

MADOSHI

The worshippers of the Sun and Moon are at odds. Two powerful priests engage in battle for the dominance of the Yokai. The spiritual essence of all things deemed supernatural by mortal man, and the Yokai can bring good fortune or bad. Harness the elements, capture Yokai, and use their magic to swing the balance of the night and day to your favor. Seize enough of their power, and you will reign victorious.

COMPONENTS

- 1 Game board
- 22 Yokai cards (10 level 1, 7 level 2, 5 level 3)
- 2 Player Cards (Sun and Moon)
- 25 Element tokens
- 2 Reference cards

SETUP

Shuffle the Element tokens face-up to hide the Void and Wild side of the token. Place the tokens with the elements face-up randomly on the gameboard. Create three stacks of Yokai cards based on their level. Place the stacks to the side of the game board face-up, so that only the top card is visible to each player. Each player selects a Player card (Sun or Moon). The yellow grid on the Yokai cards should be facing the sun player.



TURN ORDER SUMMARY

SWAP

Swap 1 Element token with another
(may NOT be a Void or Wild token)

COLLECT

Collect Yokai Card
(with a match)
Place to the right if captured with Source Element

MAGIC

If possible, use the captured card's ability.

GAME OVERVIEW

As a Yokai hunter, you will capture Yokai by matching patterns of like Element tokens on the Game Board to one of the patterns on the face-up Yokai cards. If you are successful, you will capture the matching Yokai. If you earn the most points (victory points) by the time one of the Yokai decks runs out, you win.

TURN ORDER SUMMARY

- 1) Swap Element tokens
- 2) Capture Yokai (if possible)
- 3) Use the captured Yokai's magic (if possible)

SWAP ELEMENTS

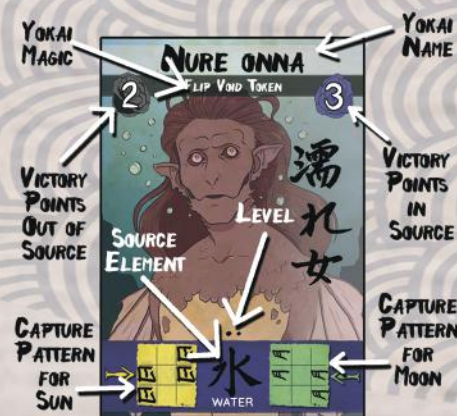
During your turn, you will swap the location of ANY two Element tokens on the Game Board with the following exceptions:

- ◆ You may NOT swap the same two tokens your opponent swapped last turn.
- ◆ You must swap two tokens every turn, whether or not a player can make a match.
- ◆ You may NOT swap a Void or a Wild token.
- ◆ Tokens are never removed from play.

CAPTURING YOKAI

After you swap Element tokens, if a pattern of Element tokens on the board matches any of the Capture Patterns on one or more of the face-up Yokai, then place the captured Yokai in front of you. Capturing a Yokai must obey the following rules:

- ◆ The pattern must exactly match the Capture Pattern from your orientation. The patterns on the Yokai and the game board cannot be turned.
- ◆ The Sun ONLY matches the yellow pattern, and the Moon may only use the green pattern.
- ◆ You may only use the pattern of one element per Yokai when capturing (all Water, all Air...).
- ◆ You may capture multiple Yokai on the same turn. You can use two different patterns with different elements on the board or parts of the same pattern to capture multiple cards.
- ◆ You may never capture more than one Yokai from any Yokai stack in the same turn.



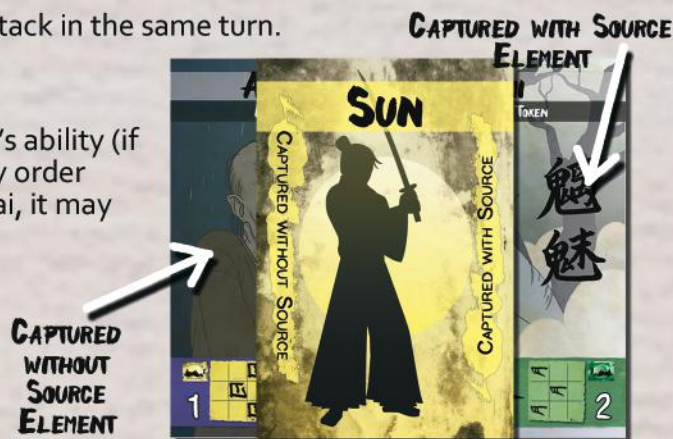
MAGIC

Immediately after capturing a Yokai, you MUST use the Yokai's ability (if possible). If multiple cards are captured, use the abilities in any order you choose. If the magic creates a pattern that matches a Yokai, it may NOT be collected until the next Collection phase.

