



RULE BOOK

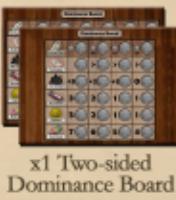
It is said that the one who capture and tame all Tailed Beast will be able to create the ultimate weapon, and with it have the power to control all the nations.

Right now, all Tailed Beast are roaming the lands, vulnerable to any attack. It is important that their powers do not fall into the wrong hands. You summon all Shinobies from your Clan, taking on the challenge of capturing them all. But you are not the only one with this vision in mind. Several others have gathered their Clans, ready to fight any threat to world peace.

.Components



x1 Two-sided playing map



x1 Two-sided Dominance Board



x20 Clan Cards for each Clan



x100 Ally Rare



x224 Actions



x20 two-sided Clan Specialties for each Clan



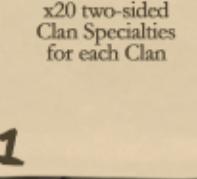
x100 Ally Epic



x100 Events



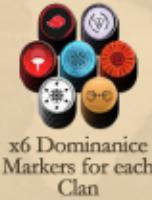
x100 Ally Legendary



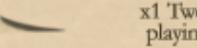
x18 Tailed Beast Spawner Cards



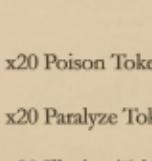
x10 Field Markers for each Clan



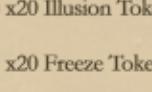
x6 Dominance Markers for each Clan



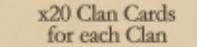
x50 Coins



x20 Poison Tokens



x20 Paralyze Tokens



x20 Illusion Tokens



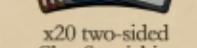
x20 Freeze Tokens



x20 Chain Tokens

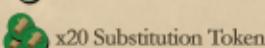


x20 Substitution Tokens



Units for each Clan:

- x10 Boats
- x10 Chunins
- x7 Jounins
- x4 Kages



x3 Two-sided Rule Cards for each Clan



Two set of 10 Tailed Beasts

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GAME SETUP

1. Draw for Clans

- Each player will play as one of seven Clans. Each Clan is unique and has different strengths and weaknesses. They have its own Capital on the map and focuses on specific segments of the game.
- Distribute Clan Components to the players. Each Clan includes 20 *Clan Cards*, 10 *Clan Specialty Cards*, 10 Boats, 10 *Chunins*, 7 *Jounins*, 4 *Kages*, 6 *Dominance Markers*, 8 *Field Markers*, 3 *Rule Cards* and addition components regarding their Clan Specialties.



2. Setup Dominance Board

- The "Dominance Board" has a fixed setup to make an even start for the players.
- Place chosen Clan Tokens on each "Dominance Track", as shown on the picture.
- Then push the tokens to the left to remove any gap in between them.



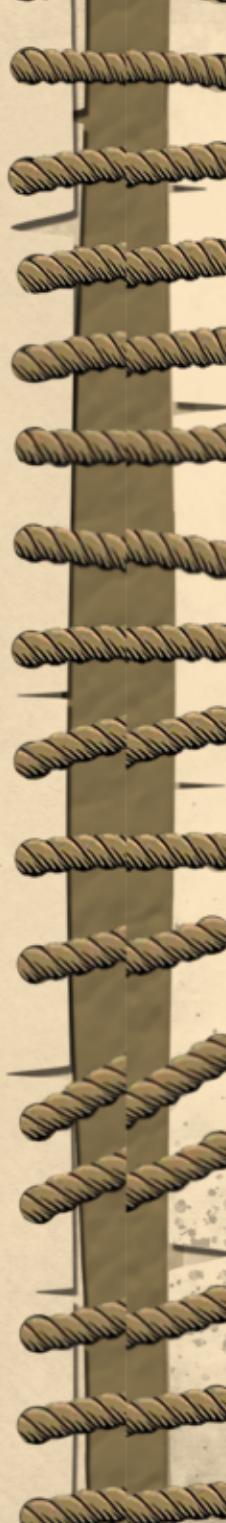
3. Setup The Shop

- Sort all "Action Cards" and place them on the Table.
- Shuffle the "Hidden Action Deck" and place it on the Table.



