

Torii

2 player
20 min

Torii, the symbolic gateways of Shinto shrines, mark the threshold between the earthly and the sacred. But for spirits like you, these gates make the perfect playground!

Jump around the squares. Leap over each other.

Spread your followers and build Torii gates.

Embrace the fun, outsmart your opponent, and let your Toriis shine!



Goal

Spread your followers while playfully jumping around the other Spirits!

You win immediately when your 4 Toriis are built or Occupy 9 squares with your followers.

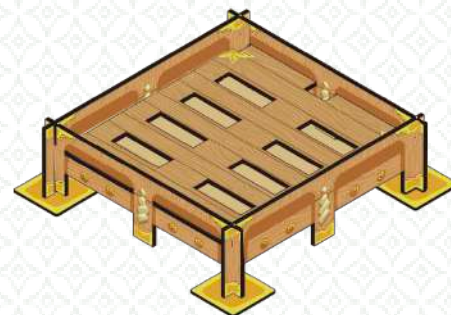
Components



6 Action tiles
(3 in each color)



18 Followers
(9 in each color)



1 Torii Tray
Check the last page for
assembly instructions



8 Torii
(4 in each color)



12 Spirits
(6 in each colors)



6 Spirits
Tiles



1 Board





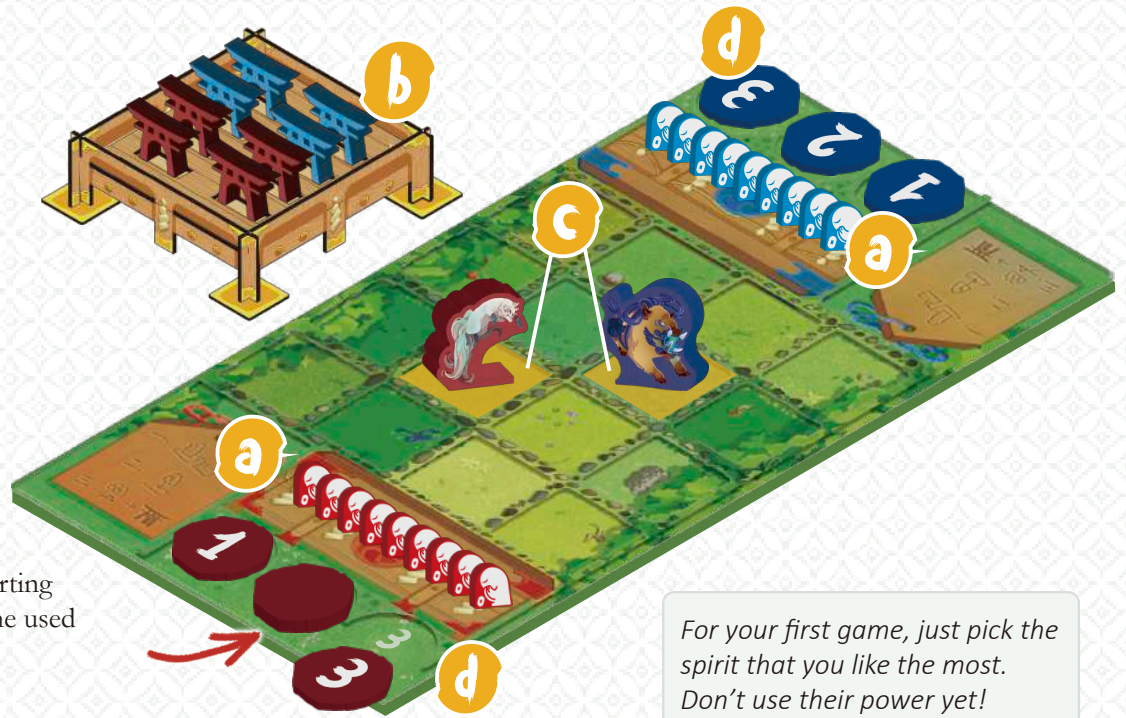
Setup

1. Players sit on the opposite sides and put the Board in the center of the table.

2. Each player picks a color and places

- their 9 Followers on the supply **a**
- their 4 Torrii on the Torrii tray **b**
- 1 Spirit on the highlighted square **c**
- Action tiles on the matching numbers **d**

3. The player who jumped recently is the starting player. They flip the Action tile “2” to the used side. Now the game is ready!



For your first game, just pick the spirit that you like the most. Don't use their power yet!

How to play



Players take alternating turns.
On your turn, perform the following 3 steps in order:

1. Jump Around Choose and flip an unused Action Tile, then move your Spirit that many steps on the board.

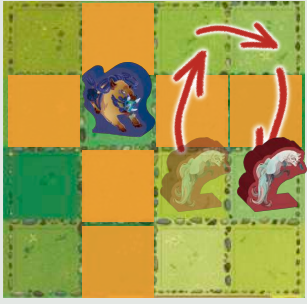
You can only move orthogonally, never diagonally.
You may land on the squares where a Torrii is present — regardless of its owner.
In addition, follow these ☯ rules:

☯ **Two Spirits will NEVER be on the same lane.**
You can never enter the lane where the opponent is present. You must “jump over” the lane.

