



[Forewords] We have corrections and additional explanations to the rules on our official website. Please check our website before playing the game. Scan for access ⇒

TOC
1. Story
2. Components
3. Overview and Objective
4. Game Setup
5. Round Flow
6. Formation Phase
7. Combat Phase
8. Round End and Scoring
9. Preparing for the next round
10. End of the game
11. Special effects
12. FAQ

1. Story
On a planet similar to Earth, an invisible poison was ravaging the world. The invisible poison killed many animals, but it also gave miracles to some species. Within these species eventually evolved intelligence, and these intellectual beings started to form treaties instead of killing and eating the other species. As time passed they formed city-states but with many of them forming came conflicts against each other. This is the story of a battle between two mighty nations...

2. Components (69 cards, 9 wooden tokens, 2 rulebooks)

•44 Battle Cards
Face 22 types ⇒ 11 Wolf cards
11 Raptor cards
Back 2 types: Black and White

•18 Formation Cards
6 Swords
6 Shields
6 Bows
•1 First Player Card
Face: Japanese Back: English

•5 Blank Cards
Face: Black Back: White

•2 types of wooden tokens
- 7 cubes
- 2 discs

•2 rulebooks
Abridge rulebook: Short concise version of the rulebook. Read this if you can't wait to get started.
Detailed rulebook: The rulebook you are currently reading. Read this if you want to learn every detail of the game.

•1 Info card about the illustrator
Just an ad. Not used in the game.

3. 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 chosen in each battle. Choose your card placement wisely to win more battles and score more points!

4. 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 chose the Bow type, take 3 Blank Cards instead.

Ex. ①: After game setup
Player A (First Player)
First Player Card
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.)

5. Round Flow
Each round consists of 3 phases, which are: Formation ⇒ Combat ⇒ Scoring

- First, each player forms their army ⇒ 6. Formation Phase
- Then battles are fought by following the rules. Cards are chosen and the winner of each battle is determined.
- The winner of each battle takes the cards that were chosen. Taken cards are used in scoring. ⇒ 7. Combat Phase
- After 7 battles, your score is determined by summing up the cards you won in each battle. ⇒ 8. Scoring Phase

[1 round consists of]
6. Formation ⇒ 7. Combat (7 battles) ⇒ 8. Scoring
The game is played by repeating these phases.

6. Formation Phase
You will choose your Formation to use in this round, and place Battle Cards and Special Effects Markers in the appropriate spaces. Each Formation has 3 rows and 3 columns, for a total of 9 spaces. In general, each space may only have 1 Battle Card*. *It is possible to place 2 cards with a Special Effect.

6-1. Preparation
① Draw cards from your deck until you have 7 cards in your hand.
Deck → Hand: 7 cards
② Choose 1 of the 2 cards with the round marker matching the current round.
Round 1: [Card] Round 2: [Card] Round 3: [Card]
Reveal the chosen Formation Card at the same time.

Ex. ②: Preparation
Rank +1: Place 1 cube
Rank +1: Reveal a card from your deck
Place a blank card
Place a blank card
Rank +1: Place a cube as indicated by the rank
Wild: Place 1 disc
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)

6-2. Place your Battle Cards (Vanguard and Rearguard)

Your formation is divided into 3 rows, Vanguard, Rearguard, and Reinforcements, as shown in right. First, each player **places a card onto each open space in Vanguard and Rearguard**. Place a card **face-down** from your hand.

Vanguard (Vg.)	
Rearguard (Rg.)	
Reinforcements (Re.)	

6-3. Reveal Battle Cards (Vanguard and Rearguard)

After both players have finished placing the cards onto their **Vanguard and Rearguard spaces, reveal all face-down cards** placed in 6-2.

6-4. Place your Battle Cards (Reinforcements)

Next, you will place your cards onto your **Reinforcements row**. Each player places a card from their hand face-down to each open space in the Reinforcements row. These cards will **remain face-down and will not be revealed at this time**.

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.

Ex.③: Place your Battle Cards

[6-2. Place your Battle Cards (Vg. and Rg.)]



Place a card face-down to each open space in Vanguard and Rearguard

[6-3. Reveal Battle Cards (Vg. and Rg.)]



Once both players finish, reveal all face-down cards.

[6-4. Place your Battle Cards (Re.)]



Place a card face-down to each open space in Reinforcements. They will remain face-down.

7. Combat Phase

You will choose a card to play in a battle from your Formation.

The winner of the battle takes both chosen cards. There are some rules on which card you can choose, so predict your opponent's move and win as many battles as you can.

- 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.

