

Game Instructions

Start: (Edo) Finish: (Ogaki). The number of players: 2-4. All boxes, regardless of size and with or without visuals, hold equal importance. Note that only one player (the first to get to Ogaki) can be crowned Basho. The game ends when the first player finishes the game. If all players are unsuccessful in any of the steps, they stay in that stage until they get a breakthrough.

The Shortest Way to Ogaki

Get numbers 1 and 3 when the game starts and jump past the Shirakawa Barrier (step 11). When successful, the player is allowed to cast the dice again. If the player gets dice number 1 or 6, they jump past the Great Gate at Date (to step 22). The player then rolls the dice again twice. Dice number 3 and 1 take the player past the Shitomae Barrier (Step 33). The player then casts the dice again. If they get dice number 2 or 5, it is game over as that jumps them to Ogaki, the finishing line.

The Long Way to Ogaki

Phase One: Starting the Journey

1. Roll the dice (Numbers 2, 3, 4, 5, and 6 send all players to Soka, where they collect gear, such as summer robe and raingear).
2. In Soka, roll the dice again. Only numbers 2, 3, and 4 proceed to Muro no Yashima (In Soka), where there is a lodging. Any other number, stay in Soka while the other players roll the dice twice consecutively.
3. At the lodging, each player rolls the dice twice consecutively. Number 1 sends the residence on fire, and Number 3 gives the player a birth certificate (The deity of Muro no Yoshima is a princess of the Blossoming Trees, a Consort to Ninigi Mikoto. One day she complained of her pregnancy, leading Ninigi to doubt the paternity of the child. To prove herself, the princess locked herself in a doorless chamber, set fire in it, and gave birth to three gods, including Hohonodemi no Mikoto). If the player gets number 1 alone correctly, the player goes back to Soka because it means you are not qualified to be the descendant of Japan's first emperor in this lodging. If the gamer gets number 3 alone, that means the lodging attendant has served the player with fish konoshiro, prohibited in this

region. Therefore, the gamer must go back to Soka. If players get 1 and 3, they jump past the Shirakawa barrier and gets all the items other players will collect along the way.

4. After Muro no Yashima, players proceed to Mount Nikko (meaning light of the sun) and roll the dice again. The challenge here is to get the Buddha's statue for the innkeeper to let you in and proceed to step 6. Number 2 takes the player to the Buddha statue. Any other number keeps the player here, meaning the ones who got number 2 roll the dice twice consecutively.
5. Players who succeeded at Mount Nikko proceed to Great Master Kukai's home. Master Kukai is considered a symbol of spiritual purity and power. He also founded a temple at Nikko and gave the mountain its current name. Roll the dice once. Dice number 2 gives you an escort service from Mount Nikko, thereby jumping the player past the Shirakawa barrier. Dice number 5 and 6 takes you to Black Water Falls and allows the player to roll the dice again to determine their fate [A 6 gives this player the right to move on to step 7 while any other number means the player got an accident (such as slipped) and must remain here for four days (other players roll the dice four times in a row) to recover. Dice Number 3 or 4 takes the gamer to step 7 (and earns the player a horse), while other numbers indicate the player remains here while the successful players roll the dice twice consecutively.
6. After succeeding at Master Kukai, players proceed to the plains leading to Kurobane. A single dice roll determines the player's fate (for those who earned a horse, any number takes you to step 8 since this horse means traveling through the plain faster). For the others, dice number 1 or 3 indicate the player survives the harsh weather, such as rain or dying from starvation or dehydration. Dice 5 or 6 means the player dies and has to go back to Mount Nikko and start the game from there. Dice number 2 or 4 denotes the player stays here while those who succeeded (1 and 3, those from step 6 and those past the Shirakawa barrier) roll the dice twice consecutively.
7. The next stop is Jojobi of Kurobane Manor. Jojobi was a famous priest or monk. At Kurobane, the host allowed Basho and his friends to participate in a cultural activity called a dog shooting event depending on their dice rolls. Dice number 1 means the

player engages in the dog shooting event, earns a certificate, and gets to Hachiman Shrine to find another permit to be used later. Dice number 2 means the player participates in the event, makes the certificate but must roll the dice again (get numbers 1, 2, or 3) to determine whether they get to the Hachiman Shrine. For other numbers, the player must stay here and try their luck in the next round of rolling the dice or proceed to step 9 without the certificate or the pass (not recommended). This grave is essential because a spirit fox important in Japanese culture was buried here. A famous Samurai called Nasu no Yoichi, who shot a fan hanging from a boat in the Battle of Yashima in 1185, prayed before he went to war.

