

1. Game Overview and Objective

The game is played over 3 rounds. Each round your goal is to score more points in the 7 battles that will be taking place.

At the start of each round, each player chooses the formation they will be using in the round, and places cards from their hand onto the chosen formation. Then, battles are fought according to the rules and the winner of the battle takes the cards that were used in each battle. Choose your card placement wisely to win more battles and score more points!

2. Game Setup

- Separate the Battle Cards by the color of their **BACK** side. There are 22 of each color.
- Each player takes either the Black or the White Battle Cards and shuffles their cards to form a deck.
- Determine the first player by using any method you like.
That player takes the First Player Card and places it in front of them.
- Each player chooses a Formation Card type they want to use in this game. There are 3 types (Sword, Shield, and Bow) and 6 cards per type. The second player (the player that is not the first player) chooses first.
- Each player takes 2 Blank Cards. If you choose the Bow type, take 3 Blank Cards instead.

Player A (First Player)



Black Battle Cards:
22 cards in a deck



Sword type Formation Cards:
6 cards



Blank Cards: 2 cards
(Use the side with the same color as your Battle Cards.)

Player B (Second Player)



White Battle Cards:
22 cards in a deck



Shield type Formation Cards:
6 cards



Blank Cards: 2 cards
(Use the side with the same color as your Battle Cards.)

3. Round Flow

- Each round consists of 3 phases, which are: Formation -> Combat -> Scoring

4. Formation ⇒ 5. Combat (7 battles) ⇒ 6. Scoring

- First, each player forms their army ⇒ **4. Formation Phase**
- Then battles are fought by following the rules. Cards are chosen and the winner of each battle is determined. ⇒ **5. Combat Phase**
- The winner of each battle takes the cards that were used, and they are used in scoring.
- After 7 battles, your score is determined by summing up the cards you won in each battle. ⇒ **6. Scoring Phase**

4. Formation Phase

4-1. Preparation

- ① Draw cards from your deck until you have 7 cards in your hand.



- ③ Formation Card has several icons denoting a special area. Please see below for their meanings.

A. Blank Card



Place a Blank Card.

B. Reveal the top card




Reveal the top card from your deck

C. Special Effects Markers (details are explained later)

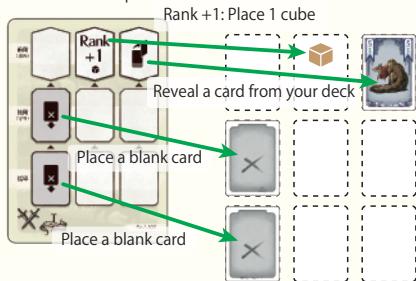


Place a cube as indicated by the rank



- ② Choose a Formation Card matching the current round. For example, if this is the first round, choose a card with  icon.

[Example] Note that there are 3 rows and 3 columns, for a total of 9 spaces



4. Formation Phase

4-2. Place your Battle Cards (Vanguard and Rearguard)

Each player places a card from their hand **face-down** to each open space in the Vanguard (front) and the Rearguard (middle) rows.

4-3. Reveal Battle Cards

After both players have finished placing the cards, reveal all face-down cards placed in 4-2.

4-4. Place your Battle Cards (Reinforcement)

Each player places a card from their hand **face-down** to each open space in the Reinforcement (back) row. (Cards placed here will remain face-down until they advance in the Combat Phase)

There will be 1 card left in your hand. You will use it in the next round so keep it hidden and away from the placed cards.

Note: You may peek at the cards you placed at any time.

4-2. Place your Battle Cards (Vanguard and Rearguard)



4-3. Reveal Battle Cards



4-4. Place your Battle Cards (Reinforcement)



Note: Cards placed in Reinforcement row will remain face-down.

5. Combat Phase

- Seven battles are fought in each round.
- The card you choose depends on if you are **Offense** or **Defense**.
- Player with the First Player Card starts as Offense.
- **Offense and Defense roles switch after each battle.**

! Combat phase rules may be confusing with just reading the text. There are examples on the next page.

5-1. Card selection (Offense)

- Choose any card from your Vanguard.
- Choose a card from Rearguard if you have no Vanguard cards.

5-2. Card Selection (Defense)

- Choose a card from your Rearguard. However, **there is a restriction**.

[Restriction] You must choose a card of the same color as the offensive player's card.

(You may choose a different color only if you don't have a card of that color.)

- If you have no Rearguard cards, then choose a card from your Vanguard following the same restriction.

5-3. Determine the winner

- Compare the two cards that were chosen. The winner is determined by:

① **Color chosen by the offensive player** ② **Higher rank**

[Exception] Rank 0 always wins against Rank 12, ignoring the color.

- The winner takes **both chosen cards**.
- In a tie (same color and same rank) each player takes their chosen card.
- Keep the taken cards face down. You may not look at them until the Scoring phase.

5-4. Preparing for the next battle

- **The offensive player in this battle becomes the defensive player in the next battle, and vice-versa.**
- There is now an empty space in your formation. If there is a card placed behind the empty space, then advance the card forward towards the Vanguard.
- When you advance a card from Reinforcement, flip it face up.

