

KAKUSARETA

2 Players
30-45 minute Playtime
Ages 14+

Core Mechanics:
Hidden Movement
Abstract Strategy

Kakusareta
Board Game Design Presentation v09
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If you would prefer to watch me explain the rules rather than read them, please watch the video here:

<https://youtu.be/nhHiDHV2tuM>

At this moment, the video describes the v07 ruleset.

Though not much has changed, and the video will give you a good sense of how the game works, it is probably a good idea to read through these rules as well.

Story

In the tavern at the foot of the Unseen Mountains, grand tales are spun of The Kakusareta, a legendary thief who could materialise from the very shadows, and evade capture like mist. Stories of his grand exploits and astonishing escapes entertained countless generations of villagers and travellers over the years.

Questions of the origin of The Kakusareta’s powers never came up, until a young traveller overheard the story one cold winter's night. The traveller sat in the shadows, amused by the old storytellers long-tales and far-fetched fables, as the children sat around, gripped by a world of magic and wonder.

The question stumped the old storyteller. Did he know the story of how The Kakusareta came about his legendary powers?

‘Of course,’ the old man said, holding up a coin, peering through it’s hole, ‘Kakusareta’s powers came from a coin. Not just any coin, but one that he stole from from the Mist Temples, high above the clouds, at the top of the Unseen Mountains!’

‘And how does his story end?’ asked the traveler.

‘Why, the priests of the Mist, the Moya... they stole the coin back and hid it once again in one of their Temples. The Kakusareta faded for good, that day, never to return.’

The traveller thanked the old man for the tale and continued on his journey.

But before he left, he stood at the foot of the Unseen Mountains, to the sheer mountainside that pierced the clouds.

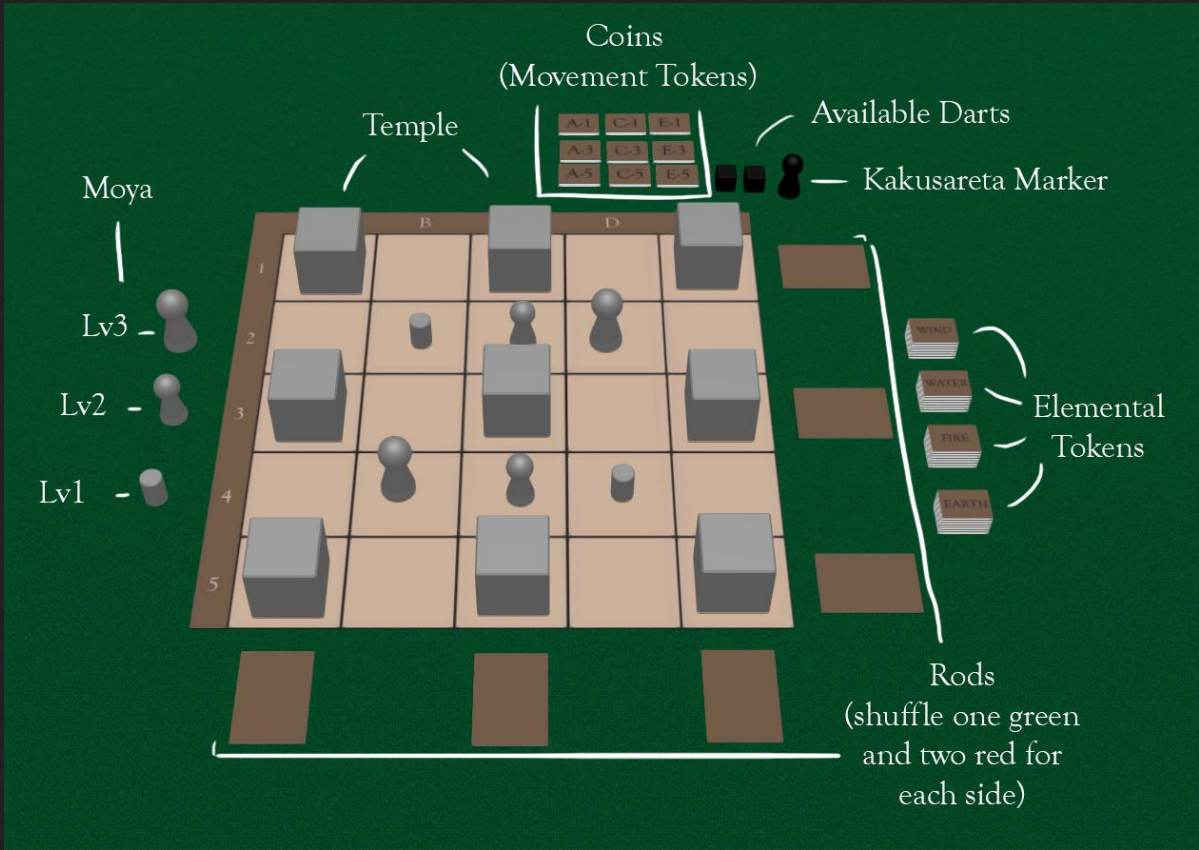
And with one graceful leap, he started to climb.

