



6 Scoring disks  
(6 rivets, 6 upper and lower parts)



1 Pagoda



1 First player marker



6 Shuriken tokens valued 25/50



1 Yin-Yang tile

## Characters



### Fisherman



You can buy Sakura cards into your hands. You receive as many cards as the coins you paid for the Fisherman. In addition you can buy further cards, each for 1 coin. At the end of your turn discard as many cards as you bought from the fisherman.



All players choose a side of their Yin-Yang token in secret, then reveal their choice simultaneously. For every token that shows the same side as yours (including yours), draw Sakura cards from the draw pile. At the end of your turn discard the same amount of cards as you got from the Fisherman.



You can use this character when you are unable to play a card and you must take a pile. You may remove from the pile as many cards, as the price you paid for the fisherman. In addition you can remove further cards, each for 1 coin. Then take the remaining pile and discard the cards you removed from it.



### Clerk



You may discard shurikens from your trick pile. You may discard as many shurikens as the coins you paid for the Clerk. In addition you may discard further shurikens, each for 1 coin. You must pay all shurikens on a card to be able to discard it. For example you cannot discard a card with 2 shurikens for only 1 coin.



All players choose a side of their Yin-Yang token in secret, then reveal their choice simultaneously. Discard Sakura cards from your trick pile for each token that shows the same side as yours (including yours). Then draw the same amount of Sakura cards from the draw pile and put them into your trick pile.



You can use this character when you are unable to play a card and you must take a pile. Leave card(s) on the bottom of the pile, 1 for each coin you paid for the Clerk. You may leave additional cards in the pile, 1 for each coin you pay. Then take the remaining cards, add them to your trick pile and put the cards you left at the bottom into the discard pile.



### Ninja



All players choose a side of their Yin-Yang token in secret, then reveal their choice simultaneously. In anticlockwise order each opponent, who chose the same side as you draws 1 Sakura card from your trick pile into theirs. They get coins from the drawn cards for each shuriken, if there is any.



All players choose a side of their Yin-Yang token in secret, then reveal their choice simultaneously. For every token that shows the same side as yours, discard a Sakura card of your choice from your trick pile.



All players choose a side of their Yin-Yang token in secret, then reveal their choice simultaneously. In anticlockwise order, you give 1 Sakura card from your trick pile to each opponent who has the same side as yours. The card goes into their own trick pile.

### Karate master



At the beginning of the game all players receive 1 karate master. The player can play this card at any time, indicating that he/she is skipping a turn, not playing any card. At the end of the round he/she will have 4 cards remain in hand.



If a karate master is played from hand, it goes into the character discard pile. This means that the master can be available to buy later. If a karate master shows up in the available character supply, the player will be able to use any other available character's ability by paying the karate master's price. In this case, only the karate master needs to be discarded, the copied character remains in place.