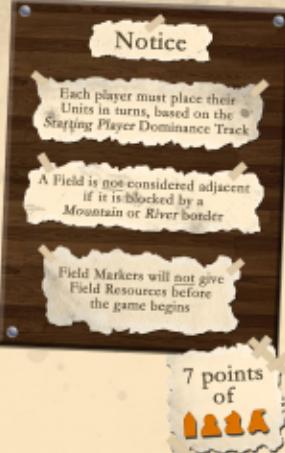
4. Place Tailed Beasts onto the Map

- Take 1 of each Tailed Beast (1 to 9). Then take the remainder from the Main Supply, at random. You may choose stronger Tailed Beasts for a more challenging game.
- Place 1 Tailed Beast in each Capital not active for this Game. The rest are places in Land Fields determined by the Spawner Deck. Shuffle the deck and draw cards until you've placed all chosen Tailed Beasts.
- Number of Tailed Beast to place:
 - 2 players: 9 Tailed Beasts
 - 3 players: 13 Tailed Beasts
 - 4 players: 17 Tailed Beasts



5. Place Units onto the map

- Place 7 points of Units onto the map. Each Unit costs the number of points as their Tier level.
- Place 1 Unit in the Capital, 1 Unit in an adjacent Land or Water Field, and 1 Unit in an adjacent Field to any of those Fields. All players must place at least 1 Boat.
- Use the remaining points in the 3 controlled Fieds.



6. Select Clan Specialty

- Each player chooses 1 *Clan Specialty* that will stay active throughout the game.
- Each *Clan Specialty* has 2 options on either side of the card: Passive and Action. Choose only one!
 - Passive is weaker, but always stays active.
 - Action is stronger, but requires buying of an *Specialty Action* from the Shop to be played.



7. Setup Player Area

- Each player shuffles its 20 *Clan Cards* and draws 4 up to their Hands.
- Place the 16 remaining *Clan Cards* with the front down on the Table, making up the players' Draw Pile.
- Make room for a *Discard Pile* and a spot for the *Clan Specialty*.
- Give each player 5 Coins.

8. Start the Game

- Make sure all players have set up their components.
- Start the game by entering the *Setup Phase* of the first round.

6 WINNING THE GAME

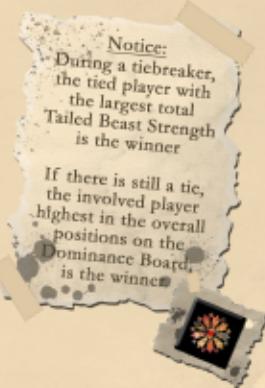
Win Condition:

The player with the most captured Tailed Beasts at the end of 4 Rounds, wins the game.

How to capture a Tailed Beast:

1. Win a War against them on the map
2. Attack another player and win the War

For more information about Wars, see page 15 and 16.



Notice:
During a tiebreaker,
the tied player with
the largest total
Tailed Beast Strength
is the winner

If there is still a tie,
the involved player
highest in the overall
positions on the
Dominance Board,
is the winner.

6 GAME PHASES

Each Game consists of 4 Rounds.
One Round has 3 Phases.

1. Setup Phase

During the *Setup Phase*, the players prepare for the Round

1. Remove all components that expired at the end of the previous Round
2. Raise Prone Units
3. Reshuffle the *Hidden Action Deck*
4. Set the new Starting Order on the *Dominance Track*
5. Each player receive 1 *Field Marker* and Resources from them on the map
6. Draw an *Event Card*

2. Shop Phase

During the *Shop Phase* the players use their Coins to buy Actions

1. Pay off *Illusion Tokens* with 1 Coin for each Token. If a player cannot pay, remove the excess
2. Receive Coins. Starting with the player having the lowest amount of Coins, give out 4, 3, 2 and 1 Coin. If any players has the same amount of Coins, both receive the higher amount
3. In turn, buy Actions from the Shop. Each player can only buy 1 Action per turn. Turn order is determined by the *Starting Player Dominance Track*, starting from the weakest to strongest (right to the left)

3. Action Phase

In the *Action Phase*, all players play their Actions, in turn.

1. The turn order is determined by the *Starting Player Dominance Track*
2. A player can only play 1 Action on its turn
3. After an Action has been played, return it to the Shop
4. A *Reaction* may be played on other players' turn, as described on each card
5. When a player either cannot play Actions or want to stop, it passes. When all players have passed, the round ends. A passed player can still play *Reactions*
6. After all players have Passed, resolve the players' *Poison Tokens*

6 THE WORLD MAP

The World Map consists of 61 Land Field and 32 Water Fields that players can move Units into, taking control over them.

Crossing Borders

Land Fields are separated by white borders, while Water Fields are separated by light blue borders.

Shinobies may cross borders on land, while Boats may cross borders on the water.

Some of the borders contain Mountains (Black Lines) or Rivers (Blue lines). These lines cannot be crossed by Units if not specified by the game.



