TITLE	Fujisan
VERSION	1.0.1
DATE	17 January 2004
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PLAYERS	1
PLAYTIME	10 minutes
COMPONENTS	1 piecepack

SUMMARY

Four Shinto Priests have traveled from their various prefectures in pilgrimage to the top of Mount Fuji. You must find pathways for them to move up and down the mountain until they can all achieve the summit. Often, this will require you to guide them into positions from which they can assist each other.

SETUP

Place the tiles face down in the configuration shown below. The top two steps of the mountain are double-layered for aesthetic reasons only.
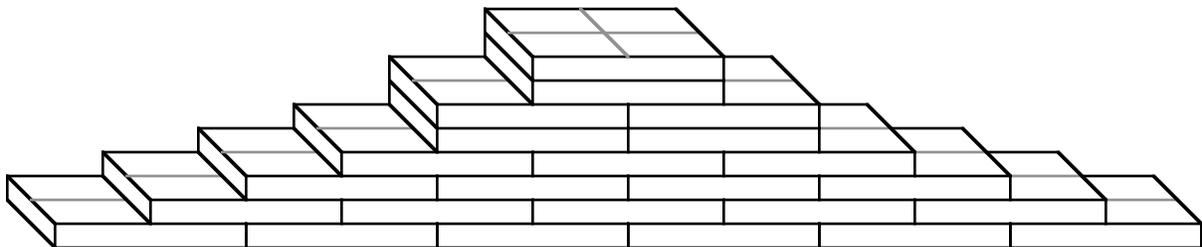
Shuffle all coins face down (so that the values are hidden). Turn one coin face up onto each space of the mountain thusly: place two sun coins on the rightmost step of the mountain, then moons on the next, then crowns, then arms, then suns, and so on up, then down the mountain.

Place a Priest (pawn) beside each space at both ends of the mountain.

If, after setup, there are no legal moves (see MOVING A PRIEST below), roll all four dice. Choose one of the dice and move the Priest whose suit matches that die the number of spaces shown on the die. If there are still no legal moves, foul weather prevents the ascent.

MOVING A PRIEST

1) A Priest may move onto a space if the coin's value matches the number of unoccupied spaces the Priest must move in a straight line to get there (including the destination space itself, but not including the space the Priest's starting space). For example, a Priest may move onto a space containing a value 4 coin if there are 3 unoccupied spaces between it and the Priest.

2) Occupied spaces (containing intervening Priests) are not counted when determining if a Priest may move onto a particular space. For example, a Priest may move onto a space containing a value 2 coin if there are 3 occupied spaces and one unoccupied space between it and the Priest.

3) A Priest may move freely between the spaces of any given step of the mountain; that is, a Priest may move back and forth in the same column. This is the only manner in which a Priest may move onto a space containing a null coin.

4) Once a Priest lands on the top tile of the mountain, he will refuse to leave it, but he can move back and forth (in the same column) or to and fro (between the two columns). Clarification: A Priest may pass over the top tile as part of a move.

5) A Priest must enter the mountain from his own starting row; that is, he cannot move back or forth while he remains on the ground.

GOAL

The Priests will be content when they all reach the top of the mountain.

VARIANT

Country Road: Once all four Priests have reached the summit, move the coins at the peak to the Priests' original setup positions at the two ends of the mountain and continue until all four Priests have left the mountain. Treat the spaces at the peak as nulls. Once a Priest leaves the mountain, he will not step back on.