Brave the Icy Peaks...

If one wanders up in the mountains high enough, they may be lucky to find House Yukimura before dying of hypothermia. The people of this place, both masters and villagers, are a hearty lot, but as full of mystery and perseverance as the land they come from. Here, the terrain is beautiful, frigid, and dangerous.

Yashima: Legend of the Icy Peaks is an expansion to Yashima: Legend of the Kami Masters (sold separately). This expansion adds masters Yuki and Mitsuo (and of course his monkey, Saru), the Yeti kami, and two new terrain tiles - giving you everything you need to add another player to the core game!

**COMPONENTS**

- (2) Double-sided terrain boards
- (4) Double-sided attack/move tokens
- (3) Slick Terrain tokens
- (27) Yeti kami battle cards
- (17) Mitsuo cards (10 battle, 5 tome, 1 helper, 1 avatar)
- (1) Mitsuo miniature
- (1) Saru miniature
- (1) SARU status token
- (17) Yuki cards (10 battle, 5 tome, 1 helper, 1 avatar)
- (1) Yuki miniature
- (12) FROST status tokens
- **New Statuses & Terrain**

**NON-LEGENDARY STATUS SET**

<table>
<thead>
<tr>
<th>Token</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Saru</strong></td>
<td>Only unoccupied non-solid spaces can gain SARU status. Mitsuo can have only one SARU status in play at a time. At the beginning of the game and whenever SARU status is removed, Mitsuo chooses a space adjacent to himself to gain SARU status. When Mitsuo takes a move action, he may remove SARU status from its current space to have a space up to 4 spaces away gain SARU status. At the end of every turn, masters adjacent to SARU status, excluding Mitsuo, must turn and face it.</td>
</tr>
<tr>
<td><strong>Frost</strong></td>
<td>A master or space cannot have more than one instance of FROST status. During the initiative step, a master with FROST status may pay 4 karma to remove FROST status. A master with FROST status is EXHAUSTED. A space with FROST status is deadly terrain in addition to its other types.</td>
</tr>
<tr>
<td><strong>Slick Terrain</strong></td>
<td>If you would end a move on or relocate to slick terrain, you must relocate to an adjacent unoccupied legal space.</td>
</tr>
<tr>
<td><strong>Tokens</strong></td>
<td>You may place these during setup to customize your boards.</td>
</tr>
</tbody>
</table>

**ICY PEAKS KEYWORDS**

See the core rulebook for info on existing keywords.

- **Chastise**: USE this card to remove all effects of an attack that targets your master. After that attack resolves, the attacker must LOSE that attack. The attack is treated as if it has no effect text. This card does not prevent the attack from dealing damage equal to its ATK value, but does prevent all ATK bonuses granted from effects. After resolving, the attacker must LOSE the attack. See “Defense Effect” in the core glossary for additional details.

- **Distraction**: Relocate SARU status adjacent to a master hit by this attack. You may relocate your SARU status to any unoccupied space that is adjacent to any master dealt one or more damage by this attack.

- **Endure**: This effect triggers when you LOSE this card from your battle deck. Endure is indicated by a special border on the card. Losing this card from your hand or karma pool will not trigger this effect. Like FATE, ENDURE is a keyword prefix that adds to the given keyword’s game text. Unlike FATE, this effect is optional.

- **Frostbite**: Each hit master and up to 2 unoccupied targeted spaces gain FROST status.

- **Icebreaker**: When you LOSE this card from your battle deck, prevent all further loss of life. You cannot HEAL this card. For example, if you were dealt 5 damage, and the second card you LOSE from your battle deck is an ICEBREAKER card, you would not take the remaining 3 damage. This card cannot be healed, but may return to your deck upon restoration. If a card with ICEBREAKER is on top of your discard pile when an effect would cause you to HEAL, you don’t instead.

- **Push**: Relocate each hit master up to two spaces in any direction. Relocate each hit master, in any order you choose, to any unoccupied legal space that is one or two spaces away from them.

- **Reflex**: This defense effect resolves before defenses without the REFLEX keyword. When resolving an attack, REFLEX defenses are resolved in turn order, and then non-REFLEX defenses are resolved in turn order. See “Defense Effect” in the core glossary for additional details.

- **Saru**: This attack originates from the space occupied by SARU status. On the attack pattern for this attack, treat the green space as the space occupied by SARU status and choose the direction of the attack. You cannot play this attack originating from Mitsuo.

- **Silence**: Each hit master must USE 2 cards from their karma pool. Masters with one card in their karma pool USE once instead.

- **Weaken**: Each targeted master must EXERT.
**Mitsuo**

Though blind, Mitsuo is stronger and younger than his appearance, so that his enemies may underestimate his wiry agility. Always an entertainer, he brings his shamisen to the fight. Wherever you find Mitsuo you will find Saru, his macaque companion. Much like his master, Saru’s appearance masks his mischievous nature.

Play Mitsuo and Saru if you want to control two miniatures at once, sending attacks and distractions at your foes from two different places!

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**Yuki**

Yuki appears on snowy nights as a tall, inhumanly beautiful woman with ice blue hair and blue lips. Perhaps because she prefers to fight under the cover of snowstorms, or maybe it’s an otherworldly power, but Yuki never leaves behind footprints. Her weapons are shards of ice used as throwing stars, and she can pull ice barriers to protect herself.

Play Yuki if you want to exhaust your foes and send them sliding into deadly terrain! Plus, Yuki’s icebreaker is a powerful defense. With Yuki, take Yashima by storm!

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**Yeti Kami**

The spirit of the Yeti is powerful, yet humble. From its time apart from the world, it would rather block and chastise foes before being incited into full assault. When the Yeti does attack, it uses its raw fury to overrun its foes. This attack is as massive as the Yeti’s size, with enough force to silence those who stand in its way.

- Abilities: SILENCE, OVERRUN
- Defense: CHASTISE, BLOCK
- Deck: 27
- Average Karma/Attack: 4/5

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**Credits**

Game Design: Joshua Sprung & Tony Gullotti
Additional Design and Development: Jeff Gracia & Shawn Hayden
Story Content: Julie Ahern
Editing and Proofreading: Joshua Sprung, Julie Ahern, Julia Wlochowski, Tony Gullotti
Art Director: Alex Lim
Game Illustration: Davie Chang (cover), Jared Blando (tiles), Julia Wlochowski (iconography), Rio Burton (tome art)
Card Illustration: Davie Chang, Donar John Boado, Evan S.N., Guszuclus, Roland Lucaci
Graphic Design: Alex Lim(concepts), Zachary Parkes(layout)
3d Sculptors: Kieran Russell and Jed Wahl
Play Testers: Geoffrey Burnham, Josh Vergiels, Matt White, Theresa Gracia
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