Field Unit Limit

Each Field can only populate up to 10 points of Units. Make sure that both placement and movements of Units don't exceed this limit.



Edge of the Map

On the edge of the map, Water Fields contain letters A to E.

Water Fields with the same letters lie adjacent to each other, making Boats able to move from one edge of the map to the other.

Field Resources

On Land Fields, four symbols may appear:

- Shield-symbols show the different Clan's Capital and where this Clan starts the game from.
- Coin symbols let players receive Coins when taking control over this Field. The amount of Coins received are determined by the player's placement on the *Payday Dominance Track*.
- Hot Spring symbols let players place Units onto the Board when taking control over this Field. The points of Units placed are determined by the player's placement on the *Recruitment Dominance Track*.
- Dominance-symbol let players move Up 1 spot in any Dominance Track when taking control over this Field.



UNITS

Each player has 4 different types of Units. Shinobies are Units that move on Land Field, while Boats move on Water Fields.

Placing Units onto the Board

Each Unit has a cost equal to their Strength. When receiving Points, use them to recruit Units of any type, as long as they can be placed in controlled Fields without exceeding the Field's point limit of 10p.

When no points are set, recruit a displayed Unit. If all Units of the displayed type are placed on the map, no further can be placed.

A player can only recruit Units onto Fields it already controls.

- An exception is when a player doesn't have any of either Shinobies or Boats. In this case, the player is allowed to place a Unit in an opposite adjacent Field to what it controls, as long as it isn't controlled by any other player.
- If a player doesn't have any Units on the map at all, it must place its Units into its Capital. If another player controls this Field, they must Retreat to an available adjacent Field. If this isn't possible, this player loses the Units and must return them to its Supply.

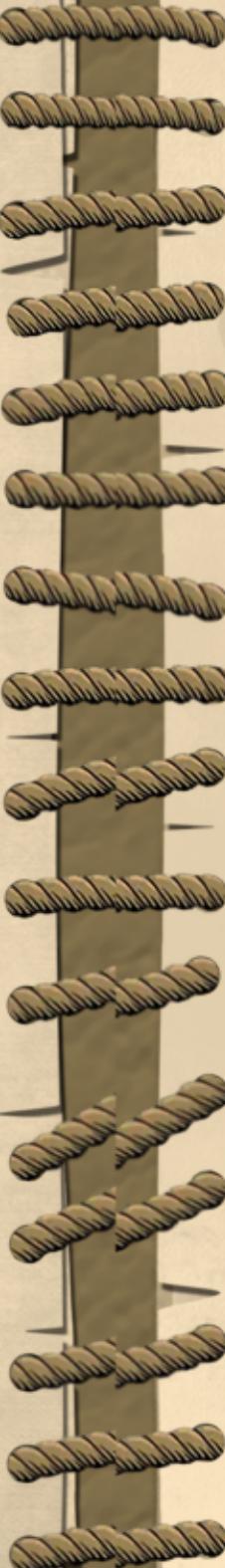


Movement

Units are moved by playing the *Travel Action* on a players' Turn. The *Travel Action* focuses on the Field where the movement takes place, not the Units itself.

You can move in 2 ways: into a Field or from a Field.

- When moving into a Field, the players may move all its Units in available adjacent Fields into the Field in focus.
 - When moving from a Field, the players may move all Units into available adjacent Fields from the Field in focus.
 - The players may move all Units to the same Field, split them up into several Fields, and/or leave some behind.
1. When a Boat moves, it can move up to 2 spaces on Water Fields with the use of only one *Travel Action*.
 2. Shinobies can only move 1 space on Land Fields. But, they can move across the water using Boats as bridges to reach the other side, without any additional cost.



Initiate a War:

If a player wants to move Units into a Field controlled by another player, it must play the *War Reaction* together with its *Travel Action* to trigger a War against this player. A player may play several *War Reactions* on the same *Travel Action* if splitting its Units.

War Reaction only needs to be played if the controlled Field contains Units. If there is only a Field marker present, remove it and take control over the Field as when using a normal *Travel Action*.



Retreat and Prone Units:

If a player loses a War, its Units must Retreat and become Prone (put on the side).

In a Prone state, Units cannot participate in Wars. If attacked, Prone Units must Retreat without engaging in the War. Prone Units are raised during the *Setup Phase*.

If the attacking player Retreats, its Units must be moved back to the Field they came from. The defending player can choose any available adjacent Field to Retreat to.

Discard Units:

When Discarding Units from the map, they are removed from the map and placed back into the players' Supply. When discarding Units after a War, remove them from the Field where the War takes place. If outside a War, if nothing else is specified, the Units can be removed from anywhere on the map.

