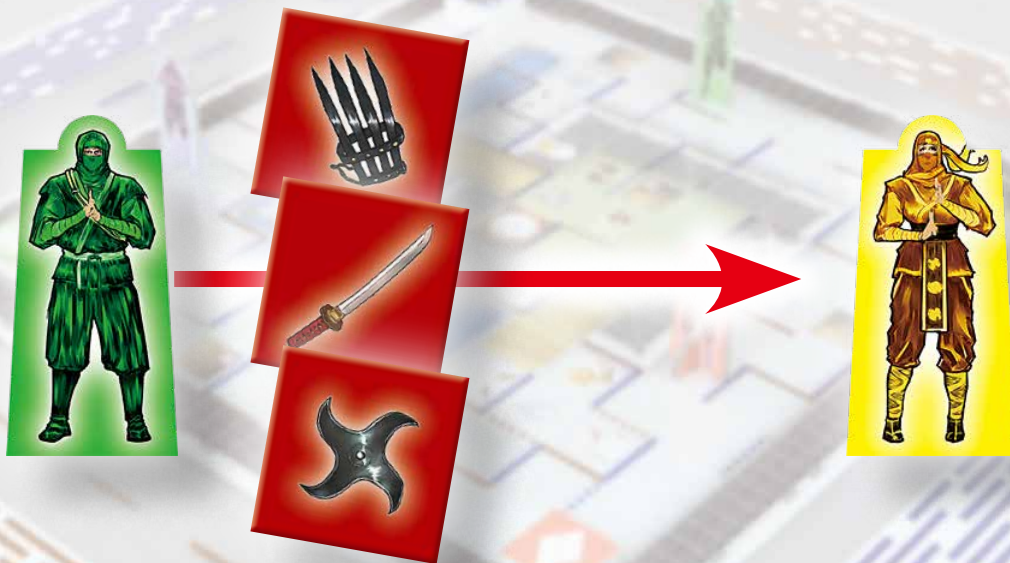
# Carrying Out the Mission



1: acquire items in squares in the castle,



# Carrying Out the Mission



2: attack other Ninja,



# Carrying Out the Mission



**3: summon and manipulate the Guardians of the Treasures (GoT, specters).**





# Turn Play Basics

## 手番のプレイ

Turn Play Basics



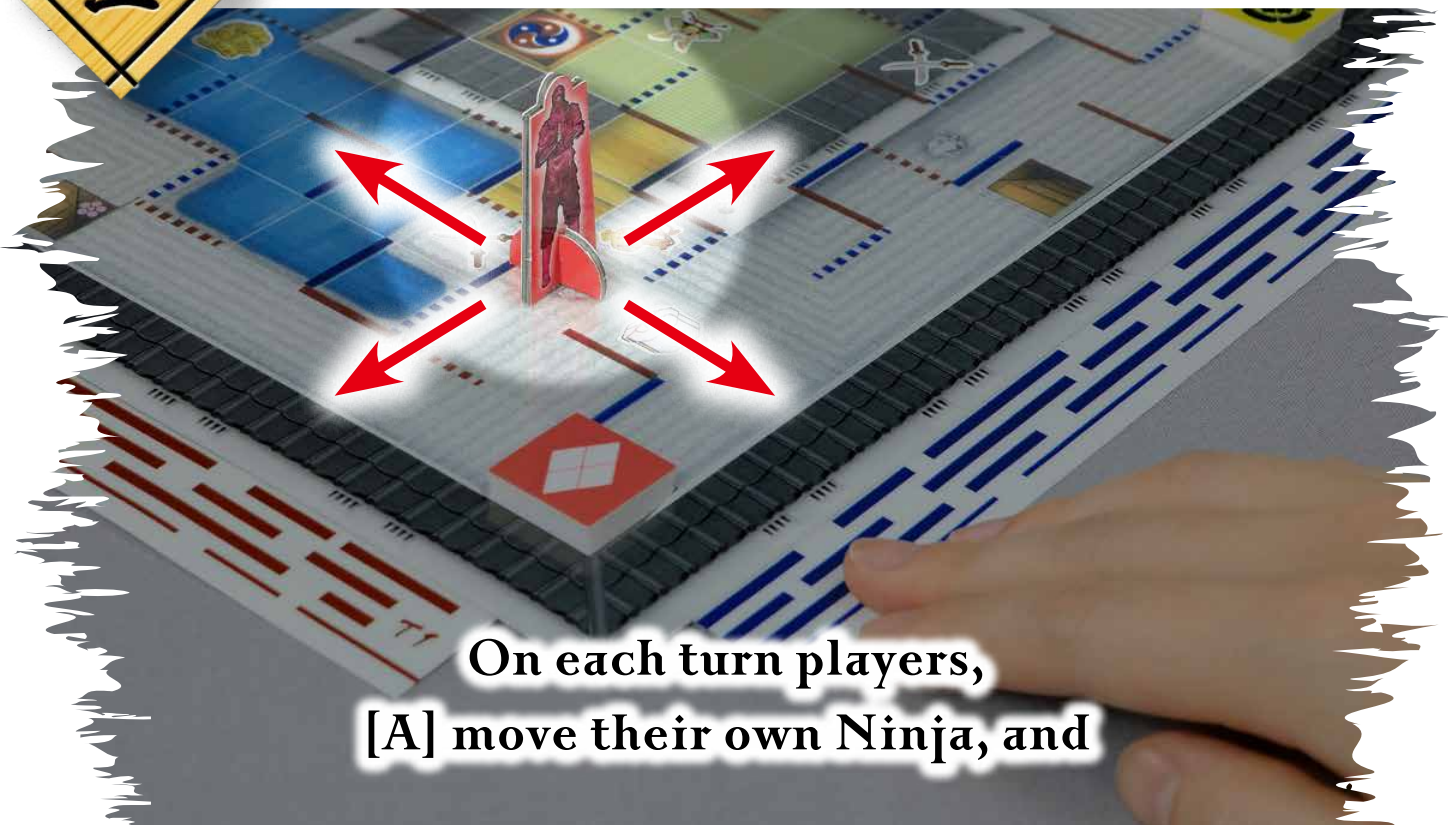
# Turn Play Basics



Each player repeats their turn to play in clockwise order.



