



IKUSA TOURNAMENT RULES



This **IKUSA/Samurai Swords** Tournament is a 2 round qualifying tournament event where players are trying to earn the most province points to win the game and qualify for the final.

- All games have a time limit of **4 hours and 45 minutes** (this includes set up time)
- The setup for tournament games follows setup **steps #1 through #6 under the 'Quick-Setup Rules' in the IKUSA rule book (pages 29-30)**. After step #6, each player in the already established turn order places a castle in one of their Provinces. Then, begin the game as per the 'Game Play' rules under the 'Quick-Setup Rules' in the Ikusa rule book (page 30).
- Any of the 3 game boards: **IKUSA, Shogun, or Samurai Swords** may be used for this tournament but all **IKUSA** rules override any discrepancies or variations in the rules from the previous 2 versions.

Winning the Game:

- The first player to own **35 provinces** at the **end of a complete round of play** for a 4 player game is the **Winner**. If the game is only a **3 player game, then (40 Provinces is VC)**.
- The game ends after the current action sequence is completed (Step #9 Collect Koku) at the end of the last players turn for that round.
- **Tiebreaker:** player w/the most remaining units on the board including **Castles & Fortresses**.
- **2nd Place** is awarded to the next player with the most provinces in that game. Please keep track of this for determination of possible play in final.

Rules Clarification/Errata:

- ➔ **Forming Alliances:** table talk during any game is permitted, but **Diplomacy/Alliances** are **not** permitted during tournament play.
- ➔ **Rules Clarifications.** If you cannot agree to a rules question in the rule book during any game, please ask the judges. All judges' decisions are final.
- ➔ **Dice Rolling:** The game comes with a base set of dice. Using your own dice to speed up play is permitted. You **must** let your opponent use any dice you bring to the table and any player may **Veto** any 6-sided dice brought to the table not having pips or (# 1 – 6) on them as the original game dice. 6-sided blanks are permitted as well. Please, don't let dice rolling become a problem in any game...
- ➔ **Errors:** If at any time during a game, there is an error in game play, please notify the judges and the issue will be resolved to the best of our ability. All judges' decisions are final.



(Last updated: 4/4/2019)