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HI
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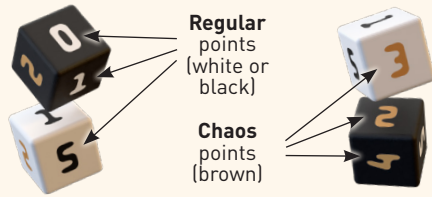
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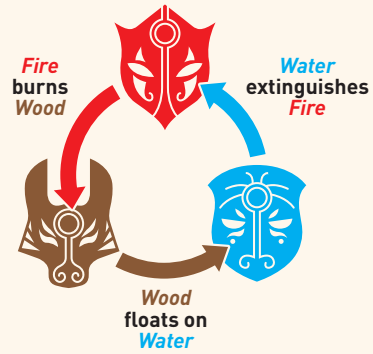
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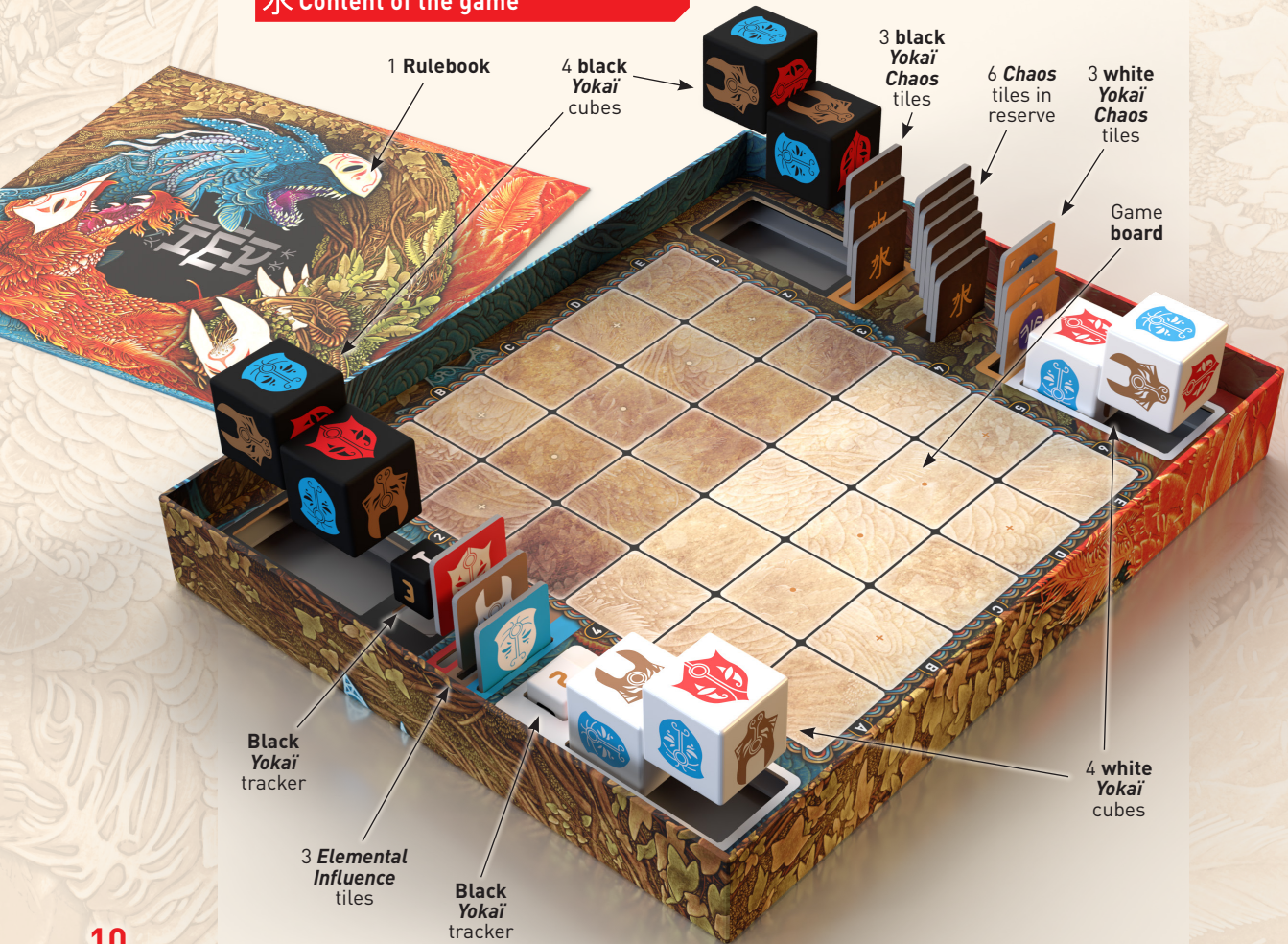
水 Score trackers



水 Hierarchy of Elemental Influence



水 Content of the game



HI MI KI is a game of **Observation, Thinking Skills** and **Strategy** in which each player embodies a shadow wizards, in their tireless quest for power, clash relentlessly by making their elemental **Yokai** fight, monstrous creatures born from hell.