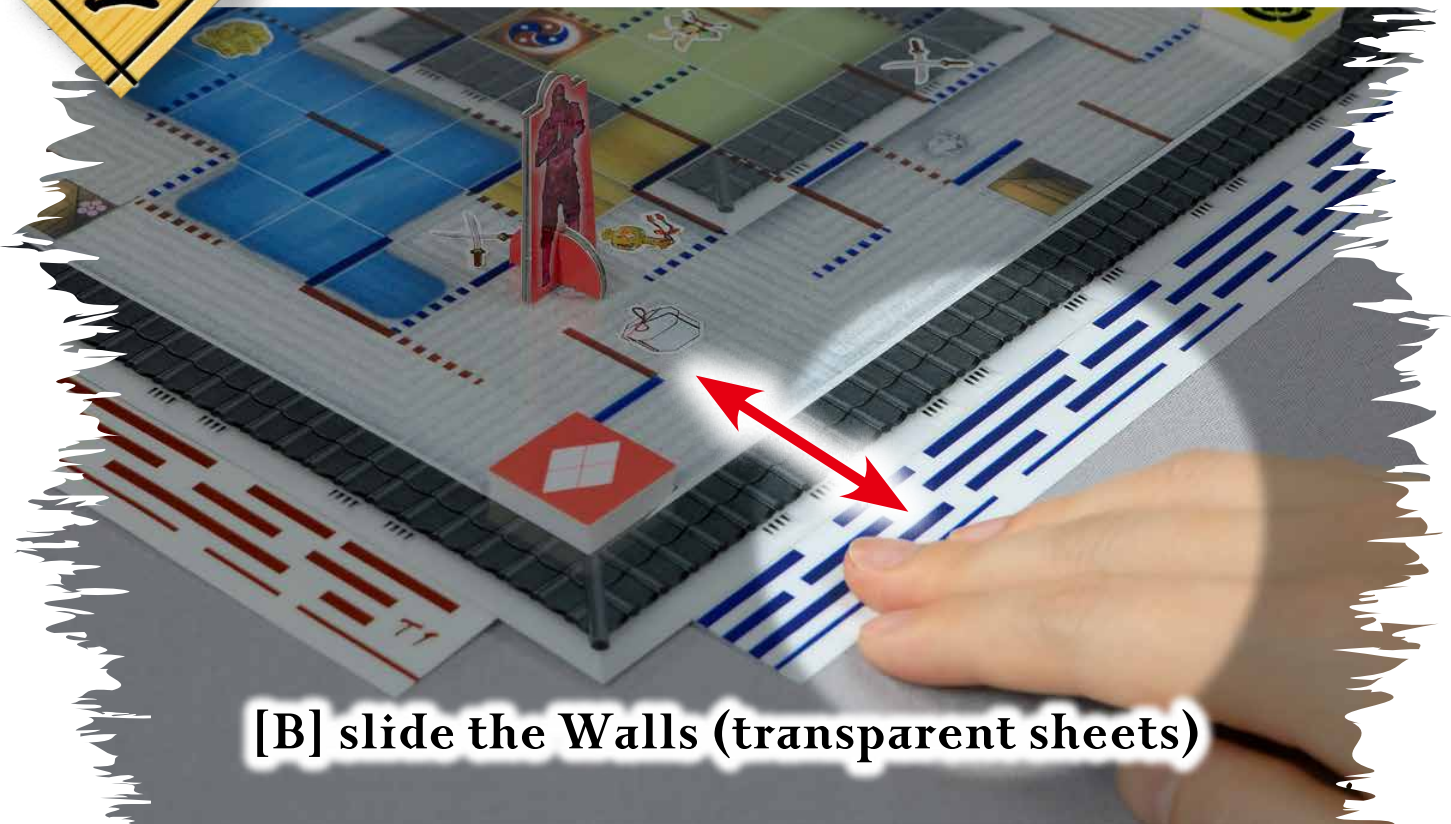
# Turn Play Basics



On each turn players,  
[A] move their own Ninja, and



# Turn Play Basics



[B] slide the Walls (transparent sheets)

# Turn Play Basics



for 3 moves in total.



# Maneuvering Ninja

忍者を動かす

Maneuvering Ninja





# Maneuvering Ninja



Ninja can move freely within a space surrounded by Walls.



# Maneuvering Ninja



By stopping at a Treasure Square (4 types),





# Maneuvering Ninja



they acquire one Treasure depicted there.