When Trashing Units from the map, they are removed from the game and don't go back to the players' Supply.

Notice:
Units cannot be combined or separated, leaving them as they are on the map.

Notice:
Mountain and River borders cannot be moved through, even if the Fields are adjacent to each other.



• TAILED BEASTS •

Tailed Beast is the main objective of the game. The player with the most Tailed Beast at the end of the game is the winner. It is crucial for the players to figure out when to capture Tailed Beast and when to focus on other aspects of the game, to not become the main target of the group or not getting too far behind the others.

Placement:

There are 10 different Tailed Beast, each with a Strength of 1 to 10. The Tailed Beast with a Strength of 10 count as 2 Tailed Beasts when counting for a Winner.

At the start of the game, Tailed Beast tiles are placed onto Land Fields by drawing for spots using the Tailed Beast Spawner Deck. When a Tailed Beast is in a Field, it blocks this Field from being controlled by players. Tailed Beast cannot move into Water Fields.

It may happen that new Tailed Beast enters play. Then use the remaining cards from the Tailed Beast Spawner Deck to prevent 2 Tailed Beasts of spawning on the same Land Field.



Capture Tailed Beasts:

For Tailed Beast to be removed from the map, they must be captured by the players. To capture a Tailed Beast, a player needs to initiate a War against it on the map, using an *Travel Action* and a *War Reaction*, the same way as attacking another player. You can read about Wars against Tailed Beast in Wars on page 16.

Once Captured, Tailed Beast may be overtaken by other players through Wars against each other. If the attacking player wins a War against another player, it will receive one of the Tailed Beasts from this player (of the owner's choice).



Chained Tailed Beast:

Once Captured, Tailed Beasts may become Chained if the player receives a *Chain Effect Token*. A Chained Tailed Beast is considered not captured, and stays in the players' Supply until it's Unchained or given away.

The owner can Unchain a Tailed Beast by winning a War against it from any controlled Field on the map, using a *War Reaction*.



• ACTION CARDS •

Action cards are used by the players to perform actions in the Action Phase

General:

There are 2 types of Action Cards: *Actions* and *Reactions*.

- Actions are played on a player's Turn
- Reactions are played as a response to Action Cards (read the description on the Reaction Card to see when it can be played).

After an Action Card has been played, return it to the Shop.

In the Action Phase, when players don't have any more Actions or don't want to play any more of them, they can Pass their Turns. After all players have Passed, the Action Phase ends.



Notice:
Once Passed, players cannot play any more Actions on their Turns, but they can still play Reactions



The Shop:

The Shop consists of 15 different Action Cards: 5 Actions, 7 Reactions, 2 Action/Reaction and 1 Special Action.

Each Action Card has a Coin cost displayed on them. In the Shop Phase, players can buy cards by spending their acquired Coins.

Each card type has 5 copies of itself. Once the cards are bought, there isn't any other way of receiving more of them until they have been returned to the Shop.

The Specialty Action are based on the *Clan Specialty* chosen by each player. The cost of the Action is displayed on the *Clan Specialty* card itself.

For more information about how the Shop is set up and used, see Game Phases on page 5.



Hidden Actions:

Included in the Shop, a deck of Action Cards, named the *Hidden Action Deck*, are placed. This Deck includes 2 copies of all cards available in the Shop, together with 2 copies of 20 new cards.

A *Hidden Action* card cost 1 Coin to buy.

After use, *Hidden Action* cards are placed in a Discard Pile. In the Setup Phase, this pile are shuffled together with the ones in the Shop.

Each *Hidden Action* card has Stars displayed instead of Coins, giving away their value and an easy way to sort them after use.



螺旋 BATTLE CARDS 螺旋

Battle Cards make up the core of the game, where players are using them in Wars against Tailed Beasts and each other.

Clan Cards:

Each Clan has 20 unique Battle Cards (Clan Cards) which display different members from this Clan. Each Clan focuses on different aspects of the game with different strengths and weaknesses, giving each Clan a unique gameplay experience.

When players have 0 *Clan Cards* left in their Hands, they immediately draw *Clan Cards* from their Draw Pile to fill their Hand Limit. This will happen during Wars against other players, but not against Tailed Beasts, where the players draw *Clan Cards* after the War.



Shinobi Allies:

Clan Cards belong to each player, and normally stay in this player's Supply throughout the game. On the contrary, *Shinobi Allies Cards* are Battle Cards that all players can acquire.

They come in 3 Tiers, making them more powerful for each Tier. There are 100 cards of each Tier, which focuses on aspects of the game outside of the Clan's focus areas. Receiving a *Shinobi Allies Card* may therefore open up new Strategies.

