KAITŌ

侍の果し合い赤と黒の対決

Inon Kohn

怪盗

The game of Samurai

KAITO

Tactical capturing game for 2 players Age 7 years and up
Duration 10–20 minutes, Author: Inon Kohn

GAME MATERIALS

- 36 Tiles consisting of
  - 17 tiles in each color (**red** and **black**) with
  - 2 opening tiles
- 1 Kaito piece

Opening
tile

7 Katana tiles   3 Kabuto tiles

2x   3x

Mon tiles

*Explanation of Japanese terms: **Kaito** = Master of thiefs*
*__Katana__ = sword | **Kabuto** = Helmet | **Mon** = Traditional Clan emblem*

STORY

The Japanese military nobility of the samurai is most famous for its outstanding martial arts. Besides constantly training in archery, sword and lance, samurai training also involved learning musical instruments, the study of calligraphy or mastery of the tea ceremony.

Board games like **KAITO** also counted as an excellent mind-training exercise to act out an imminent battle, because all the attributes of a samurai are supposedly needed to win a **KAITO** match: intelligent forward planning, a swift grasp of the situation, decisiveness and risk-taking.

OBJECT

The aim of the game is to take out **all of your opponent Kabutos** (helmets) or **all of his Katanas** (swords) or to prevent him from moving the **Kaito**.

PREPARATION

Shuffle the tiles, face down, and arrange them in a 6 x 6 grid. Each player chooses a colour and than a start player is choosed. Flip all the tiles, face up. The second player will remove from play the two opening tiles, clearing two spots at the grid, and then he will place the Kaito piece one of the open spots, with the opponents colour side up.
The first player will start his turn by moving the Kaito.
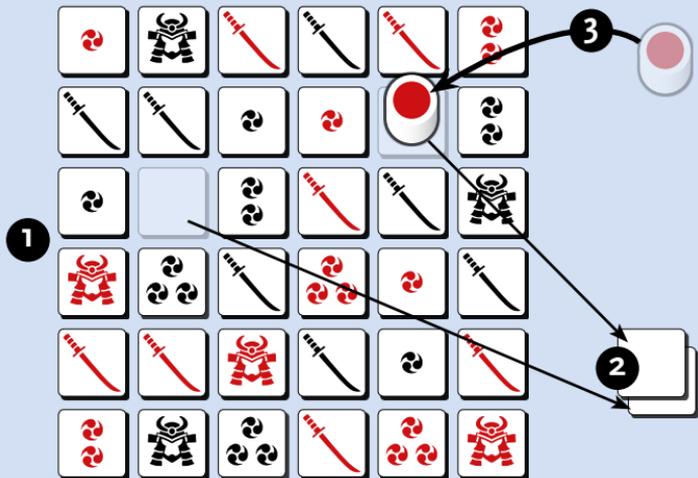
Example set up

1 *Set the tiles at a 6 x 6 grid*

2 *Remove the two opening tiles*

3 *Black player chooses to place the Kaito piece at one of the open spots, red side up.*

PLAY

Each player, at his turn, will **have to move the Kaito** at a **vertical** or **horizontal** manner to a spot with a tile on it. When moving the **Kaito**, flip it so opponent's color will be face up. The Kaito can be moved **any number** of spaces and can jump over vacant spots as long as it **lands on a tile**. The tile that the Kaito lands on is captured and will be taken by the active player. As a last action, the active player can then perform a "Mons trade", see below, before ending his turn.

