

# RouYouJin

Designed by Nakiku Sotoshima

For 1-5 players

20 minutes playtime

ages 14 and above

## ●Setting and goal

Once upon a time, in a land far away, there was a village that lived on its sheep.

But in this village, wolves came at night to steal the sheep.

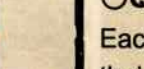
Can you protect your sheep, and have them thrive?

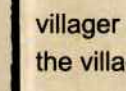
Use your social position in the village to gain more sheep and more points.

Or, maybe you will become the wolf itself.

And in that case, you should steal as many sheep as you can from the others!

## ◎Components

25 Order cards (5 sets of 5 different symbols)  / 

45 Villager cards (5 sets of 9 roles)  . . . . .  / 

1 wolf card 

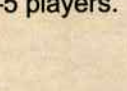
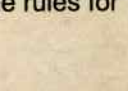
1 rabbit card 

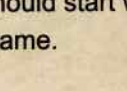
15 automaton order cards  / 

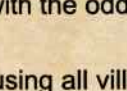
5 summary cards  / 

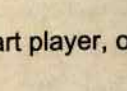
60 chips 1 sheep / 2 gold  / 

20 chips 5 sheep / 10 gold  / 

12 chips 10 sheep / 20 gold  / 

5 OX chips  / 

2 forest chips 

1 wolf chip 

1 manual (this)

## ◎Setup

The following rules are for 4-5 players. The rules for 1-3 players are later in the rules.

If this is the first time you play this game, you should start with the tutorial, and then proceed with the regular game.

Tutorial game: a 3 round game with the odd-numbered villager cards (1, 3, 5, 7, and 9).

Regular game: a 6 round game using all villager cards

The player who most recently ate mutton is the start player, or decide in any suitable fashion.

The start player takes the rabbit card.

Make sets of the order cards (one set has all symbols) and deal one set to each player.

Make sets of the villager cards (one set has all roles) and deal one set to each player.

All players take two "1 sheep / 2 gold" chips as their starting money, and place them with the "1 sheep" side up. Each player takes a summary card. Place the rest of the sheep / gold chips in a central pile.

Each player shuffles their own set of villager cards, and places them as a face down draw deck before them, and does the same with the order cards.

Then each player draws 3 cards from the villager deck, and 3 cards from their order deck and adds to their hand.

## ◎How to play

Do each of these steps in order

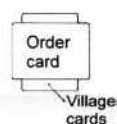
Queue step > Targetting step > Breeding step > Order check > Work step > Attack step > End

These are the details for each step

### ○Queue step

Each player selects one order card and one villager card from their hand, and plays them face down before them. Place the villager card vertically, and the order card horizontally on top of the village card, to form a plus sign.

Figure 1 How to play the villager and order card



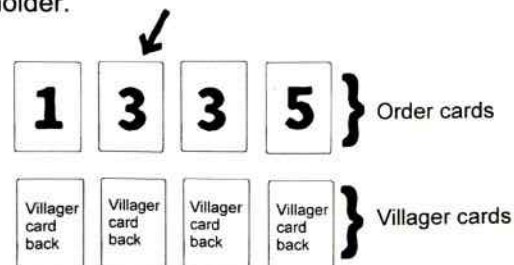
When all have finished, all players reveal their played order card. Then line up the order cards with the lowest number to the left, and then in rising order to the right.

If several players have played the same number, the player closest to the player with the rabbit card, in anti-clockwise direction, counts as having a lower card.

Then place each player's selected village card under their corresponding order cards.

Figure 2 Order cards and villager cards lined up

Card played by the player sitting closest to the rabbit card holder.



Then, place the two forest chips above the leftmost and second leftmost order card. Cards with a forest chip above them are considered to be "inside the forest".

### ○Targetting step

When all players have placed their villager card below their order card, place the wolf card on top of the the rightmost villager card.

This player is the Wolf during this round, and the effect of their villager card will not be used. Instead, the card has the Wolf card effect.

### (Targetting step)

Place the wolf chip on one of the villagers in the forest.

### (Attack step)

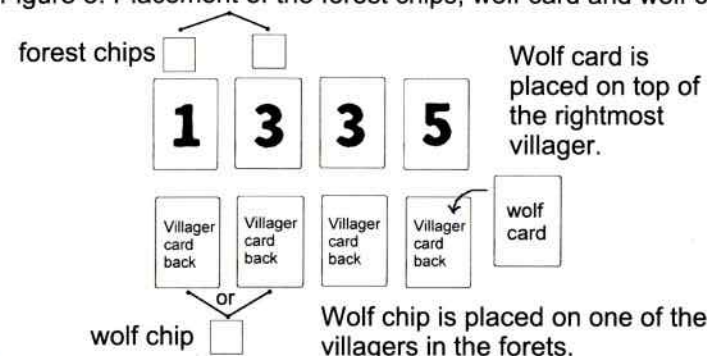
Attack the villager with the wolf chip. If the villager doesn't have a shield icon, the wolf steals 6 sheep from that villager.