7-1. Card Selection (Offense)

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

7-2. 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.



Ex.④: Card Selection

7-3. 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. (Not even the cards you took)

⚠ Tips:

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.

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

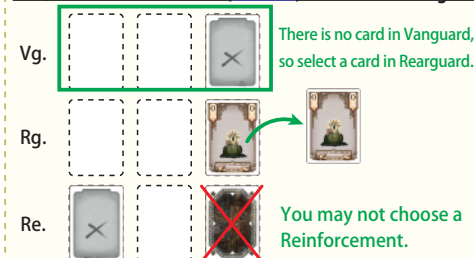
7-4. Preparing for the next battle

- 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.

Ex.⑤: 7-1. Card Selection (Offense): No cards in Vanguard



Ex.⑥: 7-2. Card Selection (Defense): No cards in Rearguard



Ex.⑦: 7-2. Card Selection (Defense): Example



Ex. ⑧: Four examples of determining the winner

Ex. 1: Offense and Defense chose the same color
⇒ Higher ranked card wins



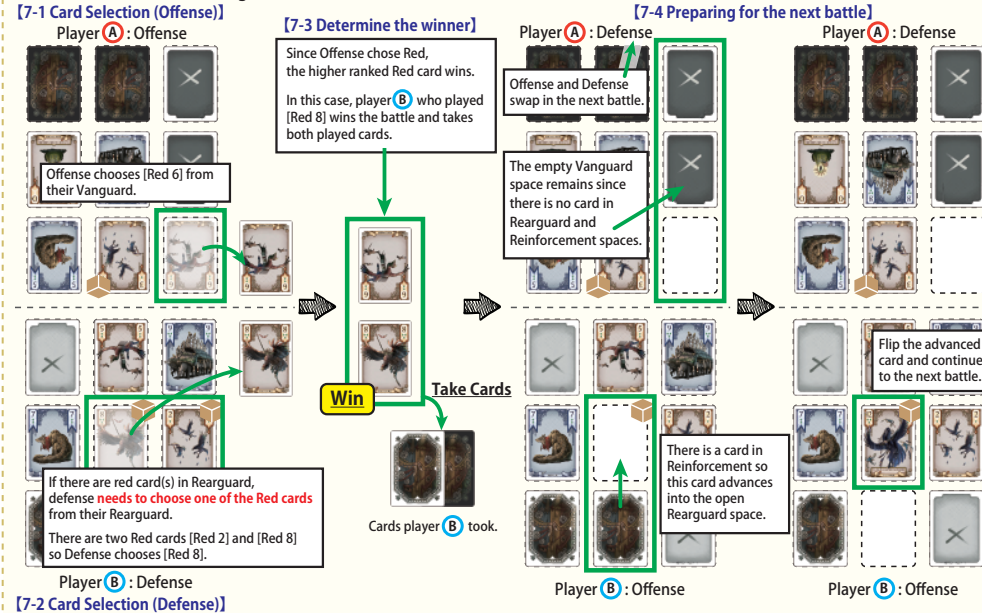
Offense [Red 3] Defense [Red 8]
The color is the same, so [Red 8] wins.
⇒ Player (B) takes [Red 3] and [Red 8].

Ex. 3: Offense and Defense chose the same card
⇒ Tie

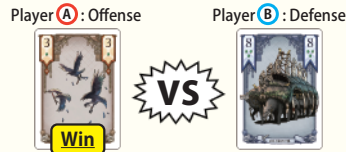


Offense [Red 8] Defense [Red 8]
Tie since both the color and the rank are the same.
Each player takes the card they chose.
⇒ Player (A) and Player (B) each take their own [Red 8].

Ex. ⑨: Card movement during a battle



Ex. 2: Offense and Defense chose a different color
⇒ Offense card wins



Offense [Red 3] Defense [Blue 8]
Color is different, so [Red 3] wins. (Ignoring the card ranks)
⇒ Player (A) takes [Red 3] and [Blue 8].

Ex. 4: 12 and 0 were chosen
⇒ 0 Wins (regardless of the color)



Offense [Blue 12] Defense [Red 0]
The exception applies and Red 0 wins.
(Ignoring the card color and ranks)
⇒ Player (B) takes [Blue 12] and [Red 0].

8. 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.

9. 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)
- Cards you used in this round are not used in the subsequent rounds. Do not mix your deck with the cards you took.

[Note] Number of cards in your deck at the start of each round. Round 1: 22 cards Round 2: 14 cards Round 3: 7 cards.
After placing the cards in round 3, you should have no cards left in your deck.