Example for movement
Red player player starts the game, he moves the Kaito piece to capture the nearby black Sword, flipping the Kaito, black side up and ending his turn.
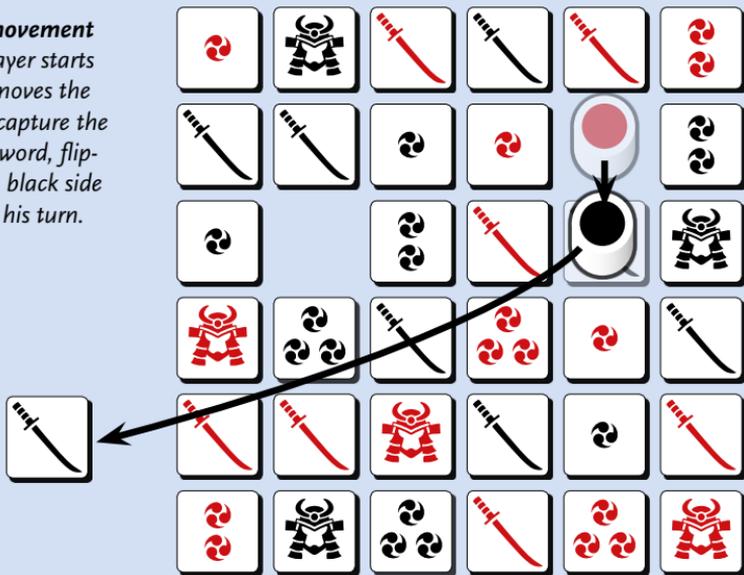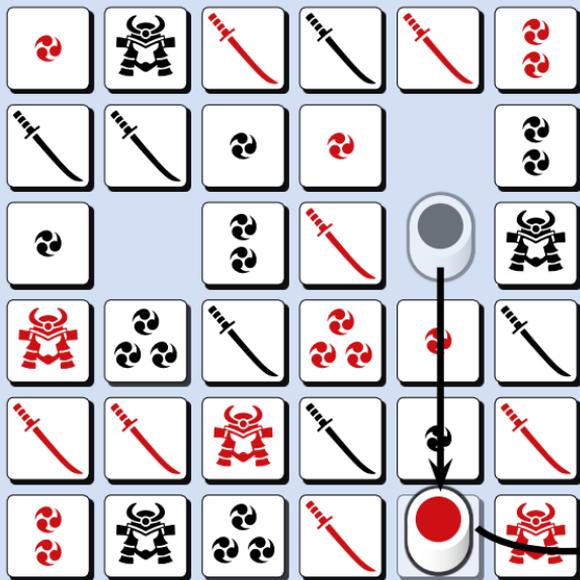
Example for movement
*The **black player** moves the Kaito in a vertical manner, to capture the red 3 Mons flipping the Kaito and ending his turn.*

CAPTURED TILES

Whenever you capture an opponent tile, place them with the symbol on top in front of you. When you capture one of your own tiles place them aside with the blank side on top. Notice, players can capture their own tiles.

While capturing tiles always remember, you will win if **all of your opponent's 7 Swords** or **3 Helmets** are removed from play regardless by which player.

MONS TRADE

Each player has 2 Mons valued 3, 2 Mons valued 2, and 3 Mons valued 1, of his color. The Mons tiles are precious traditional clan emblems.

At the end of your turn you can trade your captured opponent's Mons at a sum of **4 for one** of your captured **Sword** or at a sum of **5 for one** of your captured **Helmet**.

Pass the captured Mons tiles to your opponent. He will put them aside with the symbols face down and has to give you the piece you asked for. Place your returned Sword or Helmet tile beneath the Kaito.
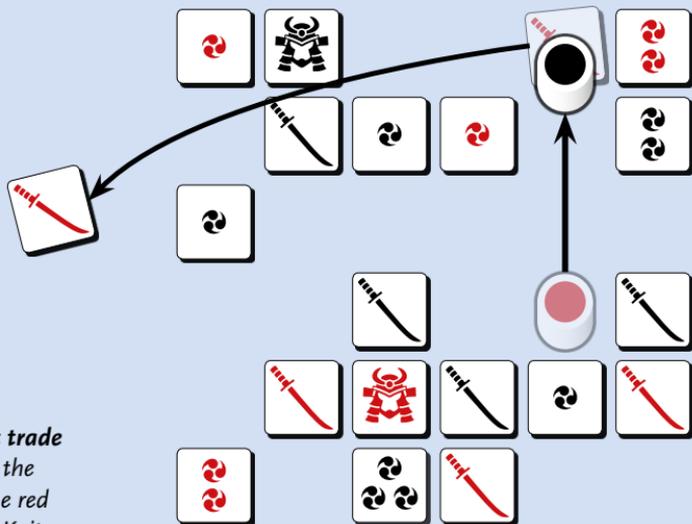
Example for Mons trade
Red player moves the Kaito to capture the red sword, flipping the Kaito, black side up.

Before **Red** ends his turn, he chooses to pay 5 Mons to return a red helmet and to place it beneath the Kaito.
Now it's **Blacks** turn.

The **black player** trying to save his last helmet will avoid moving in horizontal manner and will be force to move the Kaito down to capture the black mon.

The **red player** can then move back up, capturing his own helmet to force the **black player** to stay at the horizontal line, and then capture the black last helmet and win the game.

Notice:
- Only **one trade** is permitted **each turn**.
- If you trade a tile for 2 Mons valued 3 (sum of 6), you will **not receive** any **change**.

Returning a tile is a strong move. It is wise to capture at least a sum of 5 of your opponent's Mons for the trade, and also capturing your own Mons could prevent your opponent from gaining enough Mons to trade back his Helmets / Swords.

GAME END

There are 3 cases in which the game will end, and you will win the game:
- Your opponent **can't move the Kaito** at the start of his turn (no tile to capture).
- Your opponent is left with **no Swords**.
- Your opponent is left with **no Helmets**.