The wolf player will now choose one of the villagers in the forest (that is, the leftmost or the second leftmost) to attack.

Targetting one of them is mandatory and may not be skipped.

Place the wolf chip below the chosen villager.

Figure 3: Placement of the forest chips, wolf card and wolf chip



Then, flip all the villager cards face up, except the villager who is the wolf.

### ○Breeding step

In no particular player order, all players gain the effect in the top left corner of their villager card. Even the wolf. There are two types of effects.

\* [sheep symbol] x N = gain N amount of sheep from the stock

\* Change the specified amount of already gained sheep chips into money, by flipping them.

Flipping a chip from sheep to money doubles the points for that chip, and also cannot be stolen by other players.

### ○Order check step

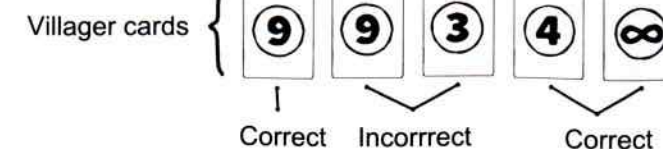
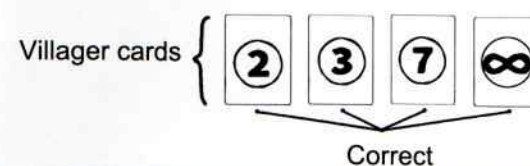
Now, check if the villagers are placed in the correct order.

A card is "correct" if and only if the social number of the villager card is equal to or higher than the card to their left, and equal to or lower than the card to their right. The empty space to the left of the leftmost card is counted as 0, and the wolf card is counted as infinity. The wolf is always in the right position.

Place an O chip on the cards that have a correct position.

Place an X chip on the cards that are in an incorrect position.

Figure 4: Correct and incorrect placement



The X chip means one of two things:

\* For villager cards without any line around the text frame (cards 1, 4, 5, 6, 8, 9), the text (effect) is nullified.

\* For villager cards that have a dotted line around the text frame (cards 2, 3, 7), the text (effect) is not nullified, but the X is still placed, for rules reasons.

### ○Work step

From the leftmost villager and to the right, the effect of the villager is applied. If the effect has been nullified, nothing happens, but it's not nullified, it's applied as far as it can be.

### Explanation of the villager cards

Social number: 1

Name: Old lady

Breeding step: 2 sheep  
(Work step)

Gain 6 sheep from the stock

Gain an extra 4 sheep from the stock if you are leftmost.

She gets 6 sheep, and another 4 if she's leftmost. She gains a lot of sheep if she's in the forest, but is a good prey for the wolf.

Social number: 2

Name: Li'l red riding hood

Breeding step: 2 sheep

\* Has a shield icon. Does not lose her effect even if she's in an incorrect position  
(Work step)

Gain 6 sheep from the stock if you are in the forest.

(Attack step)

Gain 4 sheep from the stock if you were attacked by the wolf.

She gains sheep if she's in the forest, and even more if she's attacked by the wolf.

Social number: 3

Name: Hunter

Breeding step: 2 sheep

\* Has a shield icon. Doesn't lose his effect even if he's in an incorrect position.

(Work step)

Gain 2 sheep from the stock if you are in the forest.

(Attack step)

Steal 8 sheep from the wolf if you are attacked by the wolf.

He gains sheep if he's in the forest, and steals from the wolf if attacked.

Social number: 4

Name: Robin Hood

Breeding step: 2 sheep

(Work step)

Choose one villager. That villager gives 2 sheep each to all other villagers, in any order.

He can spread out the sheep of a player who has gathered lots (even the wolf). Villagers include wolf.

Social number: 5

Name: Witch

Breeding step: Flip up to 2 gained sheep to their gold side

(Work step)  
Gain 2 gold from the stock. Then, flip up to 7 of your sheep to their gold side.  
\* Money cannot be stolen

She can make wool or mutton soup out of her sheep and sell. Money is worth double as much as sheep, and cannot be stolen.

Social number: 6  
Name: Stepmother  
Breeding step: 2 sheep  
(Work step)  
Either gain 6 sheep from the stock OR flip up to [amount of villagers with social number 6 or below] x 2 of your sheep to their gold side.

Gains a lot, the more weaklings there are.

Social number: 7  
Name: The lying kid  
Breeding step: 0 sheep  
\* Does not lose his effect even if he's in an incorrect position  
(Work step)  
Gain [amount of villagers in incorrect positions] x 4 sheep from the stock.

He runs around spreading false rumours, and the more confusion, the more sheep he gains. He gains sheep even if he himself is in the wrong position. But he's a target for the wolf if he's too far off.