PLACEMENT OF CAPTURED YOKAI

Yokai each have a Source Element that matches one of the game board elements (Water, Wind, Fire, Wood, and Earth). The Yokai's Source Element is indicated on the bottom middle of their card.

When you capture a Yokai, place that Yokai next to your Player Card. If the Yokai was captured using any element other than the Yokai's Source Element, place that Yokai to the Left of your Player Card. If it was captured matching only the Source Element, place the Yokai to the right of your Player Card.



DEFINITIONS

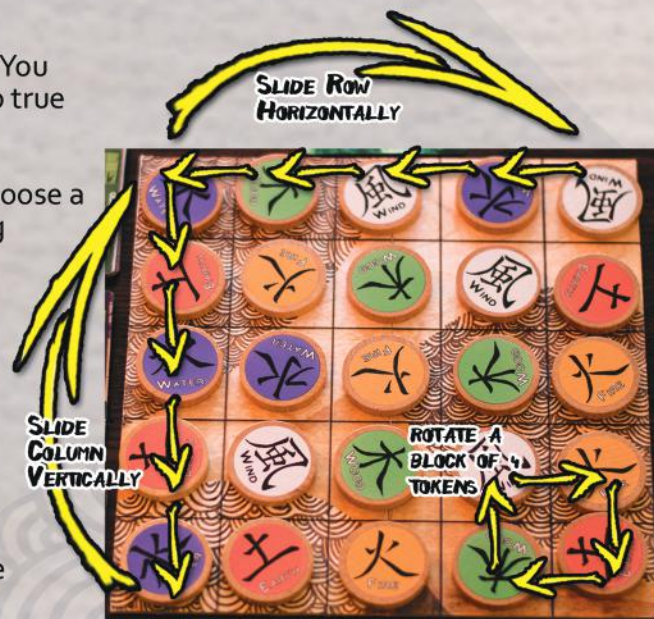
VOIDS - Yokai may not be captured using Void tokens. A player may not swap Voids with other tokens. Any magic that affects an ELEMENT does not apply to voids. Magic may move a Void.

WILDS - A Wild token may be used as an element to capture a Yokai. Wilds may represent multiple elements in one turn to complete multiple patterns. They may not be swapped with other tokens. Any magic that affects an ELEMENT does not apply to Wilds.

FLIP A WILD (OR VOID) - If a Wild token is face-up, flip it face-down. You may not look at the other side of the token when deciding. This is also true for Void tokens.

SLIDE TOKENS HORIZONTALLY, VERTICALLY, DIAGONALLY - Choose a row or column of tokens. Take one off the end and slide the remaining tokens to fill the space. Place the removed token in the open space.

ROTATE A BLOCK OF FOUR TOKENS - Select any four tokens and rotate them in either direction one space.



PLAYER'S POSITION

WINNING THE GAME

When one of the three Yokai decks is empty, the game ends immediately. Add up the points from both Yokai captured with Source Elements and without. The player with the highest point total wins the game. If players are tied, the player who captured the most points from Source Elements wins. If the score is tied, the player who captured the fewest Yokai wins.

SOLITAIRE MODE

Follow the setup and rules for the two-player game with the following exceptions:

- ◆ If you cannot collect a Yokai card, DISCARD one face-up Yokai card from one of the Yokai decks.
- ◆ The game is over when you have captured or discarded ALL of the Yokai cards.
- ◆ When the game is over, add up your total points and see how you rank on the list.

TOTAL POINTS RANKING

20 - Novice
30 - Accolade
35 - Monk
40 - High Priest

EXAMPLES OF PLAY (ONE AND TWO PLAYER RULES)



STEP 1: SWAP ELEMENT TOKENS

You look at the board and see that a match can be made on the Yokai card Chimi. To make the match, you swap an Earth token with a Wood token.

STEP 2: CAPTURE YOKAI

The swap results in a pattern of Wood tokens that match. The card is placed to the right of your Player Card because it was captured with Chimi's Source Element (Wood). Earn Two points. If captured using any other element, the card would be set to the left of the Player Card and earn one point.



STEP 3: USE THE CAPTURED YOKAI'S MAGIC

After capturing the Chimi card, use the Yokai's Magic. The player must flip an Earth token. Select an Earth token and flip it. In this example, the other side of the token reveals a Void.

STEP 4:

Play passes to your opponent, who begins again at step one.

CREDITS

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ABOUT THE LEAD DESIGNER

Dan is a retired counselor with a lifelong interest in board, card, and role-playing games. He loves tabletop games because of the human interaction they provide, as well as their non-linear direction. DPH Games Inc was founded in 2013 and has produced several titles that use different mechanics to offer a variety of experiences. Look for Dan's funny hat at your next convention!