Components

Courtyard	A 5x5 grid placed in the centre of the table, with a coordinate system running along the edges.
Temples	Nine temple blocks placed on the A1/3/5, C1/3/5 and E1/3/5 spaces.
Rods	Six rods (or cards in the online version) placed along the 1/3/5 rows and A/C/E Columns. There must be one green and two red per axis (vertical/horizontal).
Player Marker	One Player Marker to represent the Kakusareta when they are revealed.
Coins	Nine movement tokens correlating to the nine temples. The Kakusareta player will take these into their hand and use them to keep track of their movement.
Dart Pool	A pool of nine Darts that can be used to attack Moya. the Kakusareta takes two of these into their inventory at the start of the game
Moya Pawns	Six Moya Lv1/2/3 Pawns to populate the board throughout the game.
Player Aids	Cards with rules summary for Kakusareta and each Moya

Setup and Goals

- 1. Put the Courtyard in the centre of the board and place the nine temples in the A1/3/5, C1/3/5 and E1/3/5 spaces.
- 2. Take the six Rods and divide them into two sets, each with one green and two red. Shuffle each set and place them down randomly to align with rows 1/3/5 and columns A/C/E. It is important that each axis (horizontal and vertical) has one green and two red and that they align with the Temple rows and columns.
- 3. Place Moya on the board depending on the configuration you wish to play. The basic setup is a 1/2/3 configuration, with a Lv1 on B2, Lv2 on C2 and Lv3 on D2. This is mirrored onto the other side of the board (Lv3 on B4, Lv2 on C4 and Lv1 on D4).
- 4. Place the pool of Darts along with the leftover Moya next to the board
- 5. Place the Player Marker on the table near the Kakusareta player, along with two Darts from the pool.
- 6. Kakusareta player should now pick up all the Coins (Movement Tokens) into their hand.



Day and Night Cycles

Kakusareta is played over a series of Day and Night cycles. Each player gets three turns during the day phase and one turn during the night phase. These two phases work differently; the days being used to move across the table, the nights being used to stock up on your resources or knowledge.

Play starts with the Kakusareta, who take their first day turn followed by the Moya who takes theirs. Once each player has taken three Day turns (you can use the number of Coins placed down to help keep track of this), each player takes a night turn, and from there, the next day starts.

Play continues until the Kakusareta finds the Treasure or cannot make a legitimate move.

Win Conditions

The Kakusareta must find the hidden treasure, which is hidden in the temple where the green Rods meet. Once they have figured this out, they must make their way to the correct Temple and spend an action to Find the Treasure, stating that they have done so. They then reveal their location using the Player Marker and flipping their last placed Coin, then revealing the two rods. If both rods are green, Kakusareta wins. If even one is red, the Kakusareta loses.

The Kakusareta player knows the treasure is in Temple C1, having seen that the column C and row 1 rods are both green. They make their way there on their next turn, placing down the C1 coin, which luckily they picked up on the previous turn! As they have used both actions to get there (from E3), they must wait until their next turn to use the Find the Treasure action. Once they do, then reveal their C1 Coin and flip the C and 1 Rods. They are both green, and the kakusareta wins.

The Moya may win if the Kakusareta cannot make a valid move, either by not having a valid coin to move to, or not enough darts to get them to the next temple. In this case the Kakusareta must resign.

Kakusareta Day Actions

On each day turn the Kakusareta must Leap to a new temple, either leaping once and being able to perform an action, or leaping twice to cover more ground.

As this is a Hidden Movement role, you will not keep track of your movement with the Player Marker, but keep your movement to yourself using the coins in your hand to keep track of where you are.

Each turn you must ‘Leap’ to a neighbouring temple along your row or column. Decide which temple you will be ending your movement on and place the correlating Coin from your hand face down in front of you. If you do not have the correct coin, you can’t visit that temple.

Leap Twice

Choose a Temple two leaps away. You don’t have to use a coin for the intermediary leap, only the coin you end your turn on.

Leap Once and take an Action

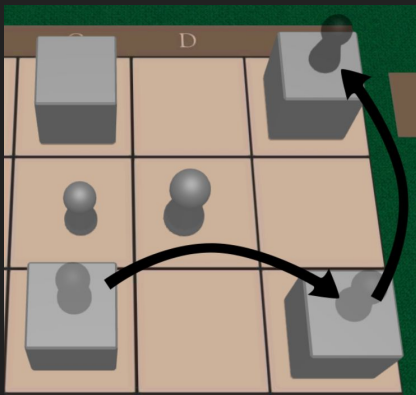
Choose to Leap once, placing the correlating coin face down. You may also perform one of the following actions:

- **Take A Coin** - You may take a coin that you have previously played back into your hand. This can be any coin at your choice, so you may look at them to find the one you want. You can only do this AFTER leaping.
- **Take A Dart** - Take a Dart from the pool into your inventory. If there are no more darts in the pool, you may not take this action. You may do this BEFORE or AFTER leaping.
- **Look at a Rod** - secretly look at a Rod on your row or column (ie, if you have leapt one temple to E3, you may look at the E or 3 Rods). You must show your opponent which rod you have looked at, giving them some information, but not reveal the colour to them. You may do this BEFORE or AFTER leaping.
- **Find the Treasure** - Spend an action to declare that you are on the temple that holds the treasure. Reveal your location using the Player Marker and showing your latest coin. Then reveal the two rods that meet at your temple. If both rods are green, you have won. If even one of them is red, you lose. Either way, this is a game ending action. You may do this BEFORE or AFTER leaping.
- **Do Nothing** - you may choose to do nothing once your have leapt.

