

The White Castle Matcha

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The tea ceremony lies at the heart of Japanese culture, giving life the most essential and elemental concepts of hospitality, respect, and Zen philosophy. There, they believe that tea, which came from China in the 13th Century, resolved the health problems of the Buddhist monks who drank it. Over the years, the tea ceremony evolved to offer the samurai a place of calm, far from the chaos of the battlefield. Master Sen no Rikyu's influence converted the tea ceremony into a means for showing status, and later into space for the culture, religion, and political negotiation for the nation of Japan.

Having members of your clan in good seats within the Chashitsu (tea room) will help you achieve a greater level of influence within the court of Himeji.

COMPONENTS

General:

- 1 extension for the main board
- 1 green Bridge
- 5 green dice
- 16 Coins (12x 1, 4x 5)
- 8 Water Lily tiles
- 10 Ceremony tiles
- 4 Training Yard tiles
- 4 Tiles worth +120/+160 Clan Points

For the Players:

- 4 Personal Domain boards
- 20 Geishas
(5 ea. of 4 different colors)
- 4 Chasen markers

5 Starting cards

2 Starting
Action cards



3 Starting
Resource cards



9 Castle cards

3 cards
1st floor



3 cards
2nd floor



3 cards
3rd floor



6 Garden cards

3 Plant Garden cards

3 Stone Garden cards



39 expansion cards:

16 Matcha cards

8 Calligraphy
cards



8 Flower
Arrangement cards



GAME SETUP

*The whisk, the bowls, the steaming hot water... and the tea. Above all, the tea.
Everything is ready to begin the ceremony.*

Before starting the normal set up of the game, shuffle all of the expansion cards into their respective decks.

Also, mix the 4 Training Yard tiles with those from the base game.

- ▶ **TIP:** All of these cards and tiles are marked with ☼ so you can easily separate them out when you prefer to play without the expansion.
- ▶ **TIP:** If it is your first game with *The White Castle: Matcha*, use this Training Yard tile in the lower Training Yard (the one with a cost of 1 Iron).



Set up the game as you would normally, but use the personal Domain boards from the expansion instead of those in the base game, and do not choose a pair of Starting cards (yet).

EXPANSION SETUP:

- 1** Place the expansion board up against the lower edge of the main board and place on it:
 - A** The green Bridge with the number of dice corresponding to the number of players + 1 on top of it (*the example shows the case of a 2-player game*).
 - B** 3 random Water Lily tiles in the pond.
 - C** Shuffle the Flower Arrangement and Calligraphy decks separately and place them **face up** in their respective spaces on the board. Remember to remove the cards marked with ♦ from the deck if only 2 people are playing that game.
- D** Mix up the Ceremony tiles and place them randomly:
- D1** 3 tiles in the Tea House showing their yellow side.
- D2** 1 tile in the Pond Overlook showing its blue side.



2 Mix up the remaining Ceremony tiles and place 1 random tile below each pair of Starting cards, showing their blue side, as shown in the picture.



3 Place the Geishas of your color on your Domain board and put your Chasen marker on 0.

4 Now, just as you do in the base game, in the opposite order of the order of turns, each player takes their Starting cards along with the associated Ceremony tile, which is placed in the space indicated for it on their Domain board.



Now you are ready to play *The White Castle* with the Matcha expansion!

Playing the Game

The game is played over 3 rounds, just like the basic game, but now there are 4 turns in each round. The round ends when all the players have played **4 turns each** and there are **4 dice left** on the Bridges.



New Game Spaces

The *White Castle: Matcha* provides us with a new Bridge and green-colored dice, 2 new locations on the extension of the main board, and an additional option on the personal Domain boards.

THE TEA FIELDS



THE OUTSKIRTS OF HIMEJI



THE GREEN BRIDGE



It has been a long time since we last visited the pond. Its water is transparent in the spring, and we can contemplate how the koi fish dance in it.

The green Bridge and dice work just like the other 3 colors. When one of the green dice is taken from the left side, the player benefits from the Lantern as usual.