☯ **NEVER land twice on a square.**
You cannot land on the same square twice in a turn, nor can you land on the starting square.

At the end of your turn, if all of your Action tiles are used, reset them back to the unused side.





The highlighted squares are the squares that Kitsune cannot land on and must jump over.

Now is Kitsune's turn (red). She decides to use the Action tile '3' to move 3 steps. Her first step is up. Since the Boar is on the lane, she must jump over the lane and land on the top square. The same goes for the last step.

After she moves, she flips the Action tile 3 to the used side.

These moves are against the rules!



2. Spread Followers

Place a follower on each square you've landed.

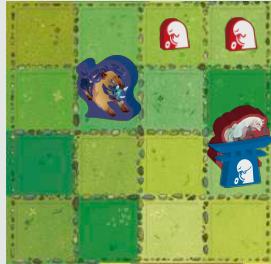
If opponent's followers are already in the squares, simply return their followers back to them and replace with yours. In addition, follow these ☯ rules:

☯ **Torii protects its follower from replacement.**
On the square with a Torii — regardless of the owner, you do not place nor replace followers.

☯ **1 Square, 1 Follower**
On the square where your follower is present, you do not place another follower.

You do not place followers on the squares which you have jumped over. They do not count as the squares that you've landed on.

Remember!
Whenever all 9 of your followers are placed, you win immediately.



Let's continue the example and suppose there were Torii and followers on the squares that she lands.

- A She returns the blue follower to the Boar and replace it with her follower.
- B A red follower is already present. She does not place another follower.
- C This blue follower protected by the Torii. She does not replace it with her red follower.

Also note that she does not place a follower on her starting square

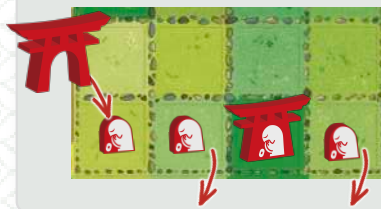
3. Build Torii

If you have formed line(s) with your followers, build a Torii.

From the 4 squares forming an orthogonal line, choose a follower without a Torii and cover it with a Torii. **The follower is now protected.**

Return all the unprotected followers that is on the line back to the supply.

If you have formed multiple lines, resolve them one at a time.



Remember!
Whenever your 4 Torii are placed, you win immediately.





Spirit Power

Try their power when you are familiar with the rule!

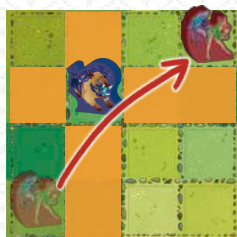
During the setup, place the matching Spirit tile on the left side of the board. Their power are in play now!

Spirits are powerful in their own way. However, the rules marked with the ☹ symbol are the golden rules that no spirit should go against.

Deer

One of your step in each turn may be in diagonal direction.

Note: In this case, it's possible for the Deer to move 1 step diagonally to the upper-right square since spirit must jump over the lane.



Kitsune

When using Action tile "1", you may first move your oponent 1 step in any orthogonal direction.

Note: Opponent must still jump over the lane.



Crane

At the start of your turn, you may first fly to **any Torii**.

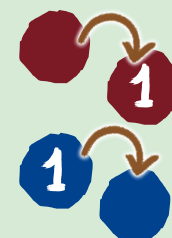
Note: You do not place follower with this step.



Monkey

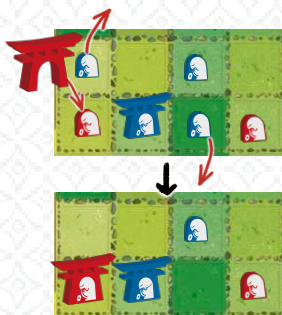
When either player builds a Torii, you may immediately flip either player's Action tile "1" to its other side.

Note: Players reset their used Action tiles **at the end of their turn**. Watch out for the reset when playing with the Monkey.



Tatsu

Whenever you build a Torii, remove every opponent's **unprotected follower** that is in the same lane as the Torii.

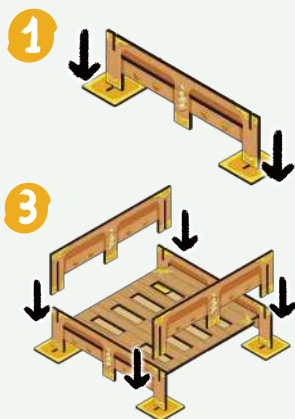


Boar

When using Action tile "1", you may first move **one of your Torii** and its follower for 1 step in any orthogonal direction.

If it ends on a square where another follower is present, remove that follower.

Note: Two Toriis must not be in the same square. You cannot move a Torii if this would occur.



Assembly of
The Torii Tray

Credits



Emperors4

Game Design: Kuan Chen
Artwork: Julia Reynaud
Project Manager: Wei Chang
Rulebook: Wei Chang
Proofread: Felix Chou, Kuan Chen

If you have any issues, please contact us at service@emperors4.com