Remember; You MUST move during each day turn, and you can only move to a Temple as long as you have the relevant coin in your hand to place down. You may move through Temples if you do not have the coin, but you cannot stop there. The coin you place down MUST correspond to the Temple you have ended your turn on.

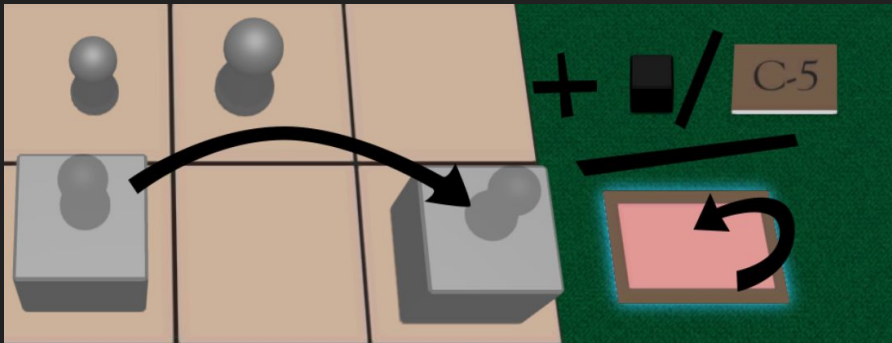
The Kakusareta may look at the face down coins at any time. The Moya may not.

If you choose to only Leap once, you may perform the actions Take a Dart, Look at a Rod or Find the Treasure either before or after you leap. You may not Take a Coin before you Leap, as this defeats the game’s movement management system.



Left: The Kakusareta has chosen to Leap twice this turn, from C3 to E1, through E3. They only place the coin of the temple they ended their movement on, so will only place the E1 Coin face down in front of them.

Below: The Kakusareta has chosen to Leap once. They may now choose to Take a Dart, Take a Coin, Look at a Rod, or do nothing.



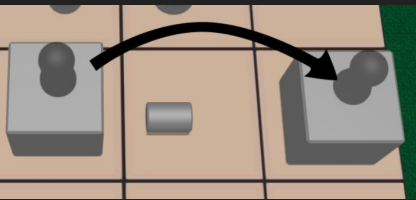
The Kakusareta player believes the treasure is on A3, and wants to move there from C5. They can do this by Leaping twice either through A5 or C3 even though they don’t have the A5 coin in their hand. Unfortunately, they do not have the A3 coin either, so they choose to move once, placing down the C3 coin, then spend an action to pick up the A3 Coin. On their next turn, they move to A3 and declare that they have found the Treasure!

Attacking Moya

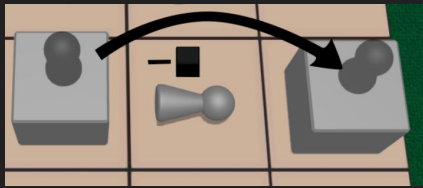
It will be quite common that a Moya will be between you and the temple you are moving to. If you Leap over the Moya, you will be caught, and so you must attack! To attack a Moya, you must spend the relevant number of Darts from your Inventory, then place the attacked Moya on it's side. That Moya is now 'Downed'.

It is important to note that Attacking a Moya is not an action, but something that happens automatically as you move throughout the Temple Complex, as long as you have the Darts to do so!

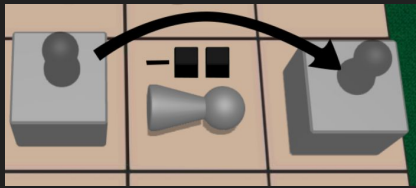
Lv1 Moya cost no darts, and may be attacked for free. Lv2 Moya cost 1 Dart each. Lv3 Moya cost 2 Darts each. Spent darts are returned to the pool.



Kakusareta spends no darts to attack a Lv1 Moya



Kakusareta Spends one dart to attack a Lv2 Moya



Kakusareta Spends two darts to attack a Lv3 Moya

You can only attack when you are leaping over, sharing a space with, or moving through a space with a Moya. If a Moya is Downed (which is to say on it's side), it poses no threat to you, and you may consider that space as though no Moya are there.

Attacking a Moya on a Temple

Lv3 Moya may 'Capture' a temple by climbing on top of it. Doing this may block or restrict the Kakusareta's movement. You may attack by moving from, through or onto their temple and spending two darts. They land on a free adjacent (orthogonal or diagonal) Courtyard space of your choosing, in a Downed position. If there is a Lv1 Moya in an adjacent space, you may force the Lv3 to land on that space, removing the Lv1 from the board.

Lv3 Moya cannot land on a space with Lv2 or Lv3 Moya, and if there are no other legal spaces onto which it can land, will stay on the temple in a Downed position.

If a Lv3 Moya is on a temple that is destroyed, they land on the courtyard in place of the Lv1 Moya that should be spawned. They stay upright or downed based on their status before the temple was destroyed - If they were upright, they remain upright, if they were downed, they remain downed.

Moving through the Courtyard

It may be that you are on a temple that is then destroyed by the Moya! If this happens, you will find yourself in the courtyard on the same spot. When on a Courtyard space you must reveal yourself by placing your Player Maker on the board. You stay revealed until you move onto a Temple again.

When moving through the courtyard, you get two movement per turn and must spend the relevant darts to attack any upright Moya that get in your way. You cannot share a space with an upright Moya, if you find yourself in a space with an upright Moya, you must take care of it.

Again, it costs no Darts to attack a Lv1 Moya, one Dart for a Lv2 and two Darts to attack a Lv3 Moya.