# Maneuvering Ninja



And by passing through a Crystal Square,



# Maneuvering Ninja

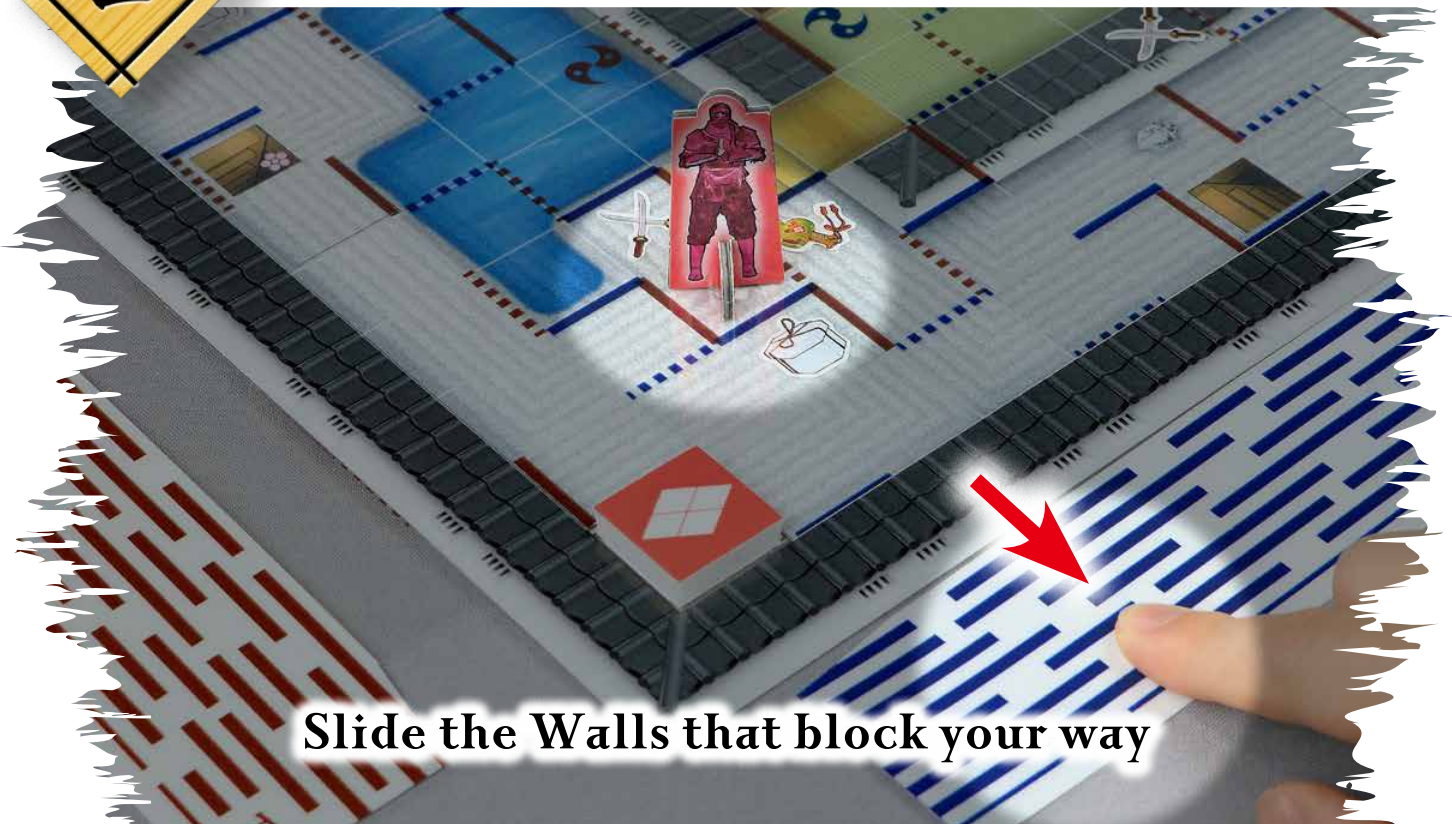


they acquire one Crystal.



# Maneuvering Ninja

四



Slide the Walls that block your way



# Maneuvering Ninja



and create a path for the Ninja.



