

MICRO DŌJŌ

2 Players • 30min • Ages 14+

You are one of two Daimyo—feudal lords of Edo Japan—tasked by the Shogun to bring prosperity to a small town. Carefully manoeuvre the town's retainers to gather resources, build buildings, complete the Shogun's tasks, and win favour.

The most prosperous Daimyo will be granted the title to the town.



COMPONENTS



BOARD REFERENCE



SETUP

1. Place the 4 Meeple tokens randomly on the corners of the board.
2. Randomly select 5 Objective tokens. Place them face-up alongside the Objective track (aligned with the point values below, 1-1-2-2-3).
3. Randomly select 6 Buildings and place them next to the board.
4. Each player chooses a colour (green or blue). Take the matching Daimyo marker and Score marker.
5. Randomly select the starting player. Give the Influence token to the second player.

GAME END

The game ends immediately when either:

- A player reaches 7 Victory Points (🔴),
- OR
- The final Objective is scored

WINNING THE GAME

At game end, the player who has the most 🔴 wins.



In the event of a tie: if the second player has not spent the Influence token, they are the winner. If it is still a tie, the player with the most total resources is the winner.

FAQ

Can I move the same meeple I moved last turn? No, you must move an unmarked meeple.

How many of each resource can I have? You can have both 7 Food and 7 Gold. Note that there are only 13 of each resource available.

What if the Guard House building blocks all possible moves? The Guard House may not be placed such that the opponent has no available moves.

What else can I use the build space for? Purchased Buildings can be gifted to the town (permanently removed from the game) to gain 1 🔴.

HOW TO PLAY

Players alternate turns. Each turn has these 2 steps:

1 MOVE

Move 1 available meeple to an adjacent empty space. Meeples with a Daimyo marker are unavailable. Meeples may not move diagonally or share spaces.



Place your Daimyo on the meeple you just moved.



Once per game, the player with the Influence token may discard it from the game to remove a Daimyo marker from a meeple before they move.



2 RESOLVE THE SPACE

Resolve the effects on the space moved to, in any order you choose:



GOLD/FOOD

Take the shown amount of Gold or Food (up to a maximum of 7 of each)



BUILD

Take 1 Building by paying the cost shown at the bottom of the tile,

OR

Remove 1 of your Buildings from the game to gain 1 🔴.

ACTION

For each Action symbol, you may take 1 action of your choice (here →)



Possible Actions (A) include:



Trigger an Objective – Evaluate the leftmost Objective. Give the points shown on the Objectives track to the winning player (or neither, in the event of a tie). Turn the Objective face down. Note: you may only score 1 Objective per turn.



Activate your Building – Use the ability of 1 Building that includes an Action symbol. Note: You may only use each building once per turn.



Trade – Exchange any number of resources at a 2:1 ratio.

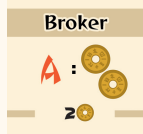


Donate – Spend 5 Gold OR spend 5 Food to gain 1 🔴.



Barracks

Barracks (3 Gold + 1 Food)
Spend 1 action and 3 Gold to gain 1 🍌.



Broker

Broker (2 Gold)
Spend 1 action to gain 2 Gold.



Castle

Castle (5 Gold + 5 Food)
Immediately gain 2 🍌.



Gold Mine

Gold Mine (1 Gold + 3 Food)
Gain 1 extra Gold on a space that grants Gold.



Guard House

Guard House (2 Gold + 1 Food). Spend 2 Gold to place the Guard House on an empty space.
Return it on your next turn.



Market

Market (1 Gold + 1 Food)
Spend 1 Action to trade any number of resources at a 1:1 ratio.



Rice Paddy

Rice Paddy (3 Gold + 1 Food)
Gain 1 extra Food on a space that grants Food.



School

School (1 Gold + 1 Food)
Spend 1 Action and any 4 resources to gain 1 🍌.



Shrine

Shrine (3 Food)
Spend 1 Action and 3 Food to gain 1 🍌.



Stables

Stables (1 Gold + 1 Food)
Spend 1 Food to move 1 additional space during the move step. *Resolve only the final space.*



Statue

Statue (3 Gold + 3 Food)
Immediately gain 1 🍌.



Yatai

Yatai (2 Food)
Spend 1 Action to gain 2 Food.

OBJECTIVES



Builder: The player with the most Buildings.



Abundant: The player with the highest total Food spent on Buildings.



Opulent: The player with the highest total Gold spent of Buildings.



City Planner: The player with the highest total cost of Buildings.

OBJECTIVES



Banker: The player with the most Gold.



Hoarder: The player with the most Food.



Resourceful: The player with the highest total of Food plus Gold.



Peasant: The player with the highest total of Food minus Gold (*may be less than 0*).



Miser: The player with the highest total of Gold minus Food (*may be less than 0*).

ADVANCED OBJECTIVES



Combatant: The player who triggers this Objective scores if Samurai & Sumo are adjacent.



Spymaster: The player who triggers this Objectives scores if Ninja & Geisha are adjacent.



Organiser: The player who triggers this Objectives scores if 3 meeples are in a straight line (*not diagonal*).



Loser: The player with the least number of Victory Points (🍌).



Farmer: The player with the fewest Buildings.

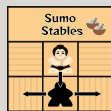
ADVANCED GAME

(Play 5+ basic games first)

Advanced game modes add **Advanced Objectives**, and **alternative movement abilities** for each meeple (when used, these alternate moves replace ordinary moves for the turn).

- **1A (SIMPLE)** Use the meeple's movement ability by paying the costs (listed here →)
- **2A (COMPLEX)** Use the meeple's movement ability without paying any costs.
- **1B/2B (MODERATE)** Combine with variant 1A or 2A above. Randomly select either the coloured (available) or grey (unavailable) side for available abilities.

The alternative movement abilities are:



Sumo Stables

SUMO STABLES (2 Food)

Push an adjacent meeple into an empty space. Move into the space they left.



Ninja Dojo

NINJA DOJO (2 Gold)

Swap the Ninja with another meeple. Resolve the Ninja's space.



Geisha House

GEISHA HOUSE (1 Food + 1 Gold)

Remove any Daimyo marker from the Geisha. Then move the Geisha normally.



Samurai School

SAMURAI SCHOOL

(1 Food + 1 Gold)

Move the Samurai diagonally.



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