Skillfully manipulate your **Wood, Fire, and Water Yokai**. **Tilt** or **Rotate** your 3 cubes to defeat your opponent! In case of conflict between **Yokai**, remember: **Fire** burns **Wood**, **Wood** floats on **Water** and **Water** extinguishes **Fire**.

水 1 VS 1 MODE

« Young apprentice, you are now knowledgeable about the dark and dangerous Art of **Yamabushi**. The road is long and strewn with pitfalls to master each aspect of it. To evolve and make a name for yourself within our caste, you will have to face your peers in duels, with honor and cold blood. May your spirit be as agile as a summer zephyr. »

Master's Word

水 Goal of the game

You will face your opponent by summoning elemental **Yokai** symbolized by 3 cubes.

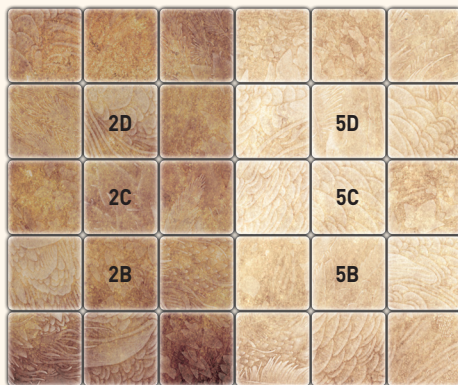
The first of you to score **5 points** wins the game.

水 Set Up [see page 2]

Each player takes **3 cubes** of the same color.

The player with the **white** cubes plays first.

By choosing the side and orientation that you want, place **1 of your cubes** on one of the 3 squares **5B, 5C** or **5D**. Then your opponent does the same with **2 cubes** on 2 of the 3 squares **2B, 2C** or **2D**. Then, you place your **2 remaining cubes** on the unoccupied spaces **5B, 5C** or **5D**. And finally, your opponent places his **last cube** on the **2B, 2C** or **2D** space that is still free.



水 Note

A player can **NEVER** move one of their opponent's cubes.

A **DROPPED** cube is a **PLAYED** cube (if your hand no longer touches the cube you just played, you can no longer change your mind).

水 Rotate

Rotating a cube means **having it execute a 90° turn** (clockwise or counter clockwise, it is the same because the symbols of the opposite sides are identical) while remaining on the same square.



In doing so, it does not move (the faces of the cube must always face the 4 squares surrounding it).

Warning: if you **Rotate**, your opponent cannot **Rotate** as his or her next move, they must necessarily **Tilt** a cube.

水 Tilt

Tilting a cube means **rolling it sideways** onto one of the 4 adjacent squares.

When it is **Tilted**, the cube rolls from one side in the direction of its movement.



Warning: A cube **NEVER** moves diagonally.

The cube that was just **Tilted** this way will be now referred as the **Active Cube**.

水 Conflicts

We call **Conflict** the situation where 2 cubes find themselves next to each other (adjacent).

Three things may happen :

1 The 2 elements shown on the cubes (on the top) are **different**. If the **Active Cube** displays the **dominated** element. It loses the **Conflict**. Your opponent does not score a point (white or black die) because, in the event of a **Conflict**, **only the Active Cube** can score a point.





2 The 2 elements shown by the cubes (on the top) are different but the *Active Cube* displays the **dominant** element, it wins the *Conflict*. The owner of the cube scores a point.

3 The 2 elements shown by the cubes are **identical**, and the *Yokais* ignore each other and the owner of the *Active Cube* plays again. **A cube that is played again can NEVER return to a space it has just left.**



水 Process

The player who is brave enough to read the rules takes the white cubes and plays first. Tossing a coin or a game tile might work too.

On your turn, you can **Rotate** one or more of your cubes **OR Tilt** one of your cubes. Either, depending on your choice, but never both.