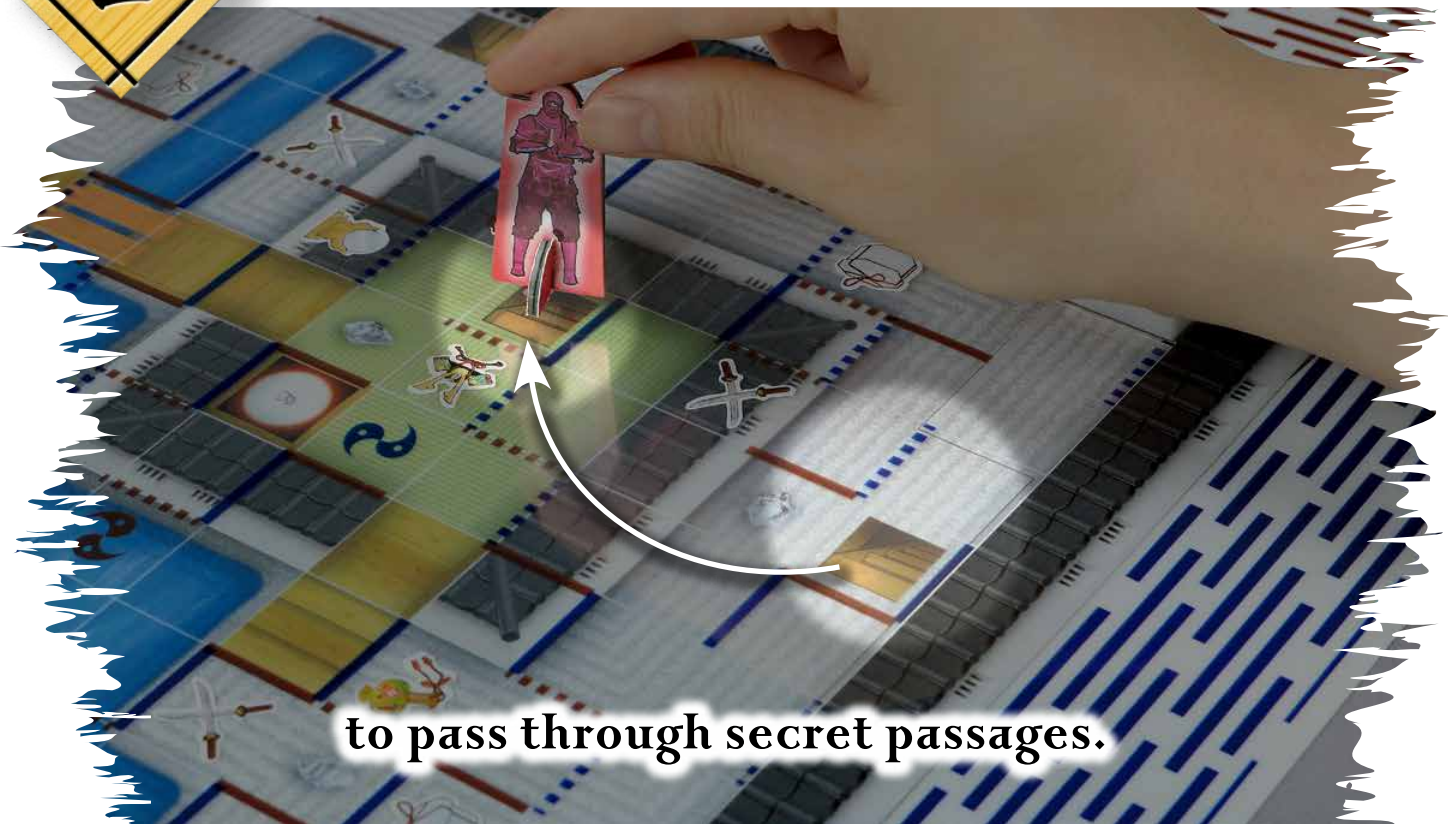
# Maneuvering Ninja



Hidden Staircases allow Ninja



# Maneuvering Ninja



to pass through secret passages.





