

Tamashii Designer Rules Clarifications v2.0

This is a compilation of rules questions that have been answered by the game designers on Boardgamegeek forums.

Questions that have been answered directly by a designer are marked (D). Answers proposed by someone else that a designer has given a thumbs up to (agreeing it is correct) are marked with (T).

Map tiles

Q. Should Hideouts be included in the random tile setup?

A. Yes unless specifically excluded (D)

<https://boardgamegeek.com/thread/3170711/article/43109710#43109710>

Q. One of the options on **district tile 28** - the Command Center - reads simply "deal 2 damage", but most other cards/tiles specifically say deal X damage to the top attached enemy. Does this suggest that this damage (from tile 28) can go onto other enemies? Like enemies attached to other players?

A. Damage is dealt to your own top enemy unless otherwise stated (T)

<https://boardgamegeek.com/thread/3171431/district-tile-28>

Q. What does 'Lose 1 ♥' mean?

A. Lose one ♥ (solid heart) means reduce your integrity by 1. It differs from 'damage' which is represented by a cracked heart. When instructed to lose one ♥ this cannot be reduced by shields. (D)

<https://boardgamegeek.com/thread/3177756/what-does-lose-1-mean>

Scenarios

Q. Should you use components in a scenario that you have not yet unlocked and are still in the 'Locked' content?

A. Yes if instructed to do so. Place them back in the locked components afterword unless instructed that they have become unlocked (D)

<https://boardgamegeek.com/thread/3162529/article/43036121#43036121>

Q. Does your health get reset to maximum between scenario cards?

A. No (D)

<https://boardgamegeek.com/thread/3172044/article/43119132#43119132>

Q. Do enemies stay with you between scenario cards?

A. Yes (D)

<https://boardgamegeek.com/thread/3172044/article/43119132#43119132>

Q. When you complete a scenario sheet and move to the next such as finishing the prologue, do all your assets start again from 0?

A. Yes (D)

<https://boardgamegeek.com/thread/3172044/article/43119132#43119132>

Q. Do your stats and bodies reset between scenarios?

A. Yes. (T)

<https://boardgamegeek.com/thread/3175250/do-your-stats-and-bodies-reset-every-scenario>

Q. Can someone explain the P04 win/lose condition?

A. See this thread but beware of spoilers (T):

<https://boardgamegeek.com/thread/3171284/p04-winlose-condition>

Q. The **Yokai scenario** sheet states "Each time an Enemy card is **defeated**, put it on the bottom of the Enemy deck...what about enemies that are discarded rather than defeated?

A. This is a misprint and this rule should apply to both **defeated** and **discarded** Enemy cards (T)

<https://boardgamegeek.com/thread/3171039/yokai-scenario-questions-discarding-vs-defeating-e>

Q. A scenario has called for a card that is still locked. What should I do?

A. If you are instructed to use a locked card find it and use it. Return it to the locked cards afterwards unless instructed that it is now unlocked. (T)

<https://boardgamegeek.com/thread/3185567/2nd-scenario>

Augments

Q. Do augments gained during scenario setup start equipped or unequipped?

A. The starting class augments are equipped at setup but everything else has to be equipped (D)

<https://boardgamegeek.com/thread/3162202/article/43033549#43033549>

Q. Are both starting class augments equipped from the start - The "starting" one and the "starting co-op" one?

A. Yes (D)

<https://boardgamegeek.com/thread/3162202/article/43116002#43116002>

Q. Reactive Shield states "Anytime: Each time you spend or lose shield, you may deal 1 damage." Can I spend a shield and damage an enemy attached to another player?

A. As a general rule, unless stated otherwise, damage is always dealt to your top enemy. (T)

<https://boardgamegeek.com/thread/3175653/can-reactive-shield-augment-damage-another-players>

Q. Can you trigger an augment pattern more than once?

A. No. On page 7 of the rulebook under the Launch Patterns section it says: During this step, each available Pattern may only be launched once, but a Player may Launch multiple different patterns. (T)

<https://boardgamegeek.com/thread/3172683/can-you-trigger-augment-patterns-more-once>

Bodies

Q. The **Hacker** crit combat frame let's you resolve a hack effect from the top enemy. Is that a free resolve, or do you still need to have in your launcher and then dump the pattern for the hack?

A. It is a free resolve (D)

<https://boardgamegeek.com/thread/3160546/article/43017995#43017995>

Q. The **Knight's** power is: "COMBAT PHASE: Reduce [damage] you suffer by 1 (to a minimum of 1)." Is this once per combat phase or once per damage instance?

A. Once per instance of damage (D)

<https://boardgamegeek.com/thread/3158617/article/43012886#43012886>

Q. Does your health (integrity) get reset to maximum when you switch bodies?

A. No (D)

<https://boardgamegeek.com/thread/3172044/article/43119132#43119132>

Q. The Blue Walker power says: "LAUNCH STEP: Dump 1 [blue token] to prepare 2." Since this doesn't say "once per launch step" and some other cards do, can this be done multiple times in the launch step (since it's not a Pattern)?

