

MICRO DŌJŌ

LOYALTY & DECEIT

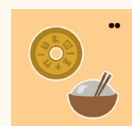
1-2 Players • 30min • Ages 14+

Your hard work in Micro Dojo not only drew the eye of the Shogun, but also the attention of two rival clans that try to claim the town for their own.

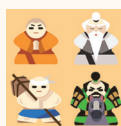
The Shinchoku clan bring progress and prosperity, whilst the Tsuyo clan cultivate power and corruption.

Pledge your loyalty, earn favour, and help your chosen clan come to power.

COMPONENTS



12 Board tiles



4 Meeple tokens



4 Loyalty markers

Game board →



6 Shinchoku Building tiles



6 Tsuyo Building tiles



12 Reference cards



8 Objective tokens

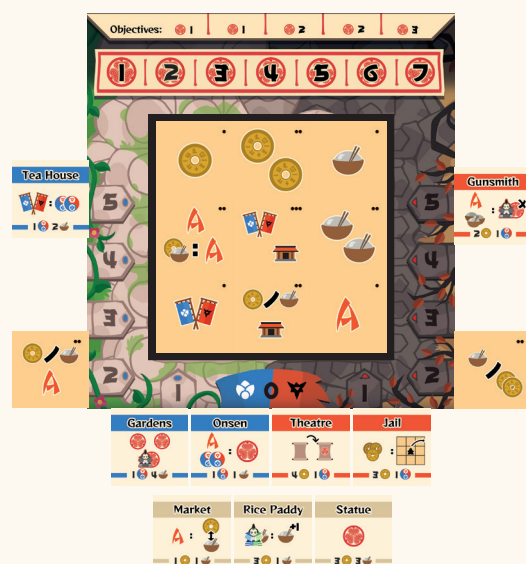


3 Advanced Objective tokens



5 Favour tokens

BOARD REFERENCE



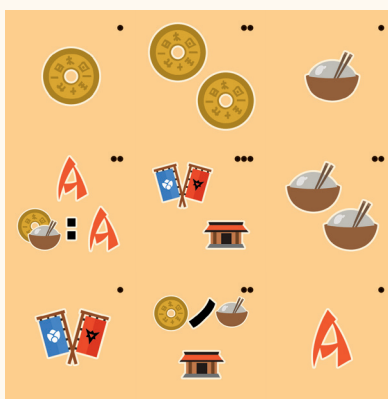
SETUP

The expansion adds the following steps to the basic setup rules:

1. Randomly select 9 Board tiles (or follow a suggested setup) and place them in a 3x3 grid to form the game board.
2. From the remaining Board tiles, randomly select 2 and place them next to step 2 of each Loyalty track.
3. Randomly select 2 of each Clan Building and 3 standard Buildings, and place them all below the board.
4. From the remaining Clan Buildings, randomly select 1 of each type and place them next to step 5 of the corresponding Loyalty track.
5. Place 2 Daimyo markers for each player on step 0 of the Loyalty tracks.

SUGGESTED SETUP

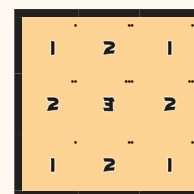
The following setup is recommended for your first games with the expansion.



CUSTOM SETUP

Each tile has a number of pips on it denoting the power of the tile.

When creating randomised setups it is recommended (but not required) to have the following layout:



It is further recommended to have at least:

- 2 Action spaces
- 1 Build space
- 1 of each resource
- 1 Loyalty space (if playing with this expansion)

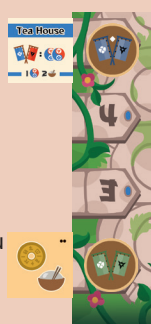
LOYALTY

LOYALTY

The Loyalty space allows you to either:

- **Advance your Loyalty marker** by 1 step on a single Loyalty track
- **Take 1 Favour** (up to a maximum of 3)

When your Loyalty marker reaches step 2 of the Loyalty track, immediately resolve the space shown on the tile there.