Using Tools

道具を使う

Using Tools



# Using Tools



To enter the Water or





# Using Tools

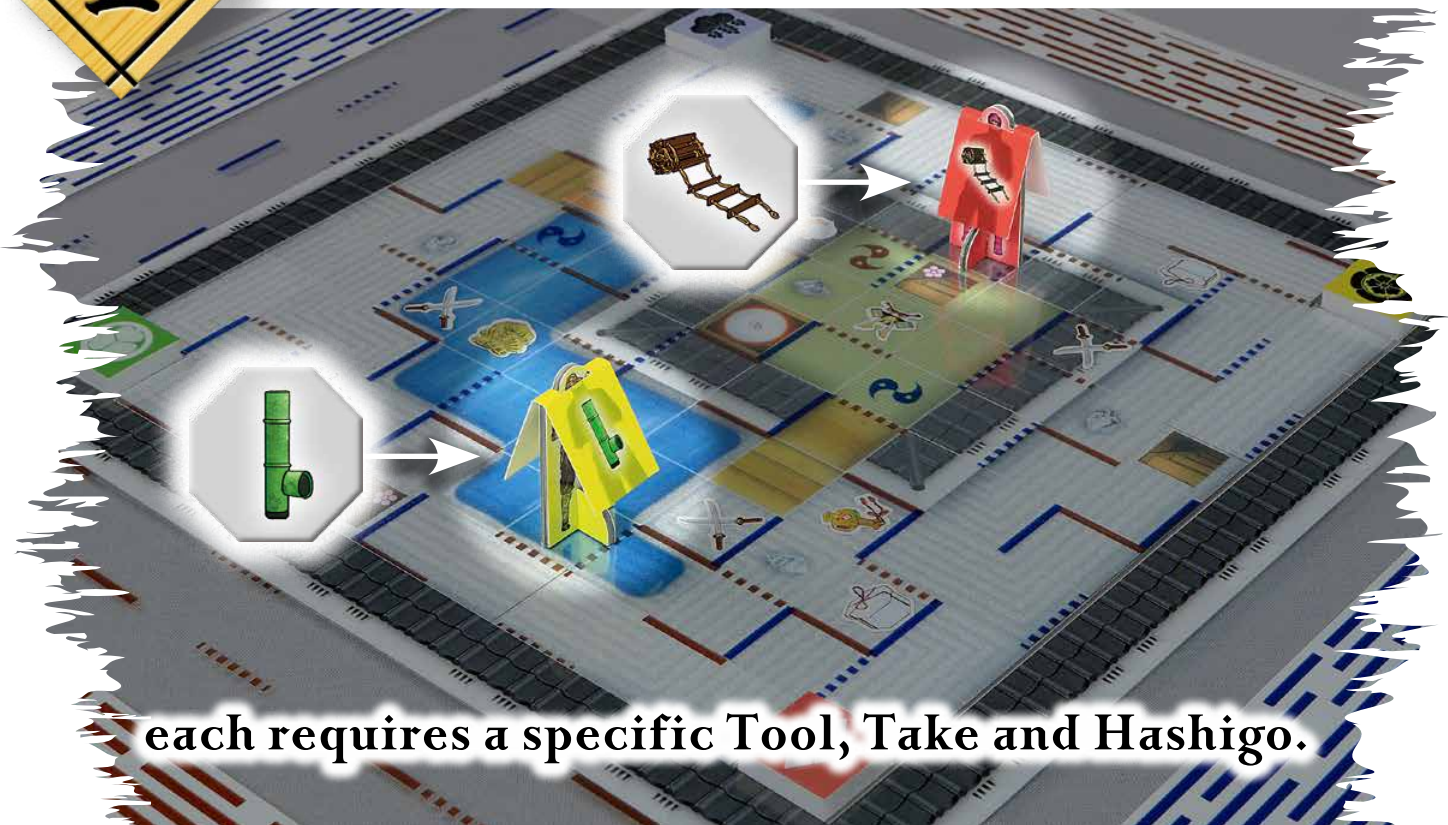


ascend to the Rooftop,





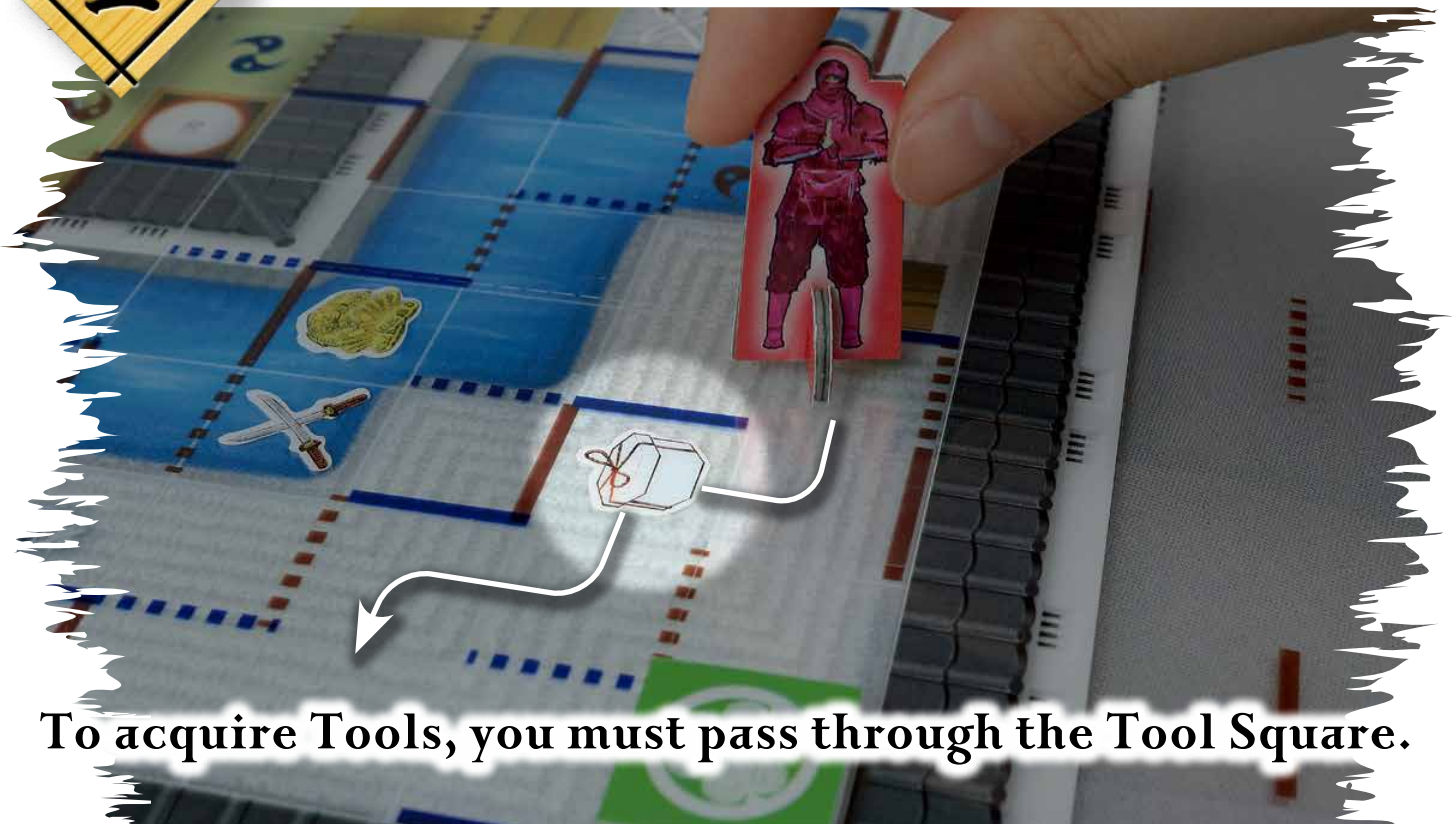
# Using Tools



each requires a specific Tool, Take and Hashigo.



# Using Tools



To acquire Tools, you must pass through the Tool Square.



# Using Tools



However, it is luck of the draw!





# Using Tools



**Other Tools usages:**  
**Nawa for climbing over Walls,**



# Using Tools



Nuno for hiding (to prevent being attacked),



# Using Tools



Kekkai for protecting Ninja from the GoT (specters),





# Using Tools



and Kusuri for healing an Injury.



Using Weapons

武器を使う

Using Weapons



# Using Weapons



To attack other Ninja,





# Using Weapons



you need Weapons such as Tsume, Katana, or Shuri.



# Using Weapons



To acquire Weapons,  
you must pass through the Weapon Square.



# Using Weapons



Again, it is luck of the draw!





# Using Weapons



Including one type of defensive Weapon, Kemuri.



# Using Weapons



If the attack is successful,



# Using Weapons



OR



OR



that Ninja takes an item from the opponent,





# Using Weapons



and also gets a Shinobi Chip.