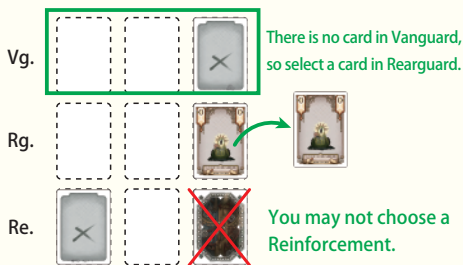
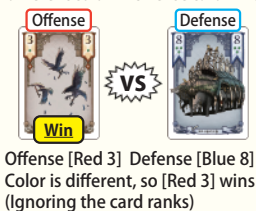
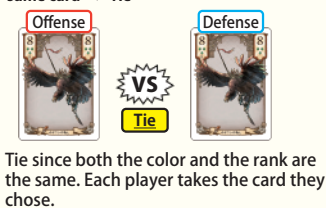
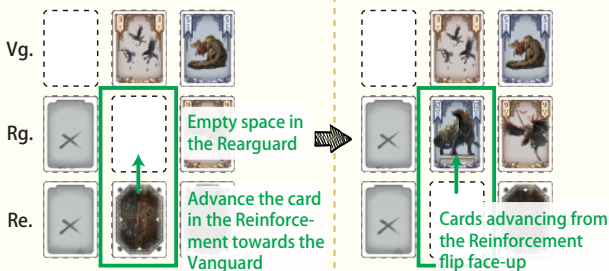
[Note ①] Blank Card does not move. They stay where they started.

[Note ②] If there is a Blank Card in the Rearguard, then advance the Reinforcement card directly to Vanguard.



Offense player chooses a card from this row.

Defense player chooses a card from this row.

5-1. Card Selection (Offense): No cards in Vanguard**5-2. Card Selection (Defense): No cards in Rearguard****5-2 Card Selection (Defense): Example****The Rearguard has the same color card.****The Rearguard does not have the same color card****5-3. Examples of determining the winner****Ex ①: Offense and Defense chose the same color ⇒ Higher ranked card wins****Ex ②: Offense and Defense chose a different color ⇒ Offense card wins****Ex ③: 12 and 0 were chosen ⇒ 0 Wins (regardless of the color)****Ex ④: Offense and Defense chose the same card ⇒ Tie****5-4. Preparing for the next battle**

6. Round End and Scoring

- Your score for the round is calculated after 7 battles.
- Your score is the sum of **Achievements (green dots under the card ranks)** of the cards you took this round.
- Note your score somewhere and get ready for the next round.
- Cards used in this round are not used in the subsequent rounds. Place them face down and set them away.



Rank 9 card has 3 green dots, so it's 3 Achievements

[Achievements by ranks]	
Rank	Achievements
0	0
1, 2, 3, 4	1
5, 6, 7	2
8, 9, 12	3

[Note ①] You can check the score at any time during the game.

[Note ②] You cannot peek at the cards you scored once you calculate your score for the rest of the game.

7. Preparing for the next round

- **Give the First Player Card to the other player.**
- Continue to the next round starting with 4. Formation Phase.
Note that the 1 extra card you had in the previous round starts in your hand.
(Therefore, you will only draw 6 cards in the subsequent rounds)
- Be careful not to mix your deck with the cards you took in the previous round.

8. End of the game

- **The game is over after completing 3 rounds.** The player with the highest score wins.
- In a tie, the player who started the game as the second player wins.

9. Special effects

- **All special effects affect the space, not the card.** Thus, the special effect does not move with the card.
- The special effects stay with the space **even after the card is used.**
If another card advances into that space, the new card has that special effect again.

◆ **Rank +1** ⇒ **Place 1 cube on the space**

The card on this space **increases its rank by 1**.

◆ **Rank +2** ⇒ **Place 2 cubes on the space**

The card on this space **increases its rank by 2**.

[Note] Even if [0] or [12] cards' ranks change with Rank +1 or Rank +2 effect, the exception rule still applies. For example, a [Blue 12] with Rank +2 effect which becomes [Blue 14] will still lose to [Red 0].

◆ **Wild** ⇒ **Place 1 disc on the space**

The card on this space **can be played as any color (Red or Blue)**.

You can ignore the restriction of following the color as a Defense since you can consider this card to be of the other color.

◆ **2 Cards** ⇒ **No special effects marker**

Place 2 cards in this space when placing cards into your formation.

Choose one card when advancing a card from this space.

[Note] You may peek at your card at anytime

Example: If a Rearguard space has Rank +1



If you choose the Blue 9 card in Rearguard, then it is treated as Blue 10 when determining the winner.



If the Blue 9 card advances to Vanguard, then it loses that effect.



However, the card advancing from Reinforcement gets the Rank +1 effect.

! Tips:

In this world where strongholds don't exist, it's easier to attack than to defend.

In a battle, **the Offense has an advantage** as the Defense must choose the card of the same color. Plan your round and try to win your opponent's higher ranked cards with your lower ranked cards. Sometimes it is important to lose a battle to win the later battles.