After *Tilting* a cube, several situations can occur:

- 1** If the *Active Cube* finds itself adjacent to an opponent's cube and **you lose the Conflict**, your turn ends (it is now your opponent's turn).
- 2** If the *Active Cube* finds itself adjacent to an opponent's cube and **you win the Conflict**, increase your *Score* one. It is the end of your turn (it is now your opponent's turn).
- 3** If the *Active Cube* finds itself adjacent to **several of your opponent's cubes** and **you win several Conflicts** won. It is the end of your turn (it is now your opponent's turn).

Example: your *Active Cube* displays a *Water Yokai* and finds itself next to 3 opposing cubes. Two display a *Fire Yokai* and the other a *Wood Yokai*. *Water* extinguishes *Fire*, you increase your *Score* twice. The *Wood* floats on *Water*, but your opponent scores no points because **only the Active Cube can score a point**.



- 4** If the *Active Cube* finds itself adjacent to a cube (opponent or one of yours) displaying the same element as it, **you can play again** by *Rotating* one or more of your cubes or by *Tilting* one of your 3 cubes again.

If a new *Tilting* creates the same situation, **you can replay again for as long as possible** or until your turn comes to an end.

- 5** If the *Active Cube* is adjacent to a cube it defeats and a cube that allows it to play again, you win the *Conflict* but you cannot play again (even if one of the cubes is yours).
- 6** If after *Tilting* the *Active Cube*, four cubes display the same element (wherever they are on the game board), **you gain an Elemental Influence**.



Fire
Influence



Water
Influence



Wood
Influence

In doing so, take the *Elemental Influence* tile corresponding to this element, and increase your *Score* once. If your opponent had this tile in their possession, **they must give it to you and decrease their Score by one**.

The Active Cube must be one of the 4 cubes forming the Elemental Influence for it to be valid.

In other words, an *Elemental Influence* only counts if the *Active Cube* completes it.

Example: if there are 5 cubes displaying the *Fire* element and on your turn, you switch one of your cubes to the side of the *Water* element, there are now 4 cubes displaying the *Fire* element. However, you do not win the *Fire Influence* tile because the *Active Cube* is not one of the 4 *Fire* cubes.



Warning: taking a *Elemental Influence* tile does not put an end to your turn. If you take an *Elemental Influence* tile in a situation where you could play again, well... Play again! You can also win a *Conflict* and gain an *Elemental Influence* tile at the same time, in which case you increase your *Score* twice.

4 - If the *Active Cube* finds a cube (opponent or one of yours) displaying the same element as it, you can play again by *Rotating* one or more of your cubes or by *Tilting* one of your 3 cubes again.

If a new *Tilting* creates the same situation, you can replay again for as long as possible or until your turn comes to an end.

Whoever has the white cube

By choosing the side and on your turn, you place one of your cubes on squares 5E or 6D. Then you choose the next one of the 2 squares on 2A or 1B, then you choose the next one until all 8 cubes are in place.

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to an end.

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quares 6B or 5A, then
he last in 1D or 2E. So
lace.

水 End of the game

As soon as a player reaches five points, the game ends immediately and they win.

Yes, **the rules are very simple**, but hang in there because it's the **vigilance** and the **focus** of the players that **sets the difficulty**. Don't let your guard down!

水 2 VS 2 MODE

« Young apprentice, sometimes the enemy is deceitful and forms alliances. To win, you too will have to make a pact with a **Yamabushi** from your clan. Choose wisely because, in the heat of the moment, your two spirits will become one so that the invocations of one can be controlled by the other. »

Master's Word

水 Goal of the game

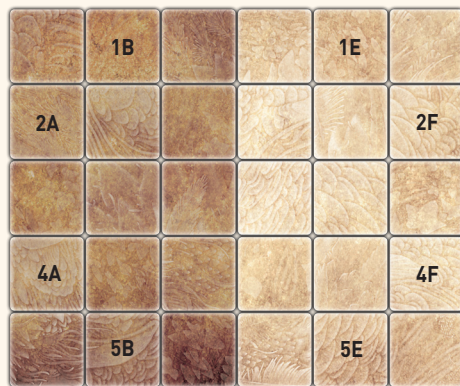
With your partner, you will face the opposing team by summoning elementary *Yokai* symbolized by 4 cubes.

Again, the first team to score **5 points** wins the game.

水 Set Up

Establish two teams of two. Each player takes **2 cubes** of the same colour.