Once you have made your way onto a Temple, you may remove your Player Marker from the board and remain your hidden movement, placing the relevant coin face down in front of you. If you end your turn still on the courtyard, you don't have to place a coin.

The Kakusareta is on A1 when it is destroyed. They place their Player Marker on the A1 space alongside a newly spawned Lv1 Moya (an effect of destroying a temple). On their turn, they attack the Lv1 Moya, knocking it onto its side, then must make their way to a temple. Unfortunately, temples A3 and C1 are also destroyed, and the only coin they have is for C3.

They move twice, from A1 to A3, but that's as far as they can go. The Moya take their action, placing a Lv2 on A3 and an Lv3 on B3. Luckily, the Kakusareta has three darts at hand, and on their next turn may move from A3 to C3 through B3, spending three Darts as they go to attack the two Moya.

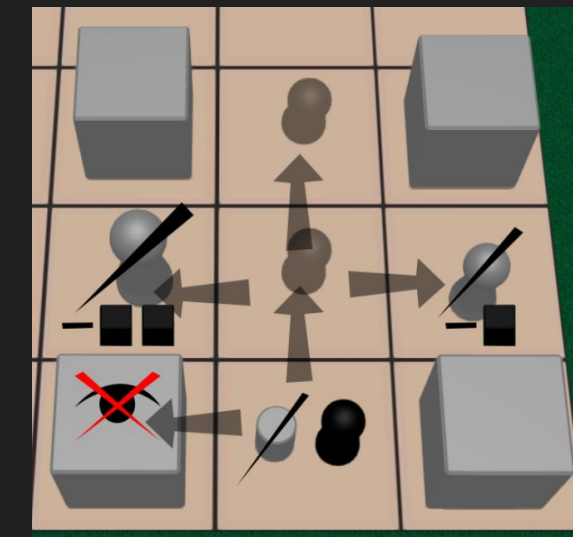
Finding the Treasure in a Destroyed Temple

If you find that both green rods align where a temple has been destroyed, you may still get it! The treasure is still technically on that space, but in order to reach it, you will have to move through the courtyard.

Instead of leaping to another temple, you must use one movement to step down onto the courtyard, where you will then have a second movement, keeping in line with the rules for Courtyard movement. Once you are on the space with the treasure, you may search for it as you would normally, only this time you are already exposed, and haven't needed to place the coin down.

Remember, Finding a Treasure costs an action, and so will cost one of your movements when on the Courtyard! So you may only perform this action at the start of your turn, or after moving one single space.

Finally, if a Moya is upright on the space with the treasure, you must spend the relevant darts to attack them first. Again, attacking is not an action, but can only be done to a Moya you are sharing a space with.



Above: The Kakusareta is on the courtyard at D5, on the same space as a Lv1 Moya. They must attack the Moya before doing anything else, but from there they have two movement.

They can either spend one movement to climb onto a temple and remove their Player Marker from the board, or move twice along the courtyard in any orthographic direction, spending darts to attack Moya as they can.

If they spend their first action of the turn to climb onto a temple, they may choose another action to perform, as though they have leapt onto that temple from an adjacent temple.

Moya Day Actions

The Moya can take up to four actions per day turn. This can be all four action with one Moya, all actions with different Moya, or anywhere in between.

The only restrictions are as follows;

- A Downed Moya may not move, be moved, be moved through (except by Lv1 Moya, Move Through a Line action allows for movement through Downed Moya) or use a special action until they are Healed (returned to an upright position). They are simply blocking that space.
- A Lv3 Moya cannot move down from a Temple. Once they have Captured a temple, the only way down is when they are attacked by the Kakusareta.

Upgrading Moya

Each Moya have their own specific movement patterns and special actions, these will be outlined in the following pages, but the Lv1 and Lv2 share an ‘Upgrade’ action. Lv3 cannot upgrade.

If three of the same type of Moya are neighbouring each other, either in a line along a row or column, or in an ‘L’ shape, they may all merge together, forming one of the Moya of the next level.

To do this, you must use an ‘Upgrade’ action. You will then remove the three neighbouring moya from the board and place a moya of the next level in the middle-most space.

The Moya Player has three Lv1 Moya in an ‘L’ shape on the following spaces - 2B1, B2 and C2. They spend one action to upgrade them. They remove the three Lv1 Moya from the board, and place a Lv2 Moya in the middle-most space, which in this case is B2.

No More Moya

In a standard game of Kakusareta, there are only six of each Moya.

If you are in the position where you have all of your Moya on the board and a rule suggests you can place one - for example during a night turn or when the Lv3 Moya moves - you may chose to move one of the moya already on board. Otherwise nothing happens.

The Moya Player has all six Lv2 on the board, but wishes to upgrade a set of three Lv1. They may do this, but instead of adding a new Moya to the board, must take an existing Lv2 Moya, placing it in the middle-most position of those removed to be upgraded.

Lv1 Moya

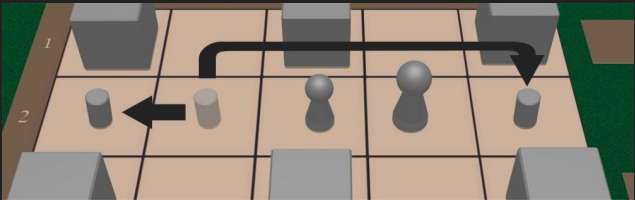
The Lv1 Moya are the smallest, but the fastest. They can perform the following actions as many times as they wish.