Dice of any color, including green dice, can be placed in the new locations on the board extension: the Tea Fields and The Outskirts of Himeji.

The green dice cannot go to the castle, since there are no green-colored tiles and the placement rules must be followed. However, the green dice can go to the Well, Outside the Walls, and on your Domain in the green line.



THE TEA FIELDS

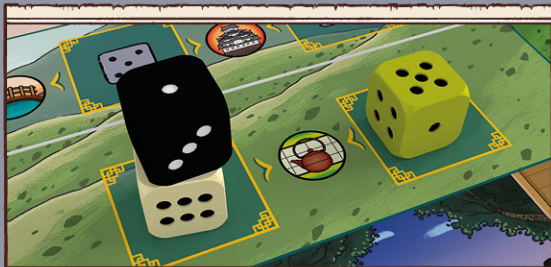
2 PLAYERS



Its clay walls and paper windows house a haven of tranquility that allows one to relax the mind, as well as providing a discreet place to discuss political matters.

Dice of **any color** can be placed in this location, and up to 2 dice can be stacked in each of the 2 spaces (except in 2-player games).

When you place a die here, you perform a Geisha action, which is described on page 7.



The yellow player placed a black die, from the left side of the Bridge, with a value of 1 on top of a white die with a value of 4 in the Tea Fields. After paying 3 coins and obtaining the Lantern Reward, they carry out the Geisha action.

THE OUTSKIRTS OF HIMEJI

2 PLAYERS



Beyond the walls of the castle lies the han (or "fiefdom") of the Daimyo, in which there are two schools of Japanese arts, teaching the secrets of flower arrangement and calligraphy.

Dice of **any color** can be placed in this location, and up to 2 dice can be stacked in each of the 2 spaces (except in 2-player games).

When you place a die here, you may perform the actions on the 2 curtains aligned with that space in **any order** you choose.



The player placed a coral die showing a 2 on the lower action. They paid 3 coins (the printed value is 5) and 1 Daimyo Seal to take a Gardener action and, when finished, they obtain 2 Iron.

Always Board
NEVER BORED



THE PERSONAL DOMAINS



Just as there are options to place the coral, black, and white dice, there is now a fourth option for placing a green die. The rules for placement are the same as those in the base game. When a die is placed here, in addition to gaining the resources shown in that line, if you pay 1 Daimyo seal, you may perform the action on the Ceremony tile you chose during game setup.



When the player places a green die with a value of 3 and pays 3 coins, they receive 3 Chasen, 2 coins, and 1 resource of their choice (which cannot be Chasen). Additionally, by paying 1 Daimyo Seal, they can perform the Gardener action and receive 1 Clan Point.



Important: This icon does NOT allow you to activate the green die line on your Domain. If we examine the colors indicated on the die in the picture, they only refer to white, coral, and black dice.



Geishas and The Chasen



In *The White Castle: Matcha*, there is a new kind of Clan member, the Geishas, and a new Resource, the Japanese tea whisks that are called Chasen.

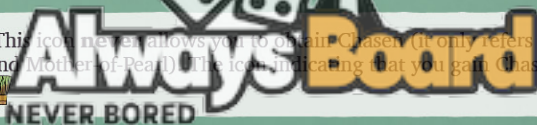
Geishas will move from your Domain to the path to the Tea House in the Tea Garden or to the Pond Overlook. The Resource to make them advance is the Chasen.

Daimyo Seals

There is a new way to spend the Daimyo Seals: At any time, you may pay 2 Daimyo Seals to gain any Resource or a Chasen (just as is indicated on your personal Domain board).



Important: This icon never allows you to obtain Chasen (it only refers to Food, Iron, and Mother of Pearl). The icon indicating that you gain Chasen is this one:





GEISHAS

2/5



Just like for the Courtier, a Geisha action allows you to perform 2 different actions, only 1 of them, or both actions once each, possibly using different Geisha pieces.

