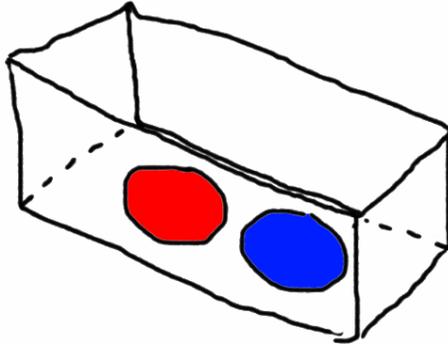


EYES OF THE EMPEROR

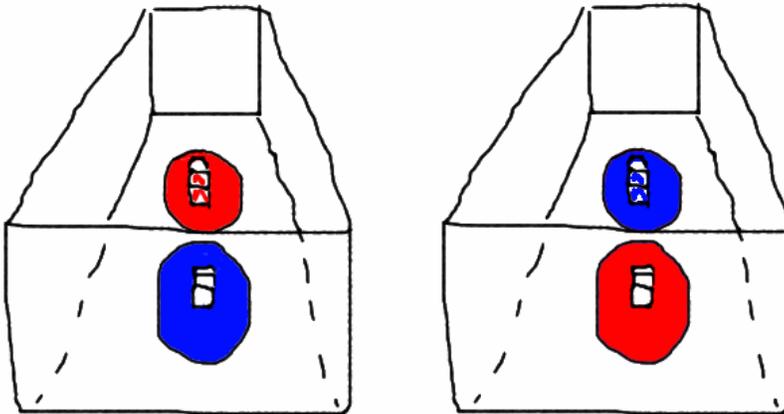
CREATED BY BRIAN SCHRANK
2/18/2004

INSTRUCTIONS:

- 1) **PLACE THE TWO LARGE UNMARKED RED AND BLUE DISKS (TERRITORIES) OPPOSITE EACH OTHER ABOUT AN INCH APART IN THE CENTER OF THE VALLEY OF WAR. PLAYERS SIT BEYOND OPPOSITE ENDS OF THE VALLEY.**



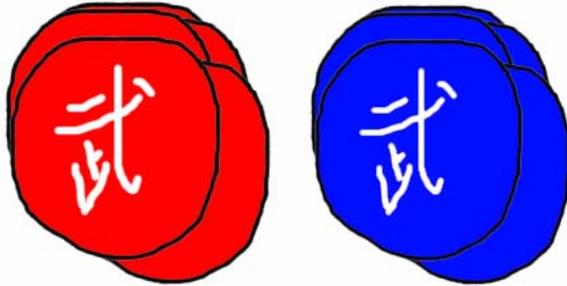
- 2) **STACK THE TWO LARGE WHITE DICE (OFFICIALLY CALLED 'EYES OF THE EMPIRE', OR MORE SIMPLY, 'EMPIRE DICE') WITH THE RED MARKINGS ON TOP OF ONE ANOTHER ON THE CENTER OF THE LARGE RED DISK (RED TERRITORY). DO THE SAME WITH THE EMPIRE DICE THAT HAVE THE BLUE MARKINGS ON THE BLUE TERRITORY. STACK THE EMPIRE DICE SO THEIR COLORED MARKINGS ARE FACING THEIR OPPONENT'S.**



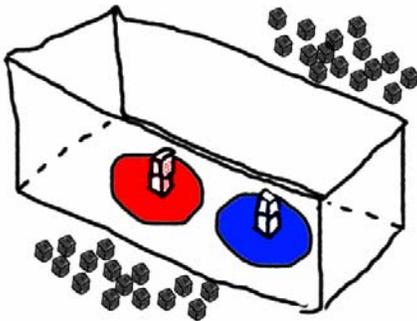
- 3) **THE MARKINGS ON THE EMPIRE DICE SHOULD LOOK LIKE THIS:**



