



# Yaisken

## Capture or Convert



Time to Play: 30 to 45 minutes  
Players: 2 to 6  
Age: 13+ (US) 14+ (EU)



You are the Master of a Ninja school, and it is time to prove that your school is superior. Send your students out into the dense forests of YoiShen, to capture students from competing dojos, or convert them to your side.

## Getting Started

### First Player

Everyone draws a die from the bag, highest point value goes first. If two players draw the same point value, draw another die and add it to your current points. Keep drawing until one player has a higher point total than anyone else. Play proceeds to the left.

### Starting off Strong

During your first turn, if you draw a one-pip die, set it aside and continue to draw until you get either a higher value die, or a special die. Return all set aside dice to bag, then place your die on any unoccupied space. Place the color/symbol that you prefer facing up.

## How to Play

Perform one of two possible actions:

- Draw a die from the bag and place it on any empty space. This is not an attack.
- Move one die one space. This will initiate an attack.

### How to Win

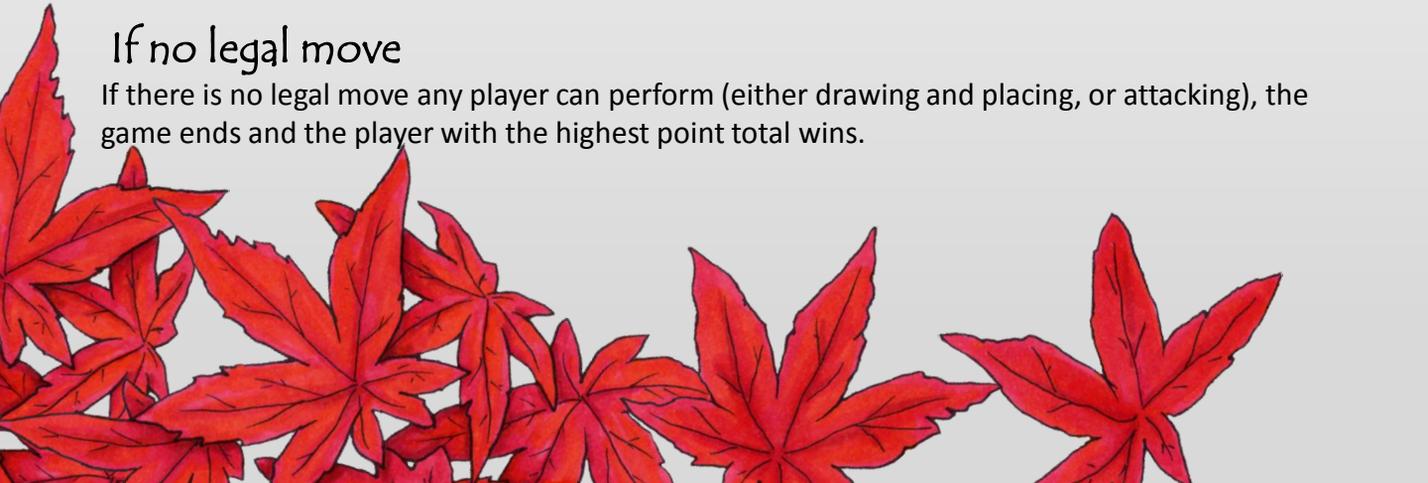
Capture enough enemy dice for ten points. Dice left on the board do not count towards your point total.

## Underestimated

When any player has reached five points, the person who is in last place becomes Underestimated. There must be one player in last place, no one is Underestimated if there is a tie for last place. Put the Underestimated Token in front of you and on your turn draw two dice, choose one, and place the other back in the bag. When there is a tie for last place, place the token to the side. When a different player becomes Underestimated, pass the token to them.

## If no legal move

If there is no legal move any player can perform (either drawing and placing, or attacking), the game ends and the player with the highest point total wins.



## Coming to blows/ Attacking

Capture or Convert--Mastering the battlefield; Dice Movement and Attack

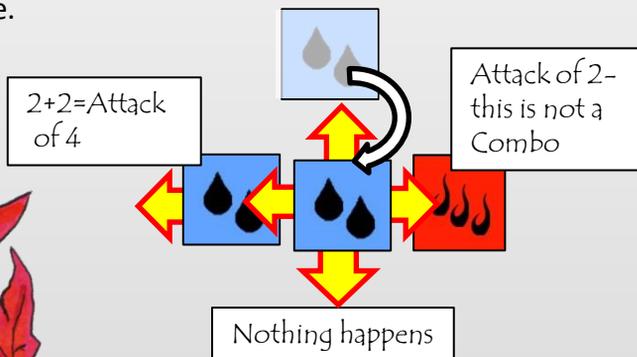
Dice can move horizontally or vertically one space to any adjacent unoccupied space. Moving a die initiates an attack on all adjacent, horizontal and vertical, spaces. The strength of the attack equals the point value of the attacking die or dice.