10. 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.
- ※ For a perfectly symmetric game, play 2 games and compare the total score.
In this case, the first game's Second Player should be the second game's First Player. (In a tie, both players win.)

11. 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

Ex. ⑩: 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.

Ex. ①: Examples of special effects

Special effects ex ①: [Rank +1] [Rank +2]

Player (A) : Offense

Player (B) : Defense

Player (A) : Offense

Player (B) : Defense

Offense [Blue 8] and [Rank +2] => Strength of [Blue 10]
Defense [Blue 9] and [Rank +1] => Strength of [Blue 10]
Tie because both color and rank are the same.

Player (A)'s Rearguard is a Blank Card.
So the Reinforcement card advances to Vanguard and flips face-up.

The new card is [Blue 12] and the special effect still remains,
so it has a strength of [Blue 14]

Special effects ex ②: [Wild] [2 cards]

Player (A) : Offense

Player (B) : Defense

Player (A) chose [Blue 4] as an Offense.

Player (A) chose [Blue 4] as an Offense.
Player (B) has [Red 5] and [Red 2] in Rearguard.

Since there is no Blue card, Player B can choose either card.
Choices are:
(1) Play [Red 5] as [Blue 5] using the effect of the [Wild]
(2) Play [Red 2] or [Red 5] as [Red 5]
You do not need to use the [Wild] effect to force [Red 5] to be a [Blue 5].
It is up to you to keep or change the color using the [Wild] effect.

If (1)
Used the special effect to change [Red 5] to [Blue 5]
Offense: [Blue 4]
Defense: [Blue 5]
Player (B) (Defense) wins and takes both cards.

If (2)
Offense: [Blue 4]
Defense: [Red 2]
Player (A) (Offense) wins and takes both cards.

Special effects ex ②: [Wild] [2 cards] continued

If you choose [Red 5], then the Reinforcement space has a [2 Cards] effect.

You can choose to advance either of the cards.

You choose [Blue 1] card and advance to Rearguard.
This card now has the [Wild] effect.

12. FAQ

- Q1 : When choosing a card in 7. Combat Phase, can you choose a card in your hand?
A1 : No. You must choose a card placed in your Formation. Choose a Vanguard or a Rearguard card based on your role.
- Q2 : If you choose a card from the Vanguard as a Defense, can you still win the battle?
A2 : Yes, if you meet the win condition. The result of a battle doesn't change where you played the card from.
- Q3 : If a Rearguard is a Blank Card, do you advance your Reinforcement card to Vanguard or Rearguard?
A3 : Advance to Vanguard. Blank Card will never move and will never have a card in its space.
- Q4 : Does Rank 12 become Rank 13 or 14 with Rank +1 or Rank +2 special effects?
A4 : Yes. Although there is only a card up to Rank 12, the maximum rank is not 12.
- Q5 : If you take a card that had the effect of Rank +1 or Rank +2, do you score more points during scoring?
A5 : No, you score based on the card's Achievements. For example, even if a [Blue 7] becomes a [Blue 8] with [Rank +1] effect, the card's Achievements remain at 2 (green dots) so you only score 2 points.

Postface/Credits

This game is a remake of "Jin-Kei Trick" released in 2021. I believe the amazing illustrations from 動物文明史研究会 and fantastic UI design by Tori Hasegawa make this a great game that is easy to pick up and play. I got my inspiration for this game design from Sean Ross's Vidrasso, and I'd like to take this moment to say thank you.

And, as usual, I ask one thing from the veteran gamers. Please don't tell another player "this is the best move in this situation!"

I strongly believe that being able to "find" the best move by yourself is one of the "fun" in playing a game.
(Of course, how you enjoy a game is up to you and shouldn't be forced by others)

I believe this game has a unique system that you don't see often in other games. Please enjoy the game and aha moments!

Good Luck and Have Fun!!

First Edition: 2022, April 23th

[Special Thanks]

All the players who played prototype with me.
Sean, Ayako, Yupika, Hanibal, 無二得, Rustycan, Wangli, 脳筋、かゆかゆ

And more than anything, all the players who enjoy this game!

Illustration: 動物文明史研究会

Graphic Design: Tori Hasegawa (長谷川登鯉)

Game Design: Fukutarou (福夕郎) Publisher: Fukuroudou (梟老堂)

English Rulebook Translator: Dan Kobayashi (Ninja Star Games)

Please check our website before playing the game for the most updated rules and errata.

Also please send us your questions and comments. We love hearing from you!

Website : <http://fukuroudou.info>

Twitter : @Fukuroudou_8

Copyright ©2022 FUKUROU-DOU All rights reserved.