Move Two Spaces

A Lv1 Moya may move two spaces, orthogonally only. They may not move diagonally, but may use their two movement to move around a corner. For example, a Lv1 Moya is on C2, it may move left to B2, then down to B3.

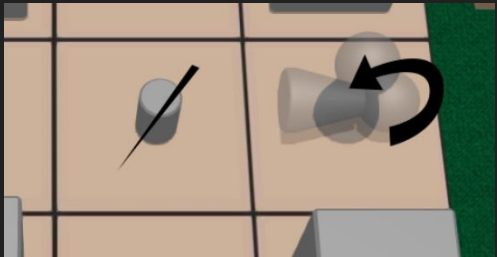
Move Through a Line of Moya

A Lv1 Moya may move through a straight line of neighbouring Moya. The Lv1 can move through any Moya, to the next available space, but this must be along the Row or Column - they cannot move around corners with this action. If there are no available spaces at the end of a line of neighbouring Moya, you cannot take the action. They can move through Downed Moya.



Sacrifice - Heal a Moya

A Lv1 Moya may Sacrifice themselves to Heal a neighbouring Downed Lv2 Moya. Remove the Lv1 Moya from the board, and stand the Downed Moya into an upright position. This action cannot be performed diagonally. A Lv3 Moya cannot be healed.



Upgrade

As mentioned on the previous page, if three Lv1 Moya are neighbouring, you may remove all three and replace them with a single Lv2 Moya in the middle-most space.

Lv2 Moya

The Lv2 Moya are more cunning and destructive. They can perform the following actions:

Move One Space Diagonally

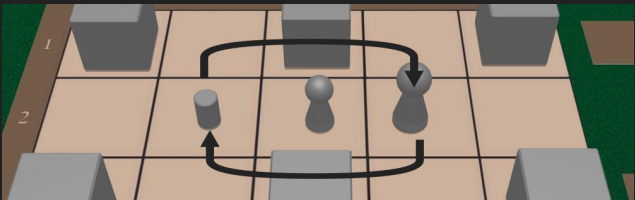
A Lv2 Moya may move a single space, but diagonally only. They may not move orthogonally, which means they may, on occasion, get into a bit of a bind. Use other Moya abilities to help them back on track.

Move Through a Line of Lv1 Moya

A Lv2 Moya may move through a straight line of neighbouring Lv1 Moya to the next available space. If a Lv2 or Lv3 Moya disrupt the chain at any point, the Lv2 Moya cannot use this ability.

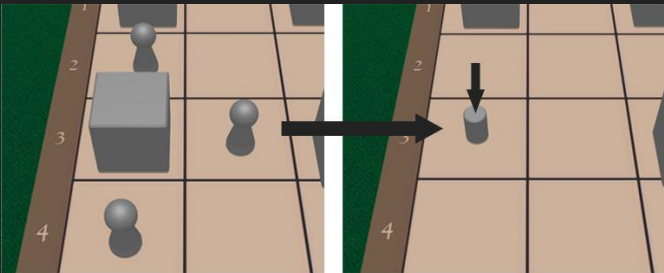
Swap Two Neighbouring Moya

A Lv2 Moya may swap the positions of two neighbouring Moya. This can be done orthogonally as well as diagonally, allowing the Lv2 Moya a 3x3 area of influence for this move. For example, an Lv2 Moya on space C2 can swap any moya from B1-3, C1/3 and D1-3. They may not swap themselves during this action, but may swap a neighbouring Lv2 Moya. You may not swap a Moya for an empty space - there has to be a transaction.



Sacrifice - Destroy a Temple

When a Temple has Lv2 Moya on all available sides (two for corners, three for sides, four for the center temple), they may Sacrifice themselves to destroy the surrounded temple. To so, remove the temple and all sacrificed Lv2 Moya from the board. Finally, place a Lv1 Moya in place of the destroyed Temple.



Upgrade

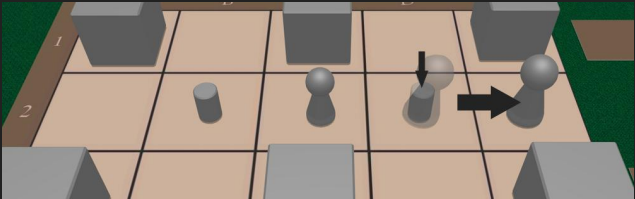
As mentioned on the previous page, if three Lv2 Moya are neighbouring, you may remove all three and replace them with a single Lv3 Moya in the middle-most space.

Lv3 Moya

The Lv3 Moya are the largest and slowest, but most arguably most powerful. They can perform the following actions:

Move One Space and Spawn

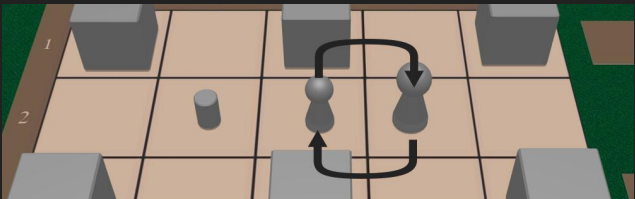
A Lv3 Moya may only move one space, orthogonally, per turn. As such, they are the slowest Moya, but when they move, they Spawn a Lv1 Moya in the space they just left. Simply place one of the Moya from the pool onto the space the Lv3 has just moved from.