A. No, it is once per launch step (D)

<https://boardgamegeek.com/thread/3159282/article/43008544#43008544>

Q. When you have two bodies and gain a third can you take the third and discard one of the two you already have?

A. When a player would obtain a third body card they have to instantly discard one of them so that they meet the 2 body cards limit (T)

<https://boardgamegeek.com/thread/3171635/max-bodies>

Programming & Launching

Q. Rulebook page 7 bottom right says: "Some Patterns may end up looking the same as other available Patterns. You may launch 2 different Patterns consisting of the same Data tokens if they come from 2 different sources." Does this mean that if a single launch matches multiple patterns, I can trigger all of those patterns' effects from a single launch?

A. No – each launch has to use a different set of tokens. This wording means that two patterns may be launched that have the same design provided they come from different sources. (D)

<https://boardgamegeek.com/thread/3158594/article/43004101#43004101>

Q. Can you use Prepare and draw token(s) and place them in ANY open spot, dark and/or light blue?

A. Yes (D)

<https://boardgamegeek.com/thread/3169617/article/43100919#43100919>

Q. If the result of a hack effect requires me to lose an asset, can I still launch it if I'm starting at 0 of that asset when I launch it? (For example, a hack causes the loss of one shield but your shields are already zero – can you still launch the hack)

A. Yes, in this example you can use the hack even if you have no shields (D)

<https://boardgamegeek.com/thread/3168927/article/43094582#43094582>

Q. Can an open data token complete two patterns simultaneously?

A. No, because all tokens are dumped once they have been used to launch a pattern (D)

<https://boardgamegeek.com/thread/3166434/article/43079165#43079165>

Q. Can the same token be used in two separate launch patterns?

A. No. Each pattern is launched separately, so the token would be dumped when the first pattern is launched and not be available to contribute to another pattern. (D)

<https://boardgamegeek.com/thread/3180616/launch-questions>

Enemies & combat

Q. Is there a limit to the number of enemies you can have attached?

A. No (T)

<https://boardgamegeek.com/thread/3172044/article/43119132#43119132>

Q. Please clarify how the Shinigami boss adds tokens as it moves

A. On small symbol boss will spawn tokens only on lowest tiles if he can reach it. On big symbol boss will spawn tokens on every tile he moves through toward tile with the lowest number. Of course tiles without token in both cases (D)

<https://boardgamegeek.com/thread/3166770/article/43079161#43079161>

Q. Can I use a single die result more than once on the same symbol? Or is a die effectively used once and cannot be used again?

A. Once a die has been used it is spent and cannot be used again (T)

<https://boardgamegeek.com/thread/3176023/are-dice-locked-single-frame-when-assigned>

Q. When combat is over and you move on to a new turn do the same (undefeated) enemies resume combat at the next combat phase?

A. Yes – think of it as evading the enemies and them catching up with you again when you stop at your next district (T)

<https://boardgamegeek.com/thread/3175798/carrying-combat-between-turns>

Q. If I have two duplicate enemies attached, and defeat one using a pattern, can I use the same pattern (with different data tokens) on the second enemy?

A. Yes you can use two same patterns on different cards (D)

<https://boardgamegeek.com/thread/3174024/different-enemies-same-pattern>

Q. When enemies are stacked can you look at the information (eg. hacks) concealed cards?

A. Yes (D)

<https://boardgamegeek.com/thread/3174024/different-enemies-same-pattern>

Q. What does 'Lose 1 ♥' mean?

A. Lose one ♥ (solid heart) means reduce your integrity by 1. It differs from 'damage' which is represented by a cracked heart. When instructed to lose one ♥ this cannot be reduced by shields. (D)

<https://boardgamegeek.com/thread/3177756/what-does-lose-1-mean>

Q. If I'm fighting a single enemy, rolled 3 attack dice and can activate frames with them, does it mean that the enemy would attack up to 3 times (unless defeated)? Or does he just attack once since it's a single enemy in the top position?

A. The enemy will attack just once but you get to use all three of your attack dice (T)

<https://boardgamegeek.com/thread/3184501/combat-phase-does-enemy-attack-multiple-times>

Q. In a coop game is there any way to attack another player's enemies?

A. No, not in the core rules...but this may be enabled by some augments. (T)

<https://boardgamegeek.com/thread/3184564/co-op-it-possible-any-way-attack-another-players-e>

Q. I have drawn a boss in the level 2 enemies and I do not understand how it works

A. There is a level 2 boss in the unlocked cards that was placed there in error during packing. This enemy has X00 on one side and O10 on the other. Remove the card from the level 2 enemies and place it in the scenario O cards. (T)

<https://boardgamegeek.com/thread/3184780/boss-activity>

Learning Protocols

Q. On one Learning Protocol card the Step 3 says "You may launch all Basic Patterns multiple times per Launch step." Does this mean I can max out an asset during one Launch step if I completed all three steps of the Learning Protocol?

A. It means the normal limitation of only being able to launch a basic pattern once is lifted. You would still need to actually launch the correct set of tokens multiple times. (T)

<https://boardgamegeek.com/thread/3185186/learning-protocol-you-may-launch-all-basic-pattern>

Solo play

Q. Does the J.O.R.D.A.N. bot return to the shelter when the player body is reset?

A. No it stays where it is (D)

<https://boardgamegeek.com/thread/3177707/does-jordn-bot-return-shelter-reset>

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