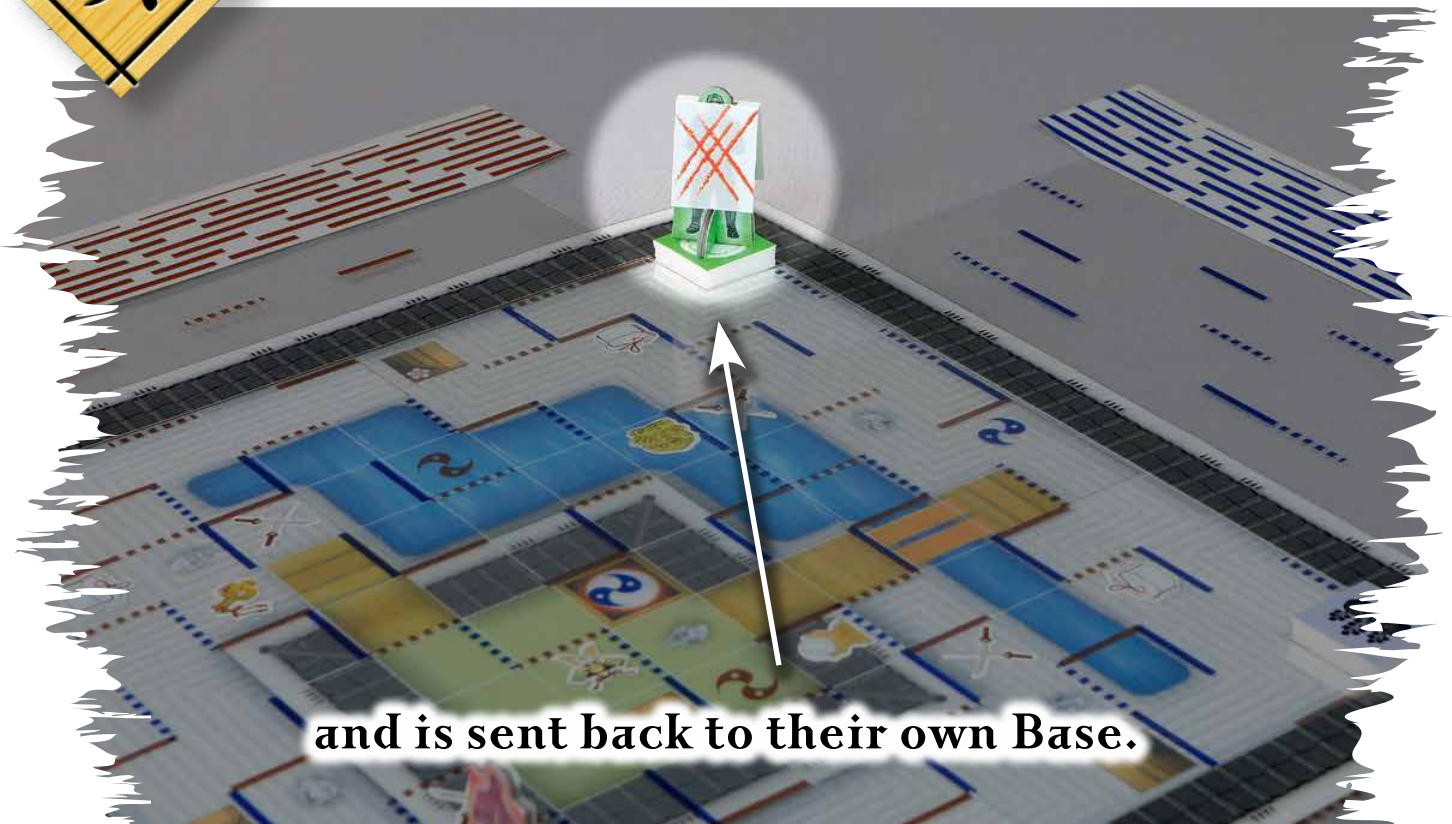
# Using Weapons



The defeated Ninja is injured



# Using Weapons



and is sent back to their own Base.





Manipulating the GoT

宝守(妖怪)を操る

Manipulating  
the Guardian of the Treasures  
(GoT, Specters)



# Manipulating the GoT



By sliding the sheets, in the center cell,



# Manipulating the GoT



if the Yin-Yang symbols are merged,





# Manipulating the GoT



a GoT (Oni, Rokuro, Kappa, or Tengu) can be summoned.