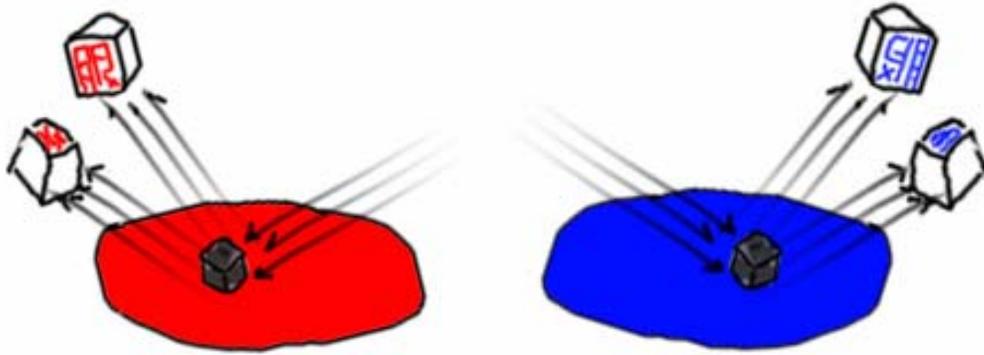
- 4) GIVE THE PLAYER REPRESENTING RED (THE RED EMPEROR) THE 10 SMALL RED DISKS (SAMURAI). GIVE THE PLAYER REPRESENTING BLUE (THE BLUE EMPEROR) THE 10 BLUE SAMURAI. EACH EMPEROR SHOULD SET THEIR SAMURAI DISKS ONTO THE FLOOR NEXT TO THEM.



- 5) PLACE THE 30 BLACK DICE (NINJAS) ON THE FLOOR OUTSIDE OF THE VALLEY. THE NINJAS HAVE NO ALLEGIANCE SO BOTH EMPERORS SHARE THE SUPPLY OF NINJAS.



- 6) THE EMPERORS DECIDE WHO IS THE 'HAJI'. THE EMPEROR WHO IS CHOSEN TO BE 'HAJI' SAYS 'HAJI' AT THE BEGINNING OF EACH THROW.
- 7) BOTH EMPERORS THROW AT THE SAME TIME THROUGHOUT THE ENTIRE GAME EVEN IF THEY ARE IN DIFFERENT WAR PHASES IN THE GAME.
- 8) **WAR PHASE I:** BOTH EMPERORS THROW A NINJA (A BLACK DIE) AT THEIR OPPONENT'S EMPIRE DICE AT THE SAME TIME. THE OBJECT IS TO KNOCK BOTH EMPIRE DICE OUTSIDE OF YOUR OPPONENT'S TERRITORY.

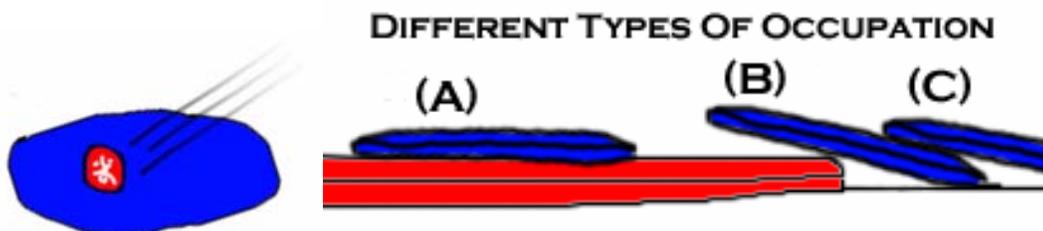


9) IF AN EMPIRE DIE IS ONLY HALF OFF OR ONLY HAS A CORNER OVERLAPPING ITS TERRITORY IT IS STILL NOT KNOCKED OUT. AN EMPIRE DIE THAT IS ONLY TOUCHING ITS TERRITORY BUT IS NOT OVERLAPPING IN ANY WAY IS KNOCKED OUT.



10) **WAR PHASE II:** IF AN EMPEROR HAS SUCCESSFULLY KNOCKED BOTH OF HIS OPPONENT'S EMPIRE DICE OUT OF THEIR TERRITORY HE BEGINS WAR PHASE II (HIS OPPONENT CONTINUES IN WAR PHASE I UNTIL HE DOES THE SAME). YOU BEGIN WAR PHASE II BY THROWING A SAMURAI DISK. ONLY ONE SAMURAI IS TOSSED PER THROW. THE OBJECT IS TO HAVE IT LAND IN YOUR OPPONENT'S TERRITORY SO IT OCCUPIES IT. THE SAMURAI DISK MAY OCCUPY YOUR OPPONENT'S TERRITORY IN THREE DIFFERENT WAYS:

- A) COMPLETELY LYING ON YOUR OPPONENT'S TERRITORY
- B) PARTIALLY LYING ON YOUR OPPONENT'S TERRITORY
- C) PARTIALLY OR COMPLETELY LYING ON ANOTHER ONE OF YOUR SAMURAI ALREADY OCCUPYING YOUR OPPONENT'S TERRITORY.