A



Gain Entrance to the Tea Garden: Take the Geisha piece that is farthest to the left on your Domain board and place it in the space at the entrance to the Tea Garden, after paying 2 coins. The entrance to the Tea Garden may contain any number of Geishas from all of the Clans.

AND/ OR

B



Walk the Path of Tea: Take 1 of your Geishas who is in the Tea Garden and pay 2 or 5 Chasen to advance 1 or 2 steps in the Tea Garden. This movement cannot be split between different Geishas and must be applied all at once.

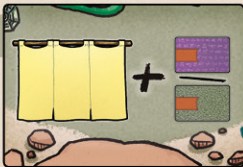
- From the entrance, Geishas can advance towards the Tea House or towards the Pond Overlook. Once a direction is chosen, they cannot change to the other direction.
- Each space on the Path of Tea can hold any number of Geishas from all of the Clans.
- On the other hand, **only 1 Geisha from each Clan can be at the Pond Overlook.**
- **Only 2 Geishas from each Clan can fit in each of the 3 rooms in the Tea House.**

After moving, the Geisha can do the following things, as indicated in the space where their movement ends:



POND OVERLOOK

By opting to move a Geisha to the left, her journey will end here **A**. Upon arrival, she may carry out the Pond action, which grants 3 Water Lily rewards, **OR** pay 3 coins to perform the action on the Ceremony tile.



OUTSKIRTS OF HIMEJI

Take the top Flower Arrangement card or Calligraphy card from the Outskirts of Himeji, of your choice. Perform the action on the **yellow curtain** on that card and **place it directly** in your Lantern Area (on the corresponding side).

The Flower Arrangement and Calligraphy cards now go to the actions area of the Domain boards.

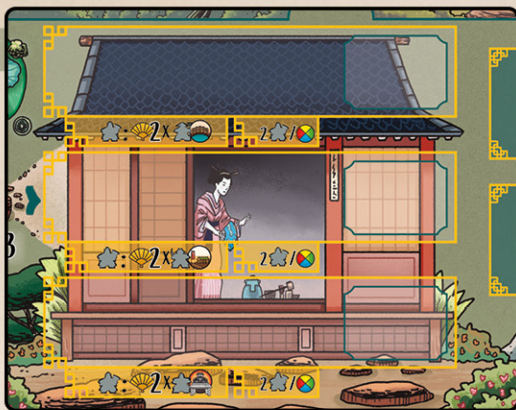
! Important: If it is the last card in the deck you will carry out the yellow curtain action but you do not take the card and the rest of the steps are ignored.

Always Board
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OUTSKIRTS OF HIMEJI

Carry out the action shown on the **blue curtain** on either the top Flower Arrangement or Calligraphy card in the Outskirts of Himeji.



TEA HOUSE

If your Geisha completes her journey to the Tea House, you choose 1 of the 3 rooms to place her in and then carry out the action on the Ceremony tile in that room. It is not possible to have more than 2 Geishas belonging to the same player in the same room of the Tea House. Each room has a different reward at the end of the game (see page 11).

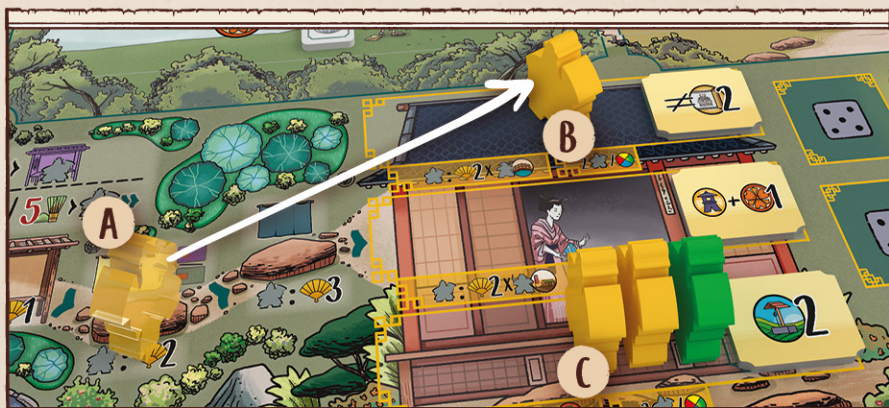


The green player performs the Geisha action by taking the first available Geisha from their Domain board **A** and paying 2 coins to move her to the entrance of the Tea Garden, where they already have a Geisha **B**. Then, the green player pays 2 Chasen to move her to the Pond Overlook **C**. When she moves there, the green player must pay 2 coins, 1 Chasen, and 1 Iron, since they do not have the 3 coins required to perform the action on the ceremony tile **D**.