Note: there are a limited supply of Moya, so when a rule allows you to spawn or upgrade a Moya, the new Moya must come from the Pool. Otherwise, they can be taken from the board.

Swap Position with Neighbouring Moya

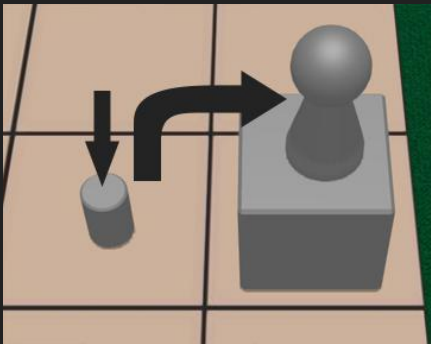
A Lv3 Moya may swap it's position with a neighbouring Moya, orthogonally. When this happens, the two Moya exchange spaces, but unlike the general move rule, no Lv1 Moya are spawned.



Capture a Temple

Finally, a Lv3 Moya may Capture a Temple by moving onto it. This aims to restrict the Kakusareta's movement as they will now need to spend two darts to use that Temple. This, on top of any other darts required to get to the captured Temple (say, if they had to travel over a Lv2 or three to get there), can prove very costly to the Kakusareta. Remember to Spawn a Lv1 Moya.

Once the Lv3 Moya has captured a temple, they cannot leave it until attacked by the Kakusareta. See 'Attacking a Moya on a Temple'.



Advice for playing the Kakusareta

- On your first turn can move back onto C3, as you haven't used that coin yet. Consider this Leaping to a neighbouring temple, and using your second action to leap back, taking out a Moya along the way!
- Think strategically - if you see a group of Moya ready to destroy or capture a Temple, attack before they can!
- Think ahead - should you spend an action arming yourself or gathering a Coin? What is the state of the board likely to be in a few turns time?
- If attacking a Lv3 Moya on a temple, consider the most strategic courtyard space to land them.

Advice for playing the Moya

- Use the Lv1 and Lv2 ability to travel through Moya to get across the board quickly.
- Use Lv3's Swap Ability to get an Lv2 out of a difficult position (where they cannot move diagonally).
- Use Lv2 and Lv3's Swap abilities to help create lines of moya, to either move across the board quickly, or create a set of three to upgrade.
- It is beneficial to Heal Downed Moya at the cost of your Lv1.
- It is beneficial to Destroy a Temple, but remember it removes a number of powerful Moya.
- It is beneficial to capture a Temple, but will slow the rate at which you Spawn Lv1s.
- Keep track of the day - it is no use healing a Moya on the last round of a day, unless it is strategic to do so - they will rise at the end of the night anyway!

Kakusareta Night Actions

During a Night turn, the Kakusareta may not move, but may rest and restock.

They receive **one free Dart** and **Three Action Points** spend as follows:

- **Take a Coin** - They may spend one Action Point to take one of their used Coins back into their hand. They can perform this action two times per night.
- **Take a Dart** - They may spend one Action Point to take one Dart from the Pool and into their inventory. They can perform this action two times per night.
- **Look at a Rod** - They may spend one Action Point to look at the colour of one Rod along their Row or Column. They can only perform this action once per night.

Spending Action Points will reveal your position the more you spend.

- **If you spend none or one Action Point**, you remain completely hidden.
- **If you spend two Action Points**, you must reveal which Row or Column you are on.
- **If you spend all three Action Points**, you must reveal yourself, placing your Player Marker on your current position.

The Kakusareta takes their night turn. They are surrounded by Lv2 and Lv3 Moya, but only have one Dart. They pick up their free Dart and spend one Action Points to acquire another one, opening up more movement possibilities. They know they are on the same row as the treasure - the row with the green rod - and so choose to spend another Action Point to look at the colour of the Rod on their column. It is red. Having seen another red column rod they can deduce which one is green. Unfortunately, they don't have that coin.

They believe their opponent knows where they are anyway, and so decide to gamble! They use their last Action Point to pick up the coin they need and, using all three Action Points, place their Player Marker on their space, revealing their location.

Moya Night Actions

During a Night turn, the Moya may not move, but may upgrade and deploy. Please note, all Downed Moya remain unable to act until the very end of the night when they are stood up. Also note that if you don't have enough Moya in your Pool, you may redeploy a Moya from the board.

The Moya have three Action Points to spend as follows, with no penalty for spending them all.

Deploy a Lv1 Moya - 1 Action Point
Place a Lv1 Moya from the Pool anywhere on the board.

Upgrade a Lv1 Moya to a Lv2 Moya - 2 Action Points
Chose a Lv1 Moya and replace it with an Lv2 Moya from the pool.

Deploy a Lv2 Moya - 3 Action Points
Place a Lv2 Moya from the Pool anywhere on the board.

Upgrade a Lv2 Moya to a Lv3 Moya - 3 Action Points
Chose a Lv2 Moya and replace it with an Lv3 Moya from the pool.

Heal all Moya for Free
Finally, at the end, Heal all of your Downed Moya back to an Upright Position.

The Moya player takes their night turn. They have three Lv2 Moya, two of which are in a strategic position around a side temple (B1). Unfortunately they are both Downed, and cannot be upgraded this turn. They could Upgrade their other Lv2 to a Lv3 costing two of his Night Actions, but instead wants to position themself to be able to destroy a temple on his next turn. They spend the three action points spawning a Lv2 Moya in the available space around B1.