8. After Hachiman, the player rolls the dice again to see if they have access to various places. Dice number 1 and 5 gives the player access to the Hall of Ascetics (contains the statue of En no Gyoja, founder of the Shugendo sect), where they earn a certificate and a pass permit for step 12. Dice number 2 and 6 gives the player access to Ungaji Temple (which contains the house of a priest who trained Basho in spiritual matters in 1682), earning the player a similar certificate and permit pass to be used in step 12. Any other number, stay here while others roll the dice twice consecutively.
9. Successful players proceed to Killing Stone (a boulder of up to seven square feet and four feet high; gives of poisonous gas to memorize the vengeful fox spirit of Lady Tamamo; the fox spirit that also rules the Hachiman Shrine). Dice number 5 and 6 means the fox spirit is satisfied with the player's first visit to the Hachiman Shrine and can proceed to step 12. Dice number 1 or 2 represent the player being poisoned by the gas and going back to step 8 for recovery before trying step 10 again. Dice numbers 3 and 4 mean the player proceeds to step 11.
10. After the Killing Stone, the player proceeds to Ashino Village. Dice number 2 or 3 gives the player three kilos of rice, which they will trade along the way and proceed to stage 12. Any other number provides the player with one kilogram.
11. The Shirakawa Barrier marks the end of phase 1. Does the player have enough artifacts or items to trade? For those who earned a permit in step 9 or a certificate earned in step 8,

any dice number gives them a pass. For others, stay here until the lucky players roll the dice twice.

Phase Two: Past Shirakawa Barrier

12. For any player that crossed the Shirakawa barrier, the dice number determines whether they cross the Abukane River successfully. For those who succeeded in step 3, proceed to the next challenge without rolling the dice. For others, dice number 1 or 3 means the river is crossed successfully, while other numbers mean you have to trade one of the certificates you earned in previous challenges to cross the river successfully. Note that those who decide to trade must remain in this step while those who relied on the dice for success roll the dice twice consecutively.
13. The lucky players proceed to Mirror Marsh. If a player has the Buddha from step 3, they move to the next challenge because the Buddha lights their way in this challenge. For others, dice number 3 or 5 gives you access to a man who will craft a Haiku or a song to help you cross the marsh successfully.
14. In the post town of Sukagawa, the players must find the Chinese character for Chestnut. The Chestnut is believed to be related to the Buddha Amida's Western Pureland. Additionally, the Bodhisattva used this tree to cure his staff and pillars for his hurt. For players who succeeded in step 3, dice number 1 and 6 means the players get the character and jump this player past the Great Gate at Date (to step 22). For other players, getting dice number 2 and 5 (or 1 and 6; the lucky numbers) mean you have succeeded and proceed to step 16. For other numbers, please stay here while others roll the dice successfully.
15. In Asaka Hills, players who succeeded in step 13 or 14 can pass this level. The hills have dangerous marshes that only dice numbers 1, 3, and 5 can help you cross to step 16. For the others, please give the other players two chances at the dice and proceed to step 5.
16. At Asaka Hill's countryside, players must find Katsumi's plant (a species of the blue flag iris; identity remains disputed to today). Basho did not get this plant. Therefore any player who manages to get it (through dice number 1) jumps the next two challenges

while earning every artifact other players will have won. Other players, please stay here while the successful one rolls the dice twice consecutively.

