



Bitoku

RESTORAN



Welcome to the Inn at the Heart of the Woods, where they cook the most delicious delicacies and the spirits come together to share their stories as they drink sake and play darts.

This expansion is made up of 3 different Menus (or modules) that you can add to the Bitoku game. You can add 1 Menu, 2 Menus, or even all 3 (so long as you already know how to play the basic game well), in whatever combination you like. We recommend that you introduce them bit by bit in case your eyes are bigger than your stomach, but there is no one better than yourselves who knows how hungry you might be!

CONVERSATIONS

Includes 6 new Yōkai cards and 5 new Iwakura Rock tiles.



KODAMAS

Includes 15 new Lake Treasure tiles (5 of each type). This is the only Menu that is compatible with the solitaire version of the basic game.



FESTIVAL

Includes 65 Festival cards and 1 small board to place the deck of cards on.





The enormous iwakura rock Tachibana presides silently over the large hall of the inn, where yōkai spirits share tables with pilgrims. On rare occasions, though not totally impossible to see, some bitoku spirit might be found sitting beside the fire, surrounded by kodamas whose faces show their joy at the tale they are listening to.



Add the 6 new cards to the Yōkai deck and the 5 new Iwakura Rock tiles to those already in the basic game. The game is then played in the same way, without the need to apply any additional rules.

YŌKAI ALLIANCES



The Yōkai Alliances are applied as if they were 2 types of Yōkai at once and perform hybrid actions that did not exist before. When they are discarded in the Winter Phase, they grant you 2 VP for each Iwakura Rock that you have on your player board (up to a maximum of 8 VP).



This Yōkai card is considered to be both an Imomushi and a Nezumi (for the purposes of scoring Iwakura Rocks at the end of the game). Its action allows you to obtain 2 Resources in whatever combination you wish (wood and/or stone) or to obtain a Crystal or to construct a Building. If you discard it in the Winter Phase, you will get 2 VP for each Iwakura Rock on your player board.



IWAKURA ROCKS

These powerful rocks contribute new elements that grant VP at the end of the game (but remember that the Rocks do not grant points if they do not have Pilgrims beside them).



Grants VP for each Vision card successfully completed at the end of the game.



Grants VP for each Dragonfly you have combined with a Mitama.



Grants VP for each of your Pilgrims on a Torii Gate space or an Illumination space along the Paths of Wisdom.



Grants VP for each pink or purple Crystal on your player board.



Grants VP for each pink or yellow Crystal on your player board.



The purple player has 3 Pilgrims assigned to this Rock, which scores for each pink or yellow Crystal. At the end of the game, we see that he has 2 pink Crystals and 2 yellow Crystals, so this Rock grants 12 VP (4 Crystals x 3 Pilgrims assigned to the Rock).

Sadly, it would be impossible to recreate the legendary dishes served at the inn in the forest, primarily because all of their ingredients and the exact recipes have been lost to the passage of the centuries. To make it feel closer, we have put the names of ingredients and recipes from the cuisine of Japan, China, Thailand, Tibet, and Korea instead. The Brawling cards show the names of all kinds of forest spirits. Maybe one day we will be able to see them up close!



Patrons of the Inn are a varied group, and there is never a shortage of little gatherings of kodamas sitting pleasantly at the tables alongside the most inebriated locals; who are also the loudest. The truth is that the kodamas never consume anything, but their mere presence brings joy to the scene. They are always paying attention to the conversations that are struck up at the bar, eager to run off to the lakes in search of offerings for their new friends.



This Menu adds 15 new Lake Treasure tiles to those in the basic game, and you can also use them when playing in solitaire mode. When setting up the game, take 3 of the new Lake Treasure tiles: 1 of each type (Golden, black and white lakes) at random. To these 3 Lake Treasure tiles, add the following 2 tiles from the basic game:



Remove the 3 remaining Lake Treasure tiles from the basic game (which are never used with this module). Now there should be 5 Treasure tiles: 2 basic game tiles and 1 of each type of the new tiles. Finally, randomly place 1 of these Lake tiles in each of the 5 regions of the Forest.



Once you have become familiar with this variant, you can combine the Lake Treasure tiles as you wish, though it is recommended that you do not remove all of the basic game Lake tiles or use more than 2 Lake tiles of the same type.

As you can see, the new tiles have green tick icons at the edges that point at certain Kodama spaces. On some of these tiles, there is just 1 space pointed at, but on others, there are several. When a Kodama reaches one of the spaces indicated by a tick, the corresponding player receives the reward on the Lake Treasure tile.



GOLDEN LAKES

These lakes do not grant the Kodamas VP based on their position relative to the other Kodamas. Instead, during the Ascension Phase (page 14 of the basic game rules), players who have reached the indicated space with their Kodama, or passed it, are granted VP:



Choose 1 of your Yōkai cards that you did not discard in the Winter Phase and score it as indicated on the lower part of the card, without discarding it.