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Later, the green player takes the action again, but this time does not pay the 2 coins. They decide to just pay 2 Chasen to advance 1 step on the Path of Tea (going to the Pond Overlook is not an option since there is already a green Geisha there) **A**. Upon reaching the first step, the player gets a Flower Arrangement card that awards 4 Coins **B**. Then the card is placed directly in the green player's Lantern Area **C**.



At another time during the game, the yellow player pays 2 Chasen to move 2 steps on the Path of Tea **A** and into **the room** that grants points for Geishas, thereby obtaining 2 different rewards with the light back from on the room. Yellow could not have moved to the room that grants points for Chasen because they have already placed the maximum possible number of Geishas there.

Always Board
NEVER BORED

END OF THE ROUND

Now, the end of the round is **triggered when, after any player's turn, there are only 4 dice** in total on all the Bridges together, including the green Bridge.

- 1 **New order of turns:** This is determined in the same way as in the base game.
- 2  **Gardens:** This is resolved in the same way as in the base game with the only difference being that the green Bridge must also be taken into account.

THE POND

If there are green dice left, any player who has a Geisha at the Pond Overlook may take the 3 Water Lily rewards or, by paying 3 coins, the benefit of the Ceremony tile.

The actions from the Gardens and from the Pond can be done in any order. In short, the Pond acts like a Garden.



At the end of the round, the green player and the red player can each take 3 Water Lily rewards or, by paying 3 coins, perform the action on the Ceremony tile, which allows them to move a Geisha forward on the Path of Tea without paying any Chasen. The red player also gets the benefit of a light-background Castle action, since there is a red Gardener in the Garden of the black Bridge. The yellow player will only gain 3 coins.

- 3 **Prepare the following round:** This is resolved in the same way as the base game, taking into account that there are also green dice.

END OF THE GAME

Once again, the winter court meets to discuss plans for the coming year, but first, they sit around a cup of tea to show their respect for the Daimyo.

At the end of the third round, after establishing the new order of turns, the final points are counted up. The following changes are added to the scoring of the base game. To avoid having to keep checking 2 sets of rules, we have included the basic steps here, with the new elements added in (indicated with this icon ):

1 Score Remaining Resources:

- A. For every 5 coins and/or Daimyo Seals you have, 1 Clan Point is granted (rounded down).
-  B. For each Resource (Food, Iron, Mother-of-Pearl, and Chasen) that you have between 3 and 6 units remaining, 1 Clan Point is granted. If you have 7 units of a Resource left, you get 2 Clan Points.

2 Score the Passage of Time:

- A. If your Influence marker has reached the second season, you get 3 Clan Points. If it ends up in the third season, then you get 6 Clan Points. Once you reach the fourth season, you are granted the score indicated on the space that your token occupies (which is between 10 and 15 Clan Points).

3 Score Clan Members:

- A.  :  X In the Castle: Each Courtier that is in the Castle grants Clan Points depending on the location they are in:

- 1 Clan Point at the Gate.
- 3 Clan Points if they are on the first floor (Stewards).
- 6 Clan Points if they are on the second floor (Diplomats).
- 10 Clan Points if they are on the third floor (Daimyo).

- B.  :  1 /  2 X   In the Training Yards: You gain Clan Points for the Yard by multiplying the total value of your Warriors in this location by the number of Courtiers that you have inside the Castle (not at the Gate): Each Warrior has the value indicated in the Yard they occupy based on these icons.