### Resolving Attacks

The higher value wins the battle, and an opponent die can be converted or captured. You can either convert the losing die to your color, *or* remove it from the board as points. If the point values tie, nothing happens. You can attack more than one die at a time, if they are within range, and each attack will be handled separately. There is no retaliatory attack; the defending die does not attack.

### Combo Attacks:

Dice can perform devastating combo attacks. To do so, move one of your dice adjacent to another die you control. The first die will attack all adjacent squares as normal. Your second die will combine the attack power of the first die with its own, and extend the attack in the *same direction* by an additional square. Up to two die can add their attack power to the initiating die.



## Special Dice and Attacks

Special dice are units trained in a different forms of combat. All are worth two points if captured except for the Sanctuary and Specter dice; these are worth no points.

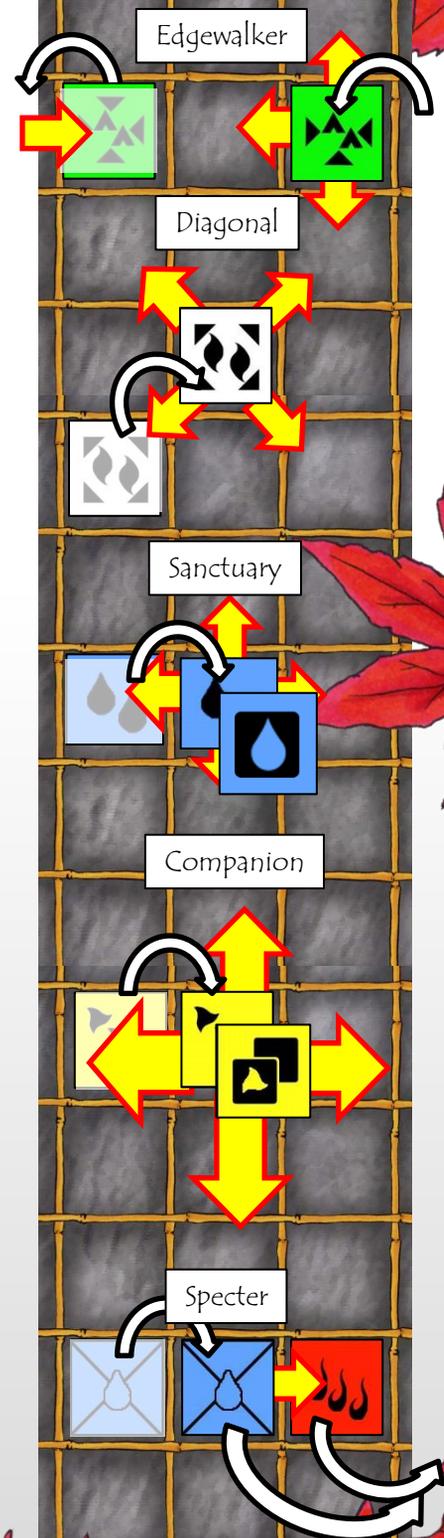
**Edge Walker:** Can move across the board and attack across the board.

**Diagonal:** Only moves and attacks on the diagonal.

**Sanctuary:** Cannot be attacked, nor can it attack. Dice that move into its space are protected, but will initiate attacks as normal. Sanctuary die that move into another die's space will not initiate an attack. It will not move with another die.