Social number: 8  
Name: King  
Breeding step: 3 sheep  
(Work step)  
If this card is the rightmost of all '8's in the line, gain 9 sheep.  
\* If you are the only King, then you are the rightmost.

He gains a lot of sheep if he's alone, and even if there are more kings, the rightmost gains sheep. But the more he goes to the right, the higher the risk that he becomes the wolf.

Social number: 9  
Name: Thief  
Breeding step: Flip up to 2 of your sheep to their gold side  
(Work step)  
Choose the villager to the left or your right in the line. Steal [your order card] amount of sheep from that player.  
(Attack step)  
If the wolf succeeded in his attack, gain 4 sheep from the stock

The thief steals from either of his neighbours (even the wolf), the more the higher his order card. And if the wolf steals sheep from a villager without a shield, the thief also manages to get some.

### ○Attack step

The effect of the wolf:  
Social number: infinity  
Name: Big bad wolf  
Breeding step: 5 sheep  
(Targetting step)  
Place the wolf chip on either of the villagers in the forest  
(Attack step)  
Attack the villager with the wolf chip. If the villager doesn't have a shield, steal 6 sheep from that player.

First, the wolf will attack the player that was targetted in the targetting step.

\* If the targetted player doesn't have a shield, the wolf steals 6 sheep from that player. If he doesn't have 6 sheep, the wolf steals all of his sheep. However, the wolf cannot steal money.

\* If the targetted player has a shield, the wolf cannot steal any sheep. Instead, the shielded player gains the effect noted under "Attack step".

Lastly, all other villagers gain their effect noted under "Attack step" (if any)

### ○End

All players put their used villager card and order cards from the current round, onto their respective discard piles.  
The rabbit card goes to the player who was wolf this round.  
Then each player draws one villager card and one order card from their respective draw decks.  
If the order card decks have run out of cards, shuffle the discards to form new order card decks.

Repeat this for 6 rounds. The game ends after the 6th round. Each sheep and each gold counts as 1 point each, and the player with the most points wins.  
In case of a tie, the tie is broken by sitting closest to the rabbit holder in anti-clockwise direction.

### ◎Tutorial game

It's recommended to play a Tutorial game the very first time.  
Play only 3 rounds.  
Only use the five odd numbered villagers: 1, 3, 5, 7, 9.  
As you only play 3 rounds, you won't have to reshuffle the order cards.  
The rest is just like the regular game.

### ◎1-3 players

This game can also be played on 1-3 players.  
In that case, you use the Automaton order cards instead of the regular order cards.  
Below is an explanation of a 3 player game with the Automaton cards:

There are three sets of Automaton cards, each set consisting of 5 cards.  
On 3 players, use one of the Automaton order card set (it doesn't matter which).  
The Automaton will use the villager cards sharing the symbol of its order cards.  
Then, the 3 human players choose villager (and order) cards that do not have that symbol.  
<How to play the Automaton>  
The Automaton will take the role as the fourth player. The Automaton is always controlled by the rabbit holder.

All Automaton villagers cards are always face up.  
Shuffle the Automaton order cards to form a face down deck.  
The Automaton draws 3 order cards as a regular player does.  
Keep them face down by the Automaton's villager cards. No one may look at them.

### ○Queue step

Take one of the Automaton order cards at random and place face down in the play area. The Automaton does not place a villager at this point.  
The Automaton order card is flipped with the same timing as the human players. Apply the effect of the Automaton order card, shuffle the selected Villager cards face down and place one random on top of the Automaton order card.

The remaining round is placed just as a human player.

figure 5: Example: The '3' of the Automaton order cards with symbol  has been drawn.



(Queue step)  
The Automaton player revealed the '3' of the Automaton order cards  
He takes the Villagers 4, 5 and 6, shuffles them and places one random face down.  
In case none of 4, 5 and 6 are left for the Automaton, he takes one at random from the remaining Villager cards.

### ○Targetting step

The Automaton targets the player mentioned on the Automaton order card.

### ○Work step

If the Automaton needs to select a player, by any other means than attacking, the selection method is mentioned on the Automaton order card.  
In all other cases, the Automaton chooses whatever gains him more points.  
If any choice would result in the same amount of points, the rabbit holder chooses.

### ○Attack step

If the Automaton needs to select a player, by any other means than attacking, the selection method is mentioned on the Automaton order card.  
In all other cases, the Automaton chooses whatever gains him more points.  
If any choice would result in the same amount of points, the rabbit holder chooses.

### ○End

Draw one of the Automaton order cards to add to his hand.  
Like the human players, if the Order cards deck has run out, shuffle the discards to form a new deck.

If you play on 2 players, use 2 sets of Automaton order cards, and if you play solo, use all 3 of the Automaton order decks.

This concludes the rules

**And everyone played board games happily ever after.**  
**All's well that ends well!!**

◆Game design: Nakiku Sotogamo  
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