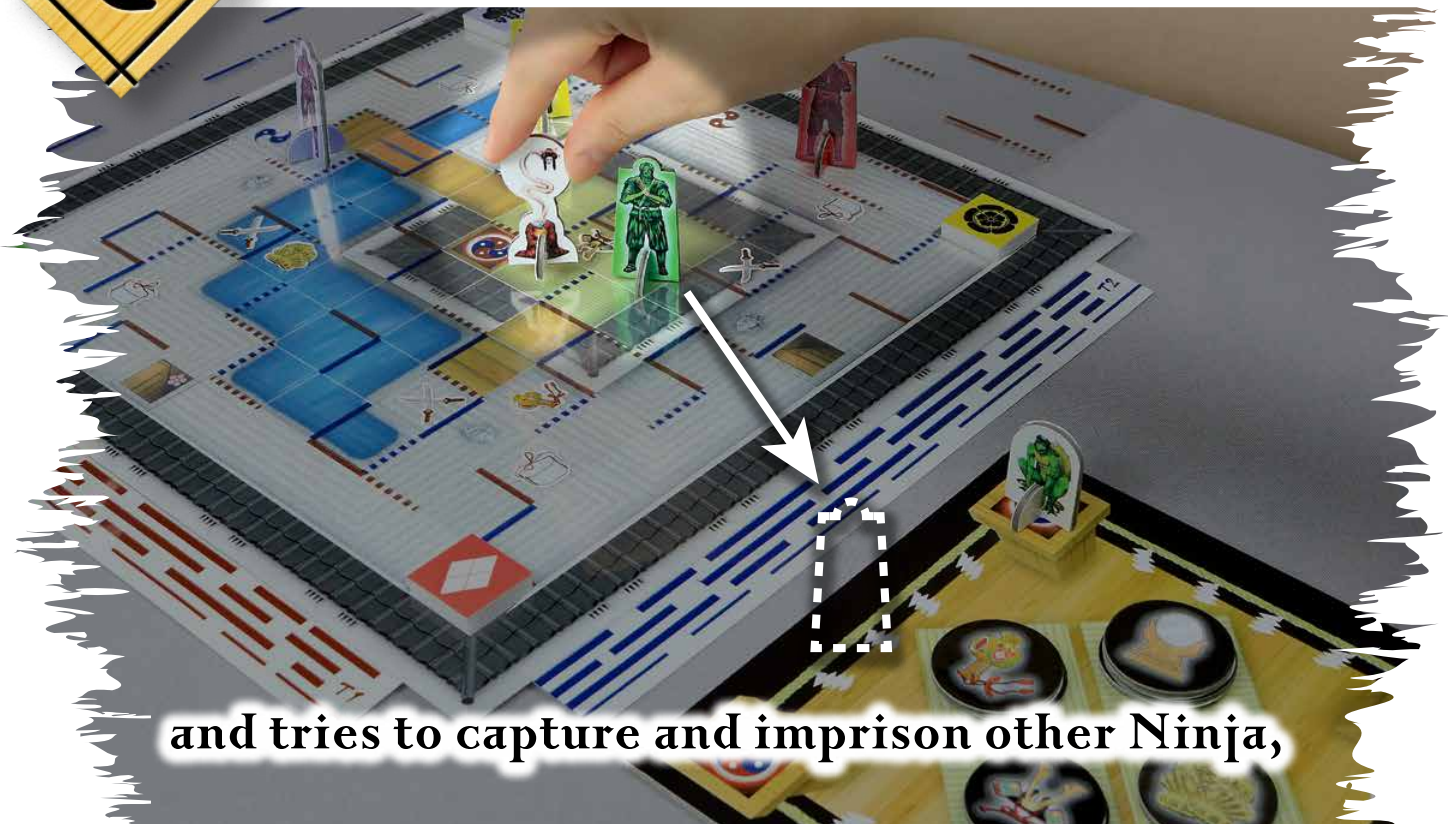
# Manipulating the GoT



The GoT is given the number of moves by the card,



# Manipulating the GoT



and tries to capture and imprison other Ninja,





# Manipulating the GoT



forcing them to return a Treasure.



# Manipulating the GoT



If successful the player gets the Summon Chip.



Lucky or Unlucky?

人生、山あり谷あり?

Lucky or Unlucky?





# Lucky or Unlucky?



**KAERU, Lucky Frog**



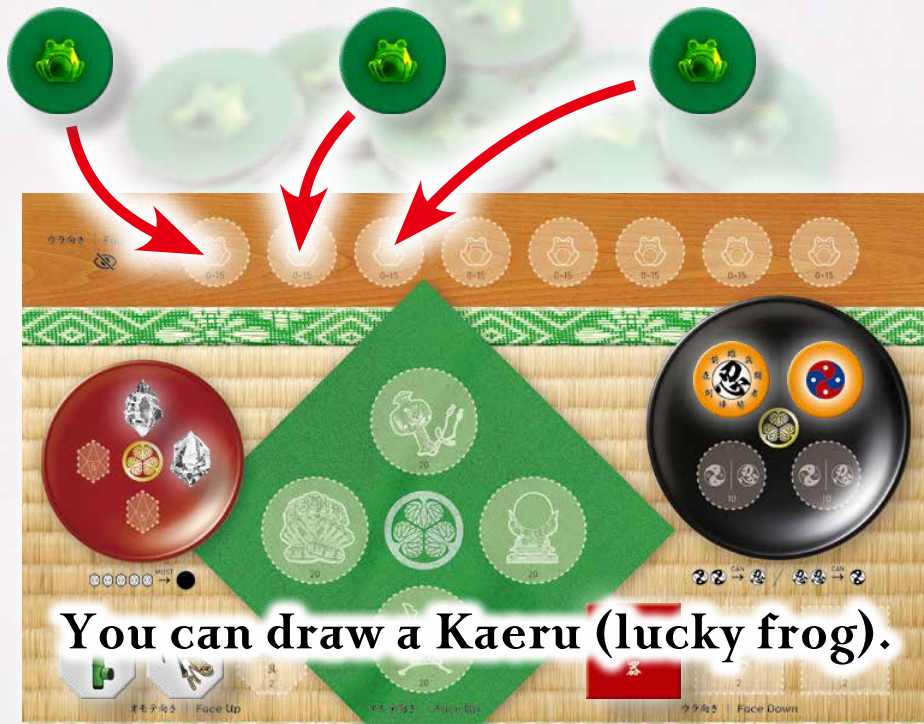
# Lucky or Unlucky?



Do not despair if another Ninja or a GoT  
takes your Treasure or item.



# Lucky or Unlucky?



You can draw a Kaeru (lucky frog).





# Lucky or Unlucky?



Be patient,

it will be converted into points at the end of the game!