- C.  :  X In the Gardens: Each Gardener grants their Clan as many Clan Points as is shown on the card they are on.

-  D.  :  X  2 X  /  /  In the Tea Garden: Geishas can score in several different ways:

- 2 Clan Points if she is at the Pond Overlook.
- 1 Clan Point if she is at the entrance to the Tea Garden.
- 2 Clan Points for each Geisha that ends up on the first step of the Path of Tea.
- 3 Clan Points for each Geisha that ends up on the second step of the Path of Tea.
- 2 Clan Points for each Gardener, Warrior, or Courtier (including those at the Gate) you have on the board for each of your Geishas in the corresponding room of the Tea House. Geishas at the Pond Overlook or on the Path of Tea are not taken into account when scoring the rooms.



Whoever obtains the most Clan Points wins the game! If there is a tie, whoever is higher in the End of Season is the winner. If players exceed the amount of 120 Clan Points, put the +40/+80 piece back and take the +120/+160 piece.

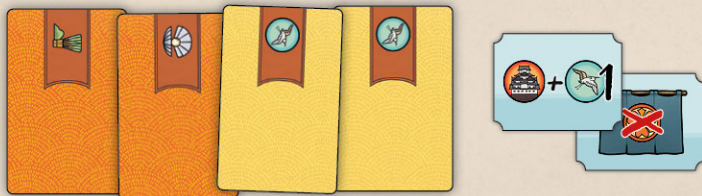
The scoring of the red player's Geishas would be as follows: 2 points for the Geisha at the Pond Overlook + 2 points for the Geisha on the first step + 12 points (as there are 3 Gardeners) + 8 points (there are 3 Courtiers in the Castle and 1 at the Gate).

THE TOKUGAWA CLAN'S VISIT – SOLITAIRE MODE

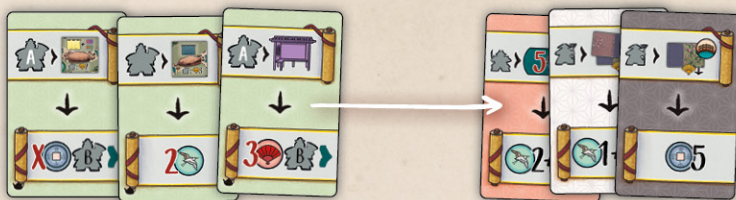
Changes in the Game Setup

When setting up the game, do so just as you would for the solitaire mode of the base game, but with the following changes:

1. Draw 2 Starting Resource cards, 2 Starting Action cards, and 2 Ceremony tiles (blue side up) and choose 1 of each.



2. Add the 3 new Solitaire cards to the other cards and shuffle them well.



Gameplay

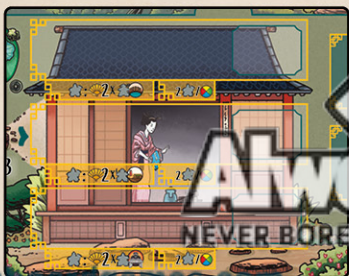
The solitaire game is played in the same way as for the base game, except that the expansion version also brings the Geisha pieces and green dice into play.

If the rival Clan has to lose money, points, and/or move back on the Passage of Time track and is not able to do so, it simply loses all that is possible, even if this amount is 0.

The Path of Tea



If a Geisha reaches this position and there are enough cards, discard the top Flower Arrangement or Calligraphy card of your choice from the board.



If a Geisha reaches the Tea House, choose the room that would grant her the most Clan Points at that moment. If there were several options, choose one of them.

Regardless, if it is not possible to perform any of the Geisha movement actions, the rival Clan will get points equal to the round of play, as usual.

The Solitaire Icons



- When placing a green die in the Tea Fields, first place the die in the space on the left, or if it is occupied, in the right space. If neither of them are available, move the die to the Well as usual.



- Move a Geisha from the supply to the Tea Garden entrance.
- In this order:
 - The rival Clan loses 3 Clan Points.
 - 1 of your rival's Geisha of your choice, but one that is different from the one placed in the previous step**, moves forward 1 step on the Path of Tea (you can choose the Pond Overlook if that is possible).