Finally, he Heals all of his Moya, leaving him primed to destroy the temple, as long as the kakusareta doesn't attack one of them during the first turn of the day!

Rules Summary

Kakusareta takes all Coins (Movement Tokens) into their hands, take two Darts, and remove their Player token from the board. Kakusareta starts the first turn of the game from C3. Take turns performing your actions, once you have both completed three Day Turns, you will both take one Night turn, and continue on to the next day. Play continues until a win condition is met - the Kakusareta chooses to Find the Treasure, The Moya Capture or Destroy a total of four Temples, or the Kakusareta finds themselves unable to make a move.

Kakusareta

Chose to leap one or two temples during the day, Spend three Action Points per night.

Day	Leap Two Temples	<ul style="list-style-type: none">Choose a neighbouring temple two orthogonal leaps away. Place the correlating coin from your hand, face down in front of you.You must spend darts to Attack Moya you pass over.
	Leap One Temple	<ul style="list-style-type: none">Choose a neighbouring temple one orthogonal leap away. Place the correlating coin from your hand, face down in front of you.You must spend darts to Attack Moya you pass over.You may also do the following.<ul style="list-style-type: none">Take a Coin - After leap onlyTake a DartLook at a RodFind the TreasureDo Nothing - After leap only
	Courtyard	<ul style="list-style-type: none">Reveal yourself!Move Twice, spending darts to Attack Moya as you go.Hide yourself once you have moved onto a Temple.
Night	Search	<ul style="list-style-type: none">Do not move. Instead, pick up a free Dart and spend up to three Action Points to do the following.<ul style="list-style-type: none">Take a Coin (up to two)Take a Dart (up to two)Look at a Rod (one only)Spending one Action Point has no effect, but spending two will reveal your Row or Column, and spending all three will reveal exactly where you are.

Moya

Perform up to four actions per day, and spend three Action Points per night

Lv1 Day	<ul style="list-style-type: none">Move Two Spaces (Orthogonal Only)Move Through a Line of Moya to the next available spaceSacrifice yourself to heal a neighbouring Lv2 MoyaUpgrade three neighbouring Lv1 Moya for one Lv2.	<ul style="list-style-type: none">Costs no Darts to Attack.
Lv2 Day	<ul style="list-style-type: none">Move One Space (Diagonal Only)Move Through a Line of Lv1 Moya to the next available spaceSwap the positions of two neighbouring Moya (Orth/Diag)Sacrifice a set of Lv2 Moya to destroy a Temple they have surrounded. Spawn an Lv1 Moya in the Temple's place.Upgrade three neighbouring Lv2 Moya for one Lv3.	<ul style="list-style-type: none">Costs one Dart to Attack.
Lv3 Day	<ul style="list-style-type: none">Move One Space (Orthogonal Only) and Spawn a Lv1.Swap its position with neighbouring Moya.Capture a Temple. You may not leave the temple until pushed off by the Kakusareta.	<ul style="list-style-type: none">Costs two Darts to Attack.
Night	<ul style="list-style-type: none">Do not move. Instead, spend up to three Action Points to do the following.<ul style="list-style-type: none">Deploy a Lv1 Moya - 1 Action PointUpgrade a Lv1 Moya to a Lv2 Moya - 2 Action PointsDeploy a Lv2 Moya - 3 Action PointsUpgrade a Lv2 Moya to a Lv3 Moya - 3 Action PointsFinally, Heal all Moya into the upright position before moving onto the next day phase.	

Elemental Disciplines

The Elemental Disciplines are a set of advanced rules for players to use once they have a solid understanding of the game’s core principles.

These rules will introduce new abilities for different play styles without deviating too far from the game’s structure, grating aggressive, defencive or deceptive powers to both side. Use the tables over the next few pages to see how each Element works.

At the start of the game, players should choose which mode they want to play - Elemental Loyalist, or Elemental Master. See Opposite.

Picking up Elemental Tokens

In both modes you will need to spend Elemental Tokens to use powers.

Kakusareta may pick up an Elemental Token any time they can pick up anything, which is to say adding it alongside the ‘Take a Coin/Take a Dart’ actions on the Action list when leaping a single time, or as an Action Point during the night time, up to two per night.

Moya may pick up an Elemental Token once per turn instead of Spawning a Lv1 Moya. This can be any time that the Lv3 Moya moves, on destroying a Temple, or as an action throughout the Night turn, up to two per night.

Spending Elemental Tokens

To use an Elemental Power, you must spend the relevant number of Tokens of that element type as described on the Elemental Action Cards. Spend the tokens, returning them to the pool, or not depending on the power or Play Mode, and perform the action as described on the card.

Moya Elemental Powers cost higher than that of the Kakusareta due to the ease in which they may pick them up at a relevantly low penalty to the rest of the game.

You may spend your tokens to perform an action at any point during your turn, unless specified on the Elemental Action Cards. Spend one token per level, or per use required in the case of an ‘X’.

Elemental Loyalist

If you choose Elemental Loyalist, each player must select one element to control. Take the six tokens for each element from the box and next to the board with the rest of the component pools.

Take the Elemental Action Cards of your chosen side (Kakusareta or Moya) and element, and place them face up in front of you. Each card will outline the rules of the different powers and how many tokens it takes to use the power. Finally take two Elemental Tokens into your inventory.