17. At Shinobu (famous for poetry; it means to endure and recall longingly), the players search for the Pattern Rubbing Rock (a local custom where people dyed clothes by following the stone's patterns). Dice numbers 3 and 4 give the player access to this rock. For other players, please wait for the successful ones to roll the dice. Dice numbers 5 and 6 mean the player can exchange the rice for this discovery, but the player will pay a heavy price in the future for not having the rice.
18. Players must cross the river at Tsukinowa Ford to get to Senoue. Any player who gets number 1 and 2 must go back to Shinobu. Dice number 3 and 4 allows the player who succeeded in Step 3 or 15 to jump the following three challenges and earns them the artifacts other players will win.
19. At Senoue, players must search for the old ruins of Vice-Chancellor Sjoji's mansion. Here, the players earn memorials of the two wives of brothers Sato Tsugunobu and Sato Tadanobu. They died fighting for Yoshitsune (A famous Samurai during the late Heian and early Kamakura period). Each player rolls the dice twice consecutively. Dice 1 and 2 give the player two memorials and Yoshitsune's Sword and satchel carried by his retainer Benkei. These jump the player past the Great Gate at Date. Dice 1 or 2 and 5 give one monument that jumps the player to step 21. Dice 1 or 2 and 4 gives Yoshitsune's Sword and Benkei, taking the player to step 21. For other numbers, please stay here while other players roll the dice twice consecutively. Then, proceed to step 20.
20. The town of Izuka has a hot spring but lacks good lodging facilities. Therefore, each player rolls the dice twice consecutively. Dice 5 and 6 mean the player takes a hot bath and a clean lodging (and proceed to step 22). Dice 5 and 1 represent the player had a good bath, but the accommodation was full of mosquitoes, so they had to go back to the previous challenge to recover from malaria. Dice number 6 means a good lodging but no bath. This player stays in this step while the successful player rolls the dice consecutively.
21. To enter Koori, use one kilo of rice earned in step 10 to rent a horse.

Phase Three: From the Great Gate at Date

22. Trade one of the memorial earned in step 19 to cross the Great Gate at Date. If the player does not have any monument, they can trade any other artifact or do manual work to earn a permit but those with the memorials or sword and satchel roll the dice thrice consecutively before those with these artifacts.
23. In Kasashima, the mission is to find the grave of Middle Captain Sanetaka, a Heian poet exiled into the north country. However, he failed to dismount at the shrine of Kawashima, leading to his death when he fell from his horse. Rolling the dice once determines the players' fate, with Dice number 2 or 6 allowing players to find the grave and obtain a poet from the dead hero. Dice number 3 and 5 lets the player trade one the certificates or artifact (not recommended) or stay here until after the successful player has rolled the dice twice. For dice number 1 and 4, the player must remain in this location until the successful player (2 and 6) moves the dice twice successively.
24. At Iwanuma, the players roll the dice once to find the pine of Takekuma, an important tree in Japanese culture. It is said that this tree confers awakening. Dice number 1 or 2 takes the player to the three for awakening. Dice number 3 or 4 takes the player to Takekuma, where prostitutes trick the player into staying longer (allow the successful player to roll the dice twice before this player can continue). Dice number 5 or 6 takes the player to the last challenge (step 23).
25. All players who succeeded in the last challenge cross the river (go to the next box) to enter Sendai. All players roll the dice twice to determine their gift. Dice number 1 takes to Miyagi fields where clovers grow and specifically 'Under the Trees,' which earns the player a drawing of the area, while dice number 2 (second roll) gives the player a painting from the painter called Kaemon. Dice number 3 takes the player to the Hall of the Healing Buddha at the Tenjin Shrine, while dice number 1 (second roll) takes the player to the Miyagi fields for a similar painting. If this is the player from Task 3, then the player also obtains sketches of Matsushima, Shiogama, and other sites that Basho passed to land the player past Shitomae Barrier (Step 33). If from Task 14, the player receives a painting of the Hall and sketches of Matsushima and Shiogama before

proceeding to step 26. Dice number 5 gives the player the illustrations of Matsushima and Shiogama, and dice number 6 earns the player the poem ‘Attendants - the Umbrella,’ allowing that player to proceed to the next challenge. Any other number, the player stays here while other players roll the dice twice consecutively.