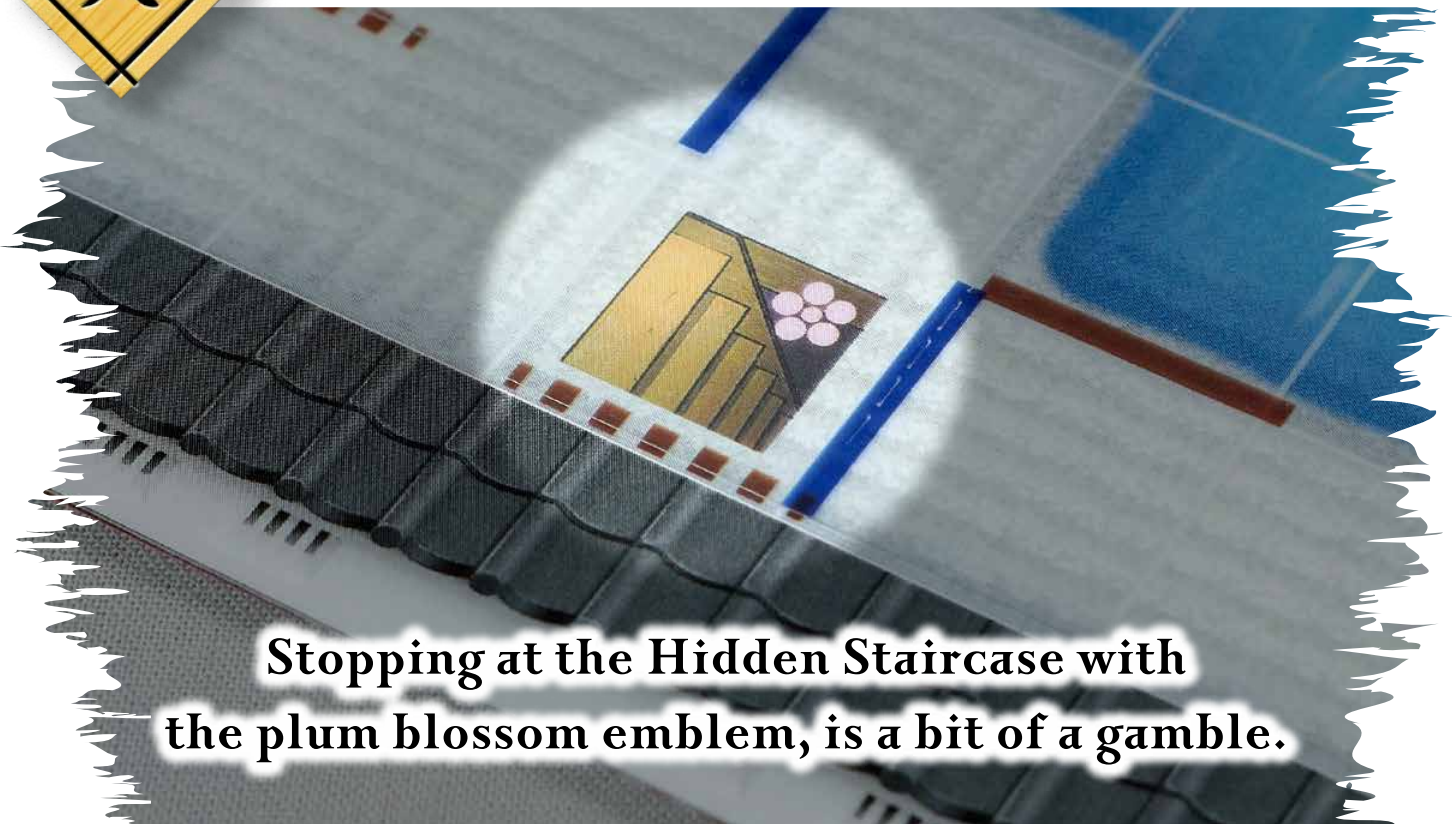


# Lucky or Unlucky?





# Lucky or Unlucky?



Stopping at the Hidden Staircase with the plum blossom emblem, is a bit of a gamble.





# Lucky or Unlucky?



**Flip a Gacha Card and follow the instructions.**



# Lucky or Unlucky?

## 飛来 Levitation

全員から  
1個ずつ飛来する  
※持っているプレイヤー  
からは飛来しない



One **CRYSTAL** from all  
other players are  
levitated to you.

Including players who do not  
have any Crystals.

## 空のねじれ Time Distortion

隣のプレイヤーと  
武器全て入れ替わる  
※武器を持っていない場合でも  
交換が行われる

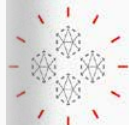


the **WEAPONS** in your  
possession are swapped  
with the player  
adjacent to your right.

Even if one player does  
not have any.

## 悪夢 Nightmare

水晶全て失う  
※水晶置き場に戻す。  
※持っている場合は  
何もせずに良い



lose all **CRYSTALS**.  
Return them to the Crystal  
Storage. If you don't have  
any, do nothing.

## 瞬間移動 Teleportation

上空に空いているマスに  
瞬間移動する  
※屋根上へは道具が必要



Move instantly to  
any vacant cell.  
Basement and Rooftop require  
the right tools.

## 城の気まぐれ Castle Caprice

壁のシートを  
2マススライドさせる



the red and/or blue  
Transparent Sheet:  
2 moves in total.

## 見えざる敵 Invisible Enemy

かなりの傷を負う  
※終了とし(残手数は無効)、  
翌日「傷」の状態となる



suddenly **Injured**.  
This concludes your turn.  
Return to your base and  
"Injury" status is applied.

For better or worse, the unexpected happens.



Game Climax

クライマックス

Game Climax





# Game Climax



Place the tokens and chips you have acquired



# Game Climax



on your Acquisitions Board.



# Game Climax



When you reach the required number,





# Game Climax

Return!

fly the Base Flag to mark, and declare "Return!"





# Game Climax



Now, will you be able to return to your own Base safely?



Game Closing

ゲームの終了

Game Closing





# Game Closing



On the return to Base, if by the Gacha, other Ninja or GoT,



# Game Closing



you fall below the mission requirements, it's a fail.



# Game Closing

Fail!

Lower the Flag and continue playing.







# Game Closing

# Success!

Upon successfully returning to Base,





# Game Closing



the game is concluded!



# Game Closing



**20 points**  
each



**10 points**  
each



**5 points**  
each



**Returning  
Ninja  
+30 points  
bonus**



**2 points**  
each



**2 points**  
each



**0-15 points**  
each

**All players count their scores.**





# Game Closing



**20 points**  
each



**10 points**  
each



**5 points**  
each



**Returning  
Ninja  
+30 points  
bonus**



**2 points**  
each



**2 points**  
each



**0-15 points**  
each

**The player with the highest score wins!**



Four Ninja and the Castle of Treasures

## THE TEAM

Game Design	<b>Martin Nedergaard Andersen</b> , Camp Games ApS, Denmark <b>Banana Moon Studio Sapporo</b> , Japan
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## LINKS

<b>Official Website</b>	<a href="https://bananamoon-games.jp/game/gachijo-en/">https://bananamoon-games.jp/game/gachijo-en/</a>
<b>KICKSTARTER</b>	<a href="https://www.kickstarter.com/projects/bananamoon-jp/gachijo">https://www.kickstarter.com/projects/bananamoon-jp/gachijo</a>
<b>BGG</b>	<a href="https://boardgamegeek.com/boardgame/406365/gachijo-four-ninja-and-castle-treasures">https://boardgamegeek.com/boardgame/406365/gachijo-four-ninja-and-castle-treasures</a>