Within each team, one of you plays in the **Light** area of the board and the other in the **Dark** area of the board.



Dark Area

Light Area

Whoever has the white cubes of *Light* begins.

By choosing the side and orientation that is better for you, place one of your cubes on one of the 2 squares **5E** or **6D**. Then your next opponent does the same on one of the 2 squares **6B** or **5A**, then the next in **2A** or **1B**, then the last in **1D** or **2E**. So on until all 8 cubes are placed.

水 Note

The **Rotate**, **Tilt** and **Conflict** rules are exactly the same as in *1 vs 1 mode*, with the exception of the points described in the *Process* chapter (below).

During the game players of the same team cannot talk about the game. If your opponents catches you talking about the game, **they get to score a point as a penalty**. Be discreet. Even better: be quiet.

水 Process

Each of you controls the cubes of your color on your side of the board (*Dark* or *Light*). Thus, a *Light* player who moves their cube to the *Dark* side controls it until the end of the turn. Afterwards he will not be able to play it until it comes back on the *Light* side of the board.

Be careful though, because the balance of forces. Be wary of this.

If after **Tilting the Active Cube**, **six cubes display the same element** (wherever they are on the game board), **you get an Elemental Influence** (instead of 4 in *1 vs 1 mode*).



水 Game over

As soon as one team **scores five points** the game is over and this team wins.





水 EXPERT MODE

« Young apprentice, do you really now believe you know everything about the Art of the ancients? Fool that you are. The mysteries are still far from having revealed all their secrets. Now it's time for you to face the reality of **Chaos**. »

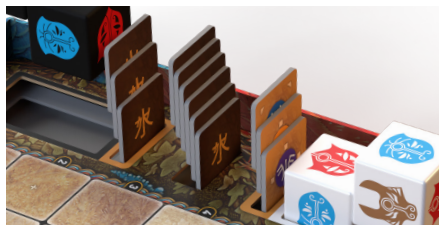
La parole du Maître

水 Chaos tiles

If you wish, to spice up your games of **HI MI KI** a little, you can choose to use the 12 **Chaos** tiles. These tiles are made up of 6 **Event** tiles and 6 **Land** tiles.

At the start of the game, during setup, place all **Chaos** tiles face down on the table. Then, each in turn, each player draws a tile at random until they have 3. Look at your tiles and place them in the space provided on the game board.

To make the game always **ready to play** we advise you to mix up the tiles and put them in the box at the end of the game. This way, the game can be started in no time.



This mode can be used **1 vs 1** or **2 vs 2**, the rules and the effects are identical.

Each time you increase your **Score** to **2, 3, or 4**, you may (but do not have to) use one of your **Chaos** tiles and immediately apply its effect.

After resolving tile effect, if the **Active Cube** finds itself in a **situation of conflict** with an opposing cube, **apply the conflict management rules** described in the basic game mode

The resolution of a tile's effect takes priority over the resolution of Conflicts.

Example: Your cube lands on a square covered by the **Mirror** tile and one of the adjacent squares is occupied by an opposing cube. You are therefore in a **Conflict** situation. However, the **Mirror** effect being applied **BEFORE** the management of the **Conflict**, the latter is simply ignored. On the other hand, if the effect of the tile cannot be applied (destination space occupied), then the rules for managing **Conflict** are taken into account.

水 Events tiles

They have **immediate effect** (except the **Major Yokai**) and can **only be used once**.



- 1 Fire Mana:** This tile enables you to **Tilt** one of your cubes that shows the **Fire** element.
- 2 Wood Mana:** This tile enables you to **Tilt** one of your cubes that shows the **Wood** element.
- 3 Water Mana:** This tile enables you to **Tilt** one of your cubes that shows the **Water** element.
- 4 Conjuration:** You can pick up one enemy cube and put it back on the same square on any side you want (but its position does not change).
- 5 Major Yokai:** This tile invokes an overpowered **Yokai**. After tilting, you can use this tile to start a confrontation with **Yokai** that are one empty square away. **Conflict** rules remain the same.
- 6 Confusion:** This tile forces you and your opponent to **Rotate** or **Tilt** a cube of the opposing team the next turn. Then, the turn resumes normally.

If you play as **White** then move a **Black** cube. If you play as **Black** then move a **White** cube.

In the event of a **Conflict** during the **Confusion**, it is the player who played the cube that scores one point (even if it is not its original color).