26. The player is at Ten Strand Sledge, where they must visit the Governor. This Governor likes presents before visitors can enter or leave. Therefore, players trade their 2kg of rice to enter the town or certificates or important artifacts (such as the Sword or sachel). When leaving, the players have a gift of remembrances, such as a certificate or an artifact. If the player had given the Sword, leave the sachel as a parting gift. If the player had traded a certificate, provide the Governor with the Sword or sachel. If the player has nothing to sell, the player stays here while the rest roll the dice thrice consecutively. If the player offered the rice when entering and an artifact when leaving, the player jumps two challenges because the Governor gives that player an escort service.
27. At the Stone Monument of Tsubo, the players encounter an inscription that gives the direction to all four corners of the land. There is no dice rolling. This monument represents the Japanese ancients that have survived a thousand years. Then the players must roll the dice to cross the Tama River in Noda and enter the next challenge. Dice number 3 or 6 takes the player to step 28, 2 or 4 means the player stays here while the successful one rolls the dice twice more, while 1 and 6 means they stay here while the successful player rolls the dice thrice consecutively and the one with 2 or 4 rolls the dice once more before they can play.
28. At Sue no Matsuyama, the players roll the dice (lucky numbers are 1, 3 and 5; other numbers stay here while the lucky ones proceed to step 29) to find the temple of Masshozan, earning themselves a sketch of the temple.
29. The players are now at Myojin Shrine in Shiogama. The goal is to find the Izumi Saburo, a righteous warrior who was also loyal and respectful. Dice number 2, 4, or 6 gives the player access to the shrine, where they are rewarded with a painting and poem. With these gifts, the layer can hire a boat to Matsushima. Without the lucky numbers, players

stay here until they get these numbers while the successful ones continue to the next challenge.

30. In Ojima Island in Matsushima, the lucky numbers 4, 5, or 6 helps the player find the remains of Ungo, a Zen Master. This man built the Myoshin Temple in Kyoto and rebuilt Matsushima's, Zuigan Temple. Dice number 1 and 2 take the player to Zuinganji Temple, where the player obtains original poems from its founder, Makabe no Heishiro, who travelled to China during the Tang Dynasty. This gift is equal to that of Zen Master Union. Dice number 3 means the players stay here until they can get either of the lucky numbers to proceed.
31. The player set off to Hiraizumi. Basho also lost his way and made many wrong turns before arriving at Ishinomaki. Roll the dice ones, 1, 2, or 3 takes the player to Ishinomaki. Other numbers mean the player got lost, and they must keep playing until they get the lucky numbers. At Ishinomaki, there were no lodgings. So, Basho and his friends stayed the night in a miserable shack before taking unknown roads and dreary marsh before arriving at Hiraizumi.
32. At Hiraizumi, the dice also determines the player's fate. Dice number 1 takes the player to Sutra Hall, which contains the images of the Three Nobles given to the player. Dice number 5 takes the player to the Hall of Light, where coffins of three generations and the Buddhist trinity are found. The player gets a painting. Dice number 3 gives the player a landscape painting showing the river leaving Nambu Province, River Koromo that encircles the Izumi Saburo castle, river Takadachi that drains into another larger river, the Koromo Barrier, which represents the ruins of Hidehira's son Yasuhira's castle. This castle was later taken by Yoshitsune's retainers, who made it their fortress. These gifts take the players past the Iwade, Ogurozaki, and Mizu Ojima and the Narugo Hot Springs. For any other number, stay here because the road to Shitomae is untraveled, and the border guards at the barrier are very suspicious. These landscapes indicate that you are righteous, noble, and respectful.

Phase 4: From the Shitomae Barrier

33. At the Shitomae barrier, the players must trade the landscapes earned in challenge 34 before proceeding.
34. The road to Dewa is also dangerous with many thieves. A guide helped Basho cross the mountains in Dewa. Therefore, a single dice roll determines the player's fate. Dice number 2, 4 or 6 means the odds are favorable. The player travels to Obanazawa. In dice number 1 or 3, the player does not get the guide and must watch while the successful player rolls the dice twice consecutively. Dice number 5 means the odds are against the players, their belongings are stolen, they get lost in the mountains and die in the mountains. This player is eliminated from the game. The player from Step 3 crosses these mountains safely.
35. At Obanazawa, the mission is to find the Ryushaku-Ji mountain temple. This temple was formed by the Great Teacher Jikaku, and it is called a place of purest serenity. However, only the wealthiest merchant of Obanazawa can guarantee safe passage. Therefore, all players roll the dice once. Dice number 2 and 4 take the players to the mountain temple, where they get access to the main Buddha Hall. The player who succeeded in Task 3 or 14 gains access to the Buddha Hall freely because they have the powerful artifacts guarding their way. If not successful, the players must here unless they have retained Yoshitune's Sword and Benkei from Challenge 19, which they can trade to cross the Mogami River. The region has terrible weather, but these artifacts confer protection.
36. After Obanazawa, the players visit Mount Haguro. All players roll the dice one. Dice number 1 gives the players a meeting with Holy Teacher Egaku, the Acting Abbot giving them access to the next challenge. Dice number 5 means the player attends a Haiku gathering at the abbot, confers a passage to the next game. Dice number 6 gets the players to mount Gongen, founded by Great Teacher Nojo. This temple gives total sudden enlightenment, giving the player access to the next challenge. Dice number 3 provides the player with access to the Three Mountains (Haguro, Gassan, and Yudono) painting and entry into the following passage. Other dice numbers are unlucky, and the player must keep rolling until they get the lucky numbers.