When you perform an action, place all of the tokens back into their relevant pools, unless the player reference card tells you otherwise.

Elemental Master

If you choose Elemental Master, take the all Elemental Tokens from the box and place them with the rest of the component pools.

Take all Elemental Action Cards for your chosen side. Each player will have ten cards in front of them, and so ten powers to play. Take one of each elemental token, players take it in turns to choose one token to put into their inventory until they both have two.

When you perform an action, place your tokens on the action card you used. These Tokens and Action may not be used again this game.

Elemental Master Plus

Want a more action packed game? Choose the Elemental Master version, but this time, each action costs one token, and may be used twice per game. Again, keep the tokens on the Elemental Action Cards to limit the tokens picked up and talley the number of uses.

Elemental Action Cards	Twenty cards describing unique powers used in an Elemental Discipline game.
Elemental Tokens	Twenty-four Elemental Tokens, six of each type.
Hide Coin	A coin that may be used when playing the ‘Still Waters’ Elemental Power
Additional Temples	Three additional temples for the ‘Rising Tower’ Elemental Power

Elemental Disciplines - Kakusareta

Earth <i>Defensive</i>	Quake	Lv3	When surrounded, reveal yourself. Play three tokens to knock down all Moya surrounding you.
	Rising Tower	Lv3	Place a new temple on an empty space along any Temple row or column (A/C/E, 1/3/5). This temple can be destroyed by two Lv2 Moya if they are the only spaces available to do so.
Wind <i>Deceptive</i>	Silent Leap	Lv2	Leap over a Moya without needing to Knock Down.
	Mirage	Lv2	If you are forced to reveal yourself, do so in the wrong place. Spend tokens on the next round.
	Tempest	Lv3	Push all Moya one space in one direction.
Water <i>Agile</i>	Flowing River	Lv1	You have three movement this round.
	Gathering Tide	Lv1	Regather the 'Hide' coin
	Still Waters	Lv1	Play the 'Hide' coin instead of an actual coin. You do not move this turn, but give the impression you do. Spend tokens on the next round.
Fire <i>Aggressive</i>	Rain of Fire	Lv3	When you Knock Down one Moya, if there is a Moya of the same type adjacent (Orth) to it, knock that one down for free. Continue until all adjacent Moya of the same type are Knocked down.
	Fireball	Lv3	Remove one Moya from the board.

Elemental Disciplines - Moya

Earth <i>Defensive</i>	Petrify	Lv3	Kakusareta may not move this turn.
	Fortify	Lv2	Spend two coins per Moya being attacked this round. They are not affected by the attack.
Wind <i>Deceptive</i>	Swift Breeze	Lv2	Spend two coins for one additional action this turn.
	Changing Fate	Lv3	Disallow one of the Kakusareta's special action that affects Moya.
	Breath of Life	Lv3	Heal all Downed Moya.
Water <i>Flowing</i>	Rapid Stream	Lv2	This turn, all Moya can move as far along a Row or Column as they wish
	Gentle River	LV3	Choose a Row of Column, move all Moya in one direction. Any Moya that falls off the edge reemerges on the other side.
	Shifting Tide	Lv3	A Moya may move to any empty space, or swap with any other Moya on the board.
Fire <i>Aggressive</i>	Fire Streak	Lv4	When 2 of your Lv2 Moya are on the same row or column, they may erupt a stream of fire along it, damaging the Kakusareta one point.
	To Ashes	LvX	Pay one Coin per Moya (Lv1/Lv3) around a temple. They may now help in destroying it. All involved are removed from the board.

Thanks

Thank you for taking part in the Kakusareta playtests.

If you have any questions about any of the rules, please let me know. I have tried to be thorough in writing them, but also recognise that some rules or concepts may have slipped through the cracks.

That being said, if a rule or a concept seems vague, please feel free to do what you think would work best for your game, then let me know how it worked out!

I would love for you to use some form of screen recording software like OBS to record your play session, and send it over to me with any comments or thoughts.

If you are unable to record your game, I would love to know the following information based on each of your games

- Names of the Playtesters, so I can correctly credit you.
- Who played which role.
- Who won the game(s) and by what Win Condition.
- How long did your game last?
- How did the role feel to you, and how did winning or losing feel?
- If you played multiple games, did you try any variants, such as starting with three darts rather than two? If so, how did that change the feel and flow of the game?
- And any other comments or criticisms you wish to share.

Playtesting is all about tweaking the game to make it the best it can be. As such, please feel free to be honest with anything you have to say! I promise I can take the hits!

So once again, a massive thank you to you for helping me out with this! I look forward to hear how your experience went!

Cheers!

Oz Durose



KAKUSARETA

2 Players
30-45 minute Playtime
Ages 14+

Core Mechanics:
Hidden Movement
Abstract Strategy

In Kakusareta, one player takes the role of a legendary thief trying to steal back a powerful artefact which had been taken from him and kept in the temple complex upon the Unseen Mountains. They must determine which temple holds their treasure before being captured by the Moya, the mist-like guards of the complex, controlled by the second player.

The game takes place over a series of Day/Night cycles in which the Kakusareta makes a series of hidden movements, temple checks and resource gathering actions. They must silently move from temple to temple, taking out Moya that get in their way.

The Moya must populate the Courtyard and capture temples through a series of actions specific to the Moya on the board.

Board Game Design Presentation v09
Oz Durose
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