水 Terrain tiles

Once you reveal a terrain tile you have to place it on any **unoccupied square** of the board. The tile will remain on the board until a cube **Tilting** to this square. When it happens the tile's effect is applied.



- 7 Gate of Hell:** Your **Yokai** is inexorably sucked

through the *Gate of Hell*, and the cube is permanently removed from the board. You will have to finish the game without this cube.

- 8 **Impulse***: You must *Tilt* your cube one additional space in the direction of your choice.
- 9 **Transfer**: You must switch this cube with another cube of your choice (including with an opposing cube). **Both cubes become Active** and *Conflict* resolutions must be applied after the exchange. Be careful to maintain the side shown and orientation during the exchange.
- 10 **Vortex**: You must *Rotate* your cube once. The *Rotation* is made before any additional movement or any other resolution.
- 11 **Teleportation***: You must slide your cube 2 squares in the direction of your choice. By doing so, your cube can pass through an allied or opposing cube. Be careful to maintain the side shown and orientation during the move.
- 12 **Mirror***: Your cube is transported to the other side of the board along the median axis, WITHOUT changing the side shown or the orientation. Thus, he passes to the *Light* side if he was on the *Dark* side or vice versa. For example: if the *Mirror* square is at A2, the cube is immediately found at A5.

* **The effects of the *Impulse*, *Teleportation* and *Mirror* tiles are not applied if all the squares where they should land are occupied.** They remain on the board until it can occur..

Terrain tiles apply their effect only once and must be discarded after their activation.

The effects are triggered **when a cube enters the space**. If the effect becomes possible afterwards, it does not apply.

Example: Your cube tilts on the *Mirror* tile but as the destination square is occupied by your opponent, the power does not trigger. On the next turn, your opponent moves his cube and frees the destination square. On your turn, you cannot use the effect of the tile because you are already in place. You will have to return to this square to trigger it.

水 SOLO MODE: MUK YAN (training)

« As a young apprentice, you now know how to summon the **Yokai** and control their actions, but you are still far from being able to master an opponent. You are not ready, but be patient. Your clumsiness and inexperience can easily be swept away by the breath of **Muk Yan**. Train against him... What doesn't kill you makes you stronger. »

Master's Word

水 Goal of the game

You will face the terrible **Muk Yan**, a training dummy who reacts instinctively to your attacks.

Score **5 points** before him to win the game. You can also win with colors.

水 Set Up

Take **three cubes** of the same color.

By choosing the side and orientation you prefer, place your 3 cubes on squares **5B**, **5C** and **5D**. Next, roll your opponent's 3 cubes into the lid of the box, and place them on squares **2B**, **2C**, and **2D**.

The remaining 2 *White* and *Black* cubes will be used to determine *Muk Yan's* moves. In the following rules, we call them **Muk Yan Cubes**.

水 Note

The victory conditions, and the rules (**Rotating**, **Tilting** and **Conflicts**) are the same as in a *1vs1* game.

水 Process

The human player starts the game. **For each turn** play your turn normally and then **roll the Muk Yan Cubes** and then refer to the **Action table** below.

The **Black Muk Yan** cube gives the line and the **White** one gives the **Column** of the table.

Each of the 9 squares of the table gives the same list of **9 actions**, but their order differs from one square to another. You just have to go through them, from the first to the last, and **apply the first possible action**. In other words, if an action is not possible, move on to the next one.

水 Actions

- 1 • **Multiple strike:** *Tilt* a *Muk Yan* cube so it enters a *Conflict* with two or more players cubes and wins at least twice.
- 2 • **Strike:** *Tilt* a cube so it enters a *Conflict* and wins.
- 3 • **Threaten:** *Tilt* or *Rotate* a *Muk Yan* cube so it can enter a *Conflict* and win in the next turn.
- 4 • **Influence:** *Tilt* a *Muk Yan* cube in order to earn an *Elemental Influence* tile (after *Tilting* the *Active Cube*, four cubes display the same element).
- 5 • **Block:** *Tilt* or *Rotate* a cube so it blocks a players' cube. In order to block a cube the *Muk Yan Cube* needs to be next to a players cube and show an element dominating the players cube. Its side elements must also be dominating the side elements of the players cube.





Example : On the picture below the black cube blocks the white one. The black cube's top face (Wood) defeats the white cubes top face (Water). ALSO the black cube's side faces (Fire) show an element defeating the white cube's side elements (Wood). In this situation, wherever the white cube may Tilt the black cube can Tilt in the same direction and win, therefore the white cube is blocked.