After carrying out the Visions Revealed Step, you get 2 VP for each Vision card that you have successfully completed, but you also lose 1 VP for each Vision card that you have not completed.



After carrying out the Bitoku Bow Before You Step, you get 2 VP for each different type of Bitoku card you have on your player board.



Brown ends up with 4 different types of Bitoku cards, so he gets 7 VP during the Bitoku Bow Before You Step, plus 8 VP for having reached the space indicated on this Lake tile, for a total of 15 VP.



You get 2 VP for each different-colored Mitama you have (red, green, turquoise, white, and purple) up to a maximum of 10.



You get 2 VP for each Building counter you have on Buildings you have constructed that are of different colors (up to a maximum of 8 VP).



WHITE LAKES



These lakes do not grant the Kodamas VP based on their position relative to the other Kodamas. Instead, every time a player's Kodama reaches the indicated space, they are granted VP immediately:



1 VP for each Pilgrim you have in a Torii Gate or Illumination space along the Paths of Wisdom.



1 VP for each Dragonfly you have combined with a Mitama.



1 VP for each Crystal you have on your player board.



1 VP for each Iwakura Rock you have on your player board.



1 VP for each Building counter that you have on top of a Building.



BLACK LAKES



As in the basic game, a player whose Kodama is furthest along the Kodama Track for this region of the Forest gets 4 VP; second place gets 2 VP; and third place gets 1 VP.



Furthermore, when your Kodama reaches one of the indicated spaces, you get the corresponding reward. You can check what the different rewards are on the reference sheet from the basic game (these effects you already know).

THINGS TO CONSIDER WHEN MOVING ANOTHER PLAYER'S KODAMA

For the black and the white Lakes, which grant a reward immediately upon reaching a space with a tick, you must take into account that if one of you forces a rival's Kodama to move backwards and because of that their Kodama lands on a space indicated by the tick icons, then the rival does **not** receive the Lake reward again. However, **they can receive it again if later on they advance their Kodama to the indicated space.** Meaning that the rewards are only given when a player moves **forward** into a space indicated by a tick, not when moving **backwards** into one.

FESTIVAL

Once in a while, the Inn is the site of a magnificent festival. It is an event that, year after year, brings together huge crowds around huge tables of food that the Inn's managers (the venerable ladies Natsunaka and Shui-quo) place in the shade of the trees. The forest spirits stop and rest, to recover the strength needed to continue on their path reinvigorated. The music, the celebration, a couple of arguments, and, above all, the delicious food are reason enough to make this an event nobody would dare to miss.

These 65 cards are added to the basic game and introduce a new mechanic that will allow you to carry out all kinds of unique and disruptive effects.

When you set up the game, place the small board alongside the main game board, within reach of all the players. Then, put together a deck made up of Festival cards according to the following instructions:

- **Brawling cards.** If you want a more relaxed game (or you are simply trying to learn to play with this module), then return the red cards to the box. These cards cause direct interaction between the players, so it is best to leave them in the box if your aim is a more "isolated" gaming experience.
- If this is not the case, then embrace the chaos, and create a deck with all the cards.
- If this is a 2-player game, remove cards 14 and 15 from the deck, marked with this icon on the right.



Brawling card





Shuffle the Festival deck and place it face down on the small board. Taking turns, each player draws 2 cards from the deck and places them alongside their player board or in their hand, as the player prefers. What matters is that the other players do not see what the card is. The Festival cards do not have a particular place in your hand of Yōkai cards, and you can have as many of these cards as you want.

These cards offer very powerful actions that you can carry out at the time indicated on the card, so long as you fulfill the necessary requirement for its activation. For example:



The player who has this card can use it when playing a Yōkai card on their player board during the Summer Phase.

When you play a Festival card, apply its effect and then discard it. Leave it alongside the Festival deck, face-up, in a discard pile. Although it is unlikely, if the deck runs out of cards, shuffle the discard pile to create a new deck.

There are 2 ways to obtain Festival cards during the game, as indicated on the small board:



- When you place a Pilgrim in an Illumination space, you get the top card from the Festival deck.



- When you get Vision cards, if you opt to keep one of the Vision cards you have drawn, you also get the top card from the Festival deck. On the other hand, if you reject both Vision cards in favor of a Resource, you do not get a Festival card.



During Ascension, every Festival card that you have in your hand gives you 0.5 VP, and the sum is rounded up. For example, 3 Festival cards gives the holder 2 VP. Besides that, some Festival cards grant additional points at the end of the game. If you finish with any of these cards in your power, you get the VP indicated on the card.

CREDITS

Design: Germán P. Millán

Illustrations: Edu Valls

Proofreading: William Niebling

Translator: Andrew Campbell

Graphic Design: Meeple Foundry

Editor: David Esbrí



DEVIR CONTENIDOS S.L.

Roselló 184
08008 Barcelona