When your Loyalty Marker reaches step 5 of the Loyalty track you may take the Building tile there without paying any costs.

FAVOUR

When advancing beyond step 5 on a Loyalty track, trade 2 Favour for 1 VP (●):



Favour may be spent in place of either Gold or Food. *Note: they are not counted for Objectives that evaluate Gold or Food*



ROLE EXTENSIONS

This section includes updates to the 'Resolve the Space' rules.



Build - When purchasing a Clan Building using the Build space, you may also advance 1 step on the Loyalty track for that clan.



Possible Actions (A) now include:



Buy Favour - Spend 1 Action and any 3 resources to gain 1 Favour.

BUILDINGS



Gardens (1 Favour + 4 Food). Immediately gain 2 . Then, your opponent gains 1 .



Komainu (1 Favour + 2 Food). Spend 1 Action and your opponent may gain 1 Gold and 1 Food. Gain 2 Gold and 2 Food.



Onsen (1 Favour + 1 Food). Spend 1 Action and 2 Favour to gain 1 .



Orchard (1 Favour + 2 Food). Spend 1 Favour to gain 1 Gold and 1 Food. (Reminder: once per turn).



Pagoda (1 Favour + 3 Food). Spend 1 Action to gain 1 Loyalty, to be used immediately.



Tea House (1 Favour + 2 Food). Spend 1 Loyalty to gain 2 Favour.



Bakuto Den (1 Gold + 1 Favour). Spend 1 Action to gain Favour equal to half of your opponent's (rounded up).



Brewery (2 Gold + 1 Favour). Spend 1 Action and 1 to gain 3 Gold and 3 Food.



Gunsmith (2 Gold + 1 Favour). Spend 1 Action and 3 Food to make your opponent lose 1 .



Jail (3 Gold + 1 Favour). Spend 3 Gold to remove a meeple from the board. Return it to any empty space at the end of your turn.



Theatre (4 Gold + 1 Favour). Immediately turn one previously scored Objective face-up. It is now the active Objective.



Toll Gate (2 Gold + 1 Favour). Spend 1 Action to take 1 Food or 1 Gold (if able) from your opponent.

OBJECTIVES



Supporter: The player with the highest total Loyalty on both tracks combined.



Progressor: The player with the highest Loyalty on the Shinchoku track.



Disruptor: The player with the highest Loyalty on the Tsuyo track.



Loyalist: The player with the most Favour.



Constructor: The player with the most Shinchoku Clan Buildings.



Degenerate: The player with the most Tsuyo Clan Buildings.



Investor: The player who triggers this Objective chooses to score either the most Gold or the highest total Gold spent on Buildings.



Stockpiler: The player who triggers this Objective chooses to score either the most Food or the highest total Food spent on Buildings.

ADVANCED OBJECTIVES



Leader: The player who triggers this Objective chooses to score either the most number of or the most Buildings.



Neutralist: The player with the smallest difference in Loyalty between the two tracks.



Smoke Bomb: The player who triggers this Objective scores 1 . Then replace this Objective with one randomly selected from the supply. Immediately trigger scoring for that Objective.

OBJECTIVES

EXTENDED GAME

The alternate side of the board can be used for a longer game by extending the score track to 9 points and adding another Objective that is worth 3 .



The game ends immediately when either :

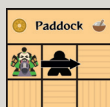
- A player reaches 9 Victory Points ()
- OR
- The final Objective is scored

The alternative movement abilities are:



SENSEI HALL (2 Food)

After moving the Sensei, move a previously adjacent meeple into the Sensei's starting position.



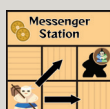
PADDOCK (1 Food + 1 Gold)

Move the Horseman two spaces in a straight line to an empty space, ignoring other meeples.



MONASTERY (1 Food + 1 Gold)

Do not move the Monk. Resolve the Monk's space.



MESSENGER STATION (2 Gold)

Move the Messenger to a space adjacent to a meeple with a Daimyo marker on it.

Note: Move before placing your Daimyo marker.

ADVANCED GAME



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