- 6 • **Dodge:** Rotate all the Muk Yan cubes that are blocked.
 - 7 • **Pressure:** Tilt a Muk Yan cube so two cubes show an element matching an *Elemental Influence* the Muk Yan does not own.
 - 8 • **Play again:** Tilt a cube so it can play again. Roll the Muk Yan Cubes again for the new turn.
 - 9 • **Offensive movement:** Tilt a Muk Yan cube that does not yet **threaten** a players' cube.
- Defensive move:** Tilt a Muk Yan cube that does not already block a players' cube.

This cube must move to the square with the highest value closest to the value of the starting square (see *table below*).

1	2	3	3	2	1
2	4	6	6	4	2
3	5	7	7	5	3
2	4	6	6	4	2
1	2	3	3	2	1

Example : If the cube is on a square 4, it will first try to *Tilt* to 5, then to 6. Otherwise, it will *Tilt* to 2.

水 End of the game

The first of you or Muk Yan to score **5 times** wins.

- 1 • Multiple strike
- 2 • Strike
- 3 • Threaten
- 4 • Influence
- 5 • Block
- 6 • Dodge
- 7 • Pressure
- 8 • Play again
- 9 • Movement (offensive)




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- 9 • Movement (défensive)




Tableau des actions

水 SOLO MODE: MINDLOCK

« Young apprentice, do not succumb to the poison of pride. You have a real talent but you are still far from being a real **Yamabushi**. The **Scroll of Major Yokai** holds challenges that only Masters can hope to solve. There you will prove your worth. But stay humble, because many reckless people have tried this test before you and many are those whose lost spirits forever haunt this legendary roll. »

Master's Word

水 Goal of the game

Armed with one or more **White** cubes, you must eliminate your opponent's **Black** cubes in a number of **Moves** equal to or less than the **PAR** of the challenge. To eliminate a cube you must win a **Conflict** against this cube. If successful, it is removed from the board.

水 Set Up

Set the game up according to the picture on page X. When placing **Black** cubes, the elements of the side faces are of no importance. However, **be sure to respect the elements displayed on the side faces of the White cubes**.

水 Note

Solo challenges are divided in **four groups**: **Easy**, **Medium**, **Hard** and **Expert**.

The maximum number of **Moves** is called **PAR**. As in golf, the **PAR** is the ideal score assigned to a challenge, it is also the best score achieved by a player.

Rotating, **Tilting** and **Conflicts** rules remain **the same**. You can **play again** as in the normal rules, **without it costing you Movement**.

Chaos tiles effect remain the same, with **2 exceptions** :

- Using a **Mana** tile allows you to replay one of your **Cubes** displaying the same element as the tile.
- **Events tiles** can be played anytime and are discarded after use.

In both cases, **their activation doesn't count as a Movement in the PAR**.

Some challenges require earning one or more **Influence** to be resolved. In these areas, the icons of the **Influences** in play are indicated on the setup diagram. Right-of-way capture rules do not change.

The **solutions** are written very small and upside down, under each challenge, and summarized on page XX. It is a sequence of coordinates of boxes, separated by a space, to be executed in order. These coordinates are formatted as follows:

- **Starting** coordinates (location of the **White** cube before its action)
- An **arrow ▶** to separate the starting coordinates and the destination coordinates.

- The letter that determines the **action** (**B** for **Tilt**, **P** for **Rotate**).
- **Destination** coordinates (location of the **White** cube after its action)
- One (or more) **asterisk (*)** after the destination coordinates indicates that one (or more) **Black** cube must be removed from the board.
- The **Fire** 🔥, **Water** 💧 or **Wood** 🌳 **pictograms** indicate that an **Elemental Influence** has been created.
- The **free actions** (which do not decrement the **PAR**) are indicated by a letter, followed by a dash, at the beginning of the sequence (**R** for **Replay**, and **C** for the use of an effect of a **Chaos** tile).

Example : The solution to **challenge F01** in **PAR 3** is **C4▶BC3* C3▶BD3* D3▶BD4***. This means that the **White** cube **Tilts** from space **C4** to **C3** and the **Black** cube is defeated and must be removed from the board. Then the **White** cube **Tilts** from **C3** to **D3**, the **Black** cube is removed. Finally, the **White** cube **Tilts** from **D3** to **D4** and the last **Black** cube is removed. The challenge is completed in **3 Moves**: you have won.