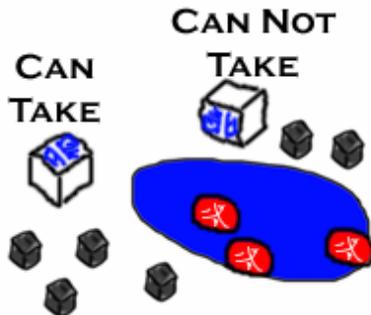


11) **WAR PHASE II (CONTINUED):** IF THE SAMURAI DISK IS ONLY TOUCHING THE TERRITORY IT DOES NOT OCCUPY IT. WHEN YOU HAVE 3 SAMURAI SIMULTANEOUSLY OCCUPYING YOUR OPPONENT'S TERRITORY YOU MOVE ONTO WAR PHASE III.

DOES NOT
OCCUPY

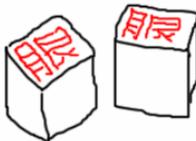


12) **WAR PHASE III:** WHEN YOU MOVE ONTO WAR PHASE III YOUR OPPONENT'S 'EMPIRE DICE' ARE NOW CALLED 'THE EYES OF THE EMPEROR' OR SIMPLY, HIS 'EYES'. IF BOTH OF YOUR OPPONENT'S EYES ARE LYING WITH THEIR MARKINGS FACING UP YOU TAKE BOTH OF THEM, BLINDING YOUR OPPONENT AND YOU WIN THE GAME. IF ONE OF HIS EYES ARE FACING UP YOU TAKE IT. YOU THROW NINJA AT HIS EYES TO ROLL THEM OVER. WHEN ONE OF HIS EYES FACE UP YOU TAKE IT.



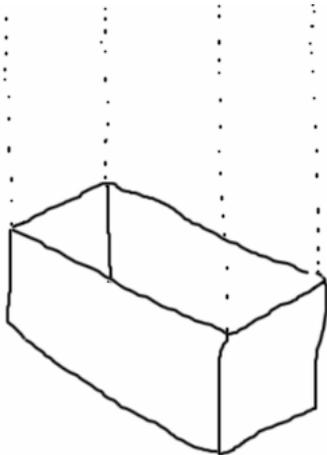
13) **WAR PHASE III (CONTINUED):** IF WHILE IN WAR PHASE III ALL OF YOUR SAMURAI GET KNOCKED OUT OF YOUR OPPONENT'S TERRITORY YOU LOSE YOUR OCCUPATION AND YOU MUST START WAR PHASE II ALL OVER AGAIN. WHEN YOU FINISH WAR PHASE II AGAIN YOU MOVE BACK INTO WAR PHASE III. WHILE IN WAR PHASE II YOU MAY NOT TAKE YOUR OPPONENT'S EYES.

14) **WAR PHASE III (CONTINUED):** THE FIRST TO TAKE THE OTHER'S 'EYES OF THE EMPEROR' WINS THE GAME.



RULES:

- 1) IF AT ANY TIME ALL NINJAS ARE INSIDE THE VALLEY AND AT LEAST ONE OF THE EMPERORS IS IN A WAR PHASE WHERE HE NEEDS TO THROW THEM, ALL THROWING STOPS AND ALL NINJAS ARE PICKED OUT SO THEY MAY BE THROWN IN AGAIN AS NEEDED.**
- 2) IF AT ANY TIME ALL OF AN EMPEROR'S SAMURAI ARE INSIDE THE VALLEY AND HE IS IN A WAR PHASE WHERE HE NEEDS TO THROW THEM ALL THROWING STOPS AND ALL NON-OCCUPYING SAMURAI FROM BOTH SIDES ARE PICKED OUT SO THEY MAY BE THROWN IN AGAIN AS NEEDED.**
- 3) WHILE THROWING EMPERORS MAY NOT LET ANY PART OF THEIR BODY OR CLOTHING PASS THE VERTICAL SPACE DIRECTLY ABOVE THE EDGE OF THE VALLEY. IF THEY DO IT IS UP TO THEIR OPPONENT WHETHER OR NOT TO RESTART THE GAME.**



- 4) IF BOTH EMPERORS LOSE ALL OF THEIR 'EYES' IN THE SAME THROW THE GAME IS A LOSS-DRAW AND IS WORTH HALF OF A LOSS IN TOURNAMENT PLAY.**