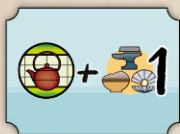
- Move a Geisha from the supply directly to the first space on the Path of Tea. As usual, eliminate 1 Flower Arrangement or Calligraphy card of your choosing.
- In this order:
 - The rival Clan loses all the coins it has accumulated up to that moment.
 - 1 of your rival's Geisha of your choice, but one that is different from the one placed in the previous step**, moves forward 1 step on the Path of Tea (you can choose the Pond Overlook if that is possible).



- Move a Geisha from the supply directly to the second space on the Path of Tea.
- The rival Clan moves back 2 spaces on the Passage of Time track. If this coincides with your position, leave your rival's marker on top.



Appendix: Ceremony Tiles



Perform the Geisha action and receive 1 Resource of your choice (that is not Chasen) in the order that you prefer.



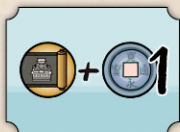
Get the rewards from 2 different Stone Garden cards, even without having Gardeners on them.



Perform the Courtier action and move your marker forward 1 space on the Passage of Time track, in the order that you prefer.



Gain the Lantern Rewards and 1 Daimyo Seal, in the order you prefer.



Perform an action with a **dark** background from any card in the **Castle** on the main board and receive 1 coin in the order that you prefer.



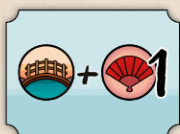
Receive the reward from 2 **light**-background actions from any (different) cards in the **Castle** on the main board.



Perform **1** of the 2 blue-background actions on the Training Yard tiles.



Gain both rewards visible on the yellow backgrounds of the Training Yard tiles.



Perform the Gardener action and gain 1 Clan Point.



Gain 4 Clan Points.



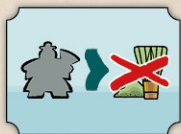
Appendix: Ceremony Tiles



Perform the Warrior action and gain 2 coins in the order that you prefer.



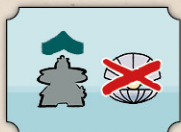
Gain 7 coins.



Move 1 of your Geishas that is already on the Path of Tea forward **1 single step** without paying any Chasen.



Carry out the Well action 2 times as though you had placed a die with a value of 1 there.



Perform the Courtier's "Social Climbing" action **for just 1 floor** without paying any Mother-of-Pearl.



Gain 4 Daimyo Seals.



Perform any action from any dice tile on the cards in the Castle on the main board.



Gain all 3 Water Lily rewards from the Pond 2 times.



Perform the **blue**-curtain action on a card from the Outskirts of Edo without paying a Daimyo Seal.



Gain both rewards visible on the yellow curtains of the Outskirts of Edo cards.

Always Board
NEVER BORED

Appendix: Malcha icons



Perform a Geisha action (see page 7).



Receive the 3 Water Lily rewards from the Pond. This icon does **not** allow you to perform the Pond Overlook action.



Gain this number of Chasen by moving your marker up (max. 7—any amount beyond this is ignored).



Perform a **dark-background** action from any card in the **Castle** on the main board.



Perform **both actions on 1 of the 2 cards** from the Outskirts of Himeji in the order of your choice.



Perform an action from the yellow curtain on one of the cards from the Outskirts of Himeji.



Perform an action on a **blue curtain** in the Outskirts of Himeji without paying a Daimyo Seal.



Perform the depicted action OR the Geisha action.

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Authors' acknowledgements

We wish to say thank you to everybody spread all over the world who has enjoyed, played, shared, and taught The White Castle, because without your enthusiasm, this expansion would not exist. We also want to thank our beloved testers, who are always so willing, since without them it would not have been possible to have this expansion full of whims, even though they had to bring them in through the two gates into the garden. And we wish to express our special appreciation to David, Joan, and Samu (Meeple Foundry) for once again making this very complicated job so much easier. It is a pleasure, an honor and a privilege to work with you.