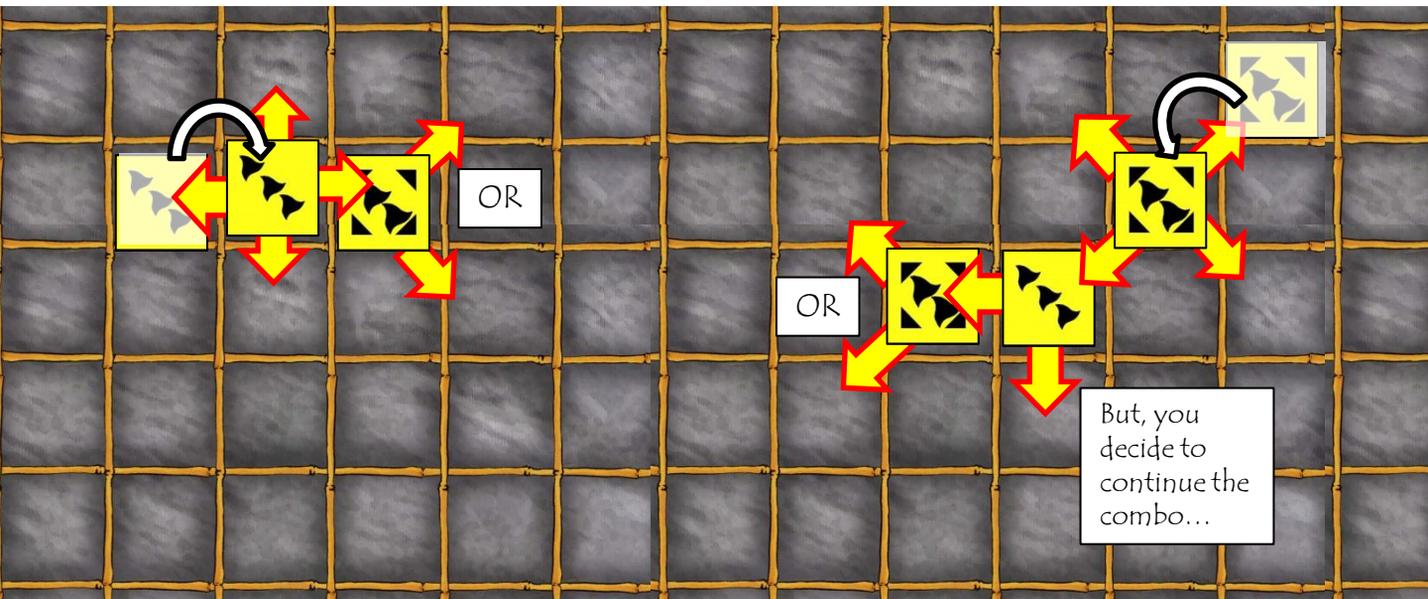
**Companion:** Can occupy the same space as another die, and can move together with that die. It cannot be placed in the same space as an ally die when first placed. It can move into a space with an allied die, or an allied die can move into its space; both actions will initiate an attack. The Companion die can separate and move into an empty space, or into another space with an allied die. This will initiate an attack. When attacking with the Companion die, add the new die's attack strength, attack style, and movement style.

**Specter:** Moves like normal dice, but does not attack. If you choose to attack, the Specter die with *always* win; remove both the Specter die and its target from the board and place them into the bag. If it is attacking a Sanctuary die, the Sanctuary die is unaffected, but any dice in the same space is removed. If attacking a Companion die and a die it has been paired with, all three dice are placed in the bag. It is possible to convert this die; while it has no attack power, it does have a defense of one. If captured, it is worth no points. The Specter die does not participate in combo attacks.



## Combo Attacks with Special Dice

Attacks will proceed in one direction, but must abide by the rules of the last die in line. When two directions are available, pick one.



### Special Terms

*Attack Value:* The strength (point value) of the dice, either individually or combined, used to determine success at either attacking or resisting an attack. Higher values will always defeat lower values. Ties always go to the defender.

*Capture:* When an attack is successful, remove the losing die and place it in your dojo for points.

*Combo Attack:* The act of two or more die combining strength to attack another die.

*Convert:* When an attack is successful, you may decide to either take the defeated die off the board to count as victory points, or may take control of the die. Choosing to take control of the die is converting. When converting a die, the victor turns the dice to the color/symbol reflecting their side.

## Alternate methods of play

### *Limited Reinforcements*

The game proceeds as normal, however, the size of your army is limited to five (5) dice on the board. Converted die count towards the dice limit, if you have five die on the board, you can't convert an enemy die and must capture it. If you have less than five dice on the board, you may draw from the bag to replenish your forces.

### *Blood and Honor*

Each player starts the game with a 3 pip die. All other 3 pip dice are removed from the game. Play proceeds as normal. The first player to defeat an adversary's 3 pip die wins the game.

### *Shinobi's Subterfuge*

At the beginning of the game, each player draws a one, two, and three pip die, and sets them near the board's edge. This is the deception pool. Once per turn, any player may swap out one die from their deception pool with any one of their existing dice on the board. This does not initiate an attack. For example, before an opponent captures or converts a 3 pip die, the player in control of that die may exchange it for a lesser value die in their deception pool.

### *Grand Warfare*

Incorporate all the above alternate mechanics from *Shinobi's Subterfuge* into the game, however the 3 pip die can only be swapped out of the deception pool once.

### *Warlord's Roulette*

Each player starts the game with a 3 pip die. All other 3 pip dice are removed from the game.

If a player's 3 pip die gets defeated, it is removed from the game, and that player is considered defeated. Play continues until there is only one player left undefeated. That player is the victor.

**What's in the box?: 64 dice (24 one-pip dice, 18 two-pip dice, 8 three-pip dice, 2 Sanctuary dice, 2 Companion dice, 2 Diagonal dice, 2 Edge Walker dice, 4 Specter dice), 1 bag, 1 board, 1 underestimated token, 6 Reference Cards, 1 instruction booklet.**



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