37. The next challenge takes place at Mount Gassan. The following dice numbers represent luck: Dice number 1 or 6 gives the player access to Gassan Sword and access to the next challenge. This Sword is revered throughout the land. Dice number 2 or 5 gives the players access to spiritual water, which wins them a place in the next challenge. If players from Task 3 and 14 get dice number 2 or 5, it is game over because the spiritual waters jump these players to Ogaki. If a player from Task 4 or 5 receives any of these dice numbers, they jump past the Ichiburi Barrier in Etchu.
38. The next challenge involves seeing a physician for a health check at Sakata Harbor. Even numbers mean the odds are favorable, while odd numbers indicate the player must remain here for the other player to head to the next challenge (rolls the dice twice) because the unlucky player must heal from the wounds and fatigue of such a long journey. Additionally, there are ghost haunted towns ahead. Only the rested players can pass through the spirit tormented places.
39. The next challenge is at Kisagata Bay. This town has a feeling of bitterness. Only players allowed by the physician and those who get dice numbers 1, 2, or 3 can surpass the mental challenge of this place and enter the next challenge. For dice numbers 4 and 5, the player goes back to step 38 for another check and health certificate before they can try the Kisagata challenge again. For dice number 6, the mental torture is exhausting, that the player must return to the Shitomae Barrier (step 33) and restart the game from there.
40. At Ichirburi Barrier, the player rolls the dice. Dice number 1 indicates the player gets sick and must go back to challenge 39 for a physical checkup. The sickness could be remnants of the mental torture at Kisagata. Dice number 2 means the players are exhausted and must stay here for two days to recover (the successful player rolls the dice twice before this player, and the one that goes back to challenge 39 can play). Dice number 3 takes the player past the barrier, Unseen Parent, Unwanted Child, Turned-back Dog, and Retreating Horse. Ghosts and ghost-like conversations haunt these towns.
41. The players have arrived at Nago, where dice number 5 means the player gets trapped by the pain of lost travellers and must stay for two days, and dice number 6 gives the player access to the next challenge and safe passage across Mount Deutza and Kurikani Valley.

42. At Kanazawa, the mission is to find a merchant Kasho to provide passage for the next challenge or Kosugi Issho, a poet who follows Basho. This poet will give a poem that provides the player with access to the next challenge. Other dice numbers trap the player here for two days (two consecutive dice rolls by the successful players).
43. The successful players proceed to Yanamaka Hot Spring for a bath. All players take a successful and refreshing bath. The mission is to find the Yanamaka Temple, which is headed by a boy called Kumenosuke. His father is a great poet. The player who gets dice number 4 or 5 earns a poem, which takes them to Maruoka. Dice number 1 or 3 means the player gets sick but has a chance to roll the dice again. If this player gets dice number 1, they proceed to Ogaki and its game over. This player represents Sora, who got sick here but still manages to get to Ogaki after recovering. Dice number 2 or 6 means the player stays, gets ill and has to go back to the physician (step 39) for a checkup.
44. At Maruoka, dice number 1 means the player gets a meeting with the Abbot of Tenryu Temple, where Basho met an old friend. Basho also worshiped at Eiheiji, the temple of Dogen, a Zen Master. Dice number 2 or 5 gives the player access to this temple and access to the next challenge. Other numbers mean the players must keep playing or go back to challenge 3 for a one-time pass to the finishing line if they can get dice number 1.
45. At the Kei Shrine, the players must find Emperor Chuai's tomb. This tomb gives the players profound sanctity and solves all their problems. A player that gets dice number 2 has their problem (finishing the game by going to Ogaki) solved. It is game over if this player gets this number. If not, the players keep rolling until one gets the number and ends the game.

The End