Players can acquire *Shinobi Allies Cards* through some *Clan Specialties*, through *Effect* and *Resources* displayed on the different *Battle Cards*, or by losing a War.

Players may also receive *Shinobi Allies Cards* of a higher Tier by upgrading their Tier before receiving them, through the *Upgrade Action/Reaction*. This must happen before the player looks at the card.

When *Shinobi Allies Cards* are used or discarded, place them in their Discard Pile.



螺旋 BATTLE CARD CONTENT 螺旋

1. Name and Role:

- The character name and lore information

2. Combat Styles:

- Each *Battle Card* contains 3 *Combat Styles* (Taijutsu, Ninjutsu, Genjutsu) with a range from 0 to 10.
- During a Battle, each *Battle Cards* compare *Combat Styles* of each type to see which has the highest Strength. The *Battle Card* with at least 2 of the strongest *Combat Styles*, wins the Battle and receives its 1 BP.
- During a *Combat Style* tiebreaker, the battling player highest on the *Tie Breaker Dominance Track* is perceived as the strongest.



3. Tailed Beast Advantage:

- When played against a Tailed Beast add +1 to each *Combat Style* for each Tailed Beast Head displayed.



4. Effect Focus Area:

- Indicates what the card's *Effect* revolves around.

5. Effect:

- The text on the *Battle Card* makes something happen during the War. Depending on the header, the *Effect* may happen at different times during the War.
- 2 icons (Skull and Sand) may appear in the *Effect* box. They focus on Units on the Battlefield and are triggered after the War. *Skull* removes 1 Unit from the opponent for each icon played, while *Sand* blocks 1 Skull. The owner removes Units of their choice.



6. Resources:

- When Scoring *Battle Cards* after all cards have been played, the players receive Resources displayed on their *Battle Cards* from the Main Supply. Receive exactly what's displayed, even if it belongs to other Clans.

Notice:
Effect tokens displayed as a Resource on a *Battle Card* are given to the opponent during Scoring

7. Heal:

- After the War, instead of Discarding *Battle Cards*, a player must take up to their hands all *Battle Cards* played not containing either of *Heal* and *Heal Block*, if at least one of its played *Battle Cards* contain a *Heal*.



8. Tier:

- Displays how powerful a *Battle Card* is.
- There are 5 tiers (white, grey, blue, pink, yellow).



9. Chakra Natures:

- Flavor to the world of *Naruto*, where the Character's *Chakra Natures* are displayed.

6 EFFECT TOKENS

Effect tokens are given to players as a negative effect. A requirement must be met for them to be removed.

Illusion:

- Illusion Tokens are removed at the start of the Shop Phase.
- Before players can buy Action Cards, they must remove their Illusion Tokens by paying 1 Coin for each.



Paralyze:

- Paralyze Tokens functions as a blocker for receiving cards of any type, and are removed after the player receives the card.
- Instead of getting the card, the player removes the token.



Freeze:

- Freeze Tokens are removed at the start of the Setup Phase.
- When receiving a Freeze Token, the player must choose 1 Action Card to put aside, with the front side down. This cannot be played before the next Round.



Poison:

- Poison Tokens are removed at the end of the Action Phase.
- In the turn order of Starting Player Dominance Track, the players must remove 1 Poison Token and move down 1 spot in any Dominance track.



Chain:

- Chain Tokens are removed after winning another War against the Chained Tailed Beast.
- When receiving a Chain Token, this player must flip any of its Tailed Beasts on its head, not counting it as Captured any longer.
- Only this player can recapture the Tailed Beast by attacking it from any controlled Field on the Board, using an War Action.
- Chained Tailed Beasts can be given to other players. It remains Chained.



Substitution:

- Substitution Tokens function as a blocker for receiving other Effect Tokens.
- When a player receives any other Effect Token, it may spend 1 of its already gathered Substitution Tokens to prevent this from happening.
- Substitution Tokens cannot be used on Effect tokens already received.



6 OTHER COMPONENTS

Event Cards:

Once each Setup Phase, draw 1 Event Card. The effect on this card functions as an extra rule for that Round.

There are 2 icons that may appear on an Event Card (Green and Red). Greens cannot be used during the first Round, and Red cannot be used during the last Round. If an Event Card cannot be used, shuffle it into the deck and draw another one.



Clan Specialty:

Clan Specialties gives the players an advantage in the game. This advantage is chosen at the start of the game and remains throughout the game.

Each Clan has 10 unique Clan Specialties to choose from. Each card is two-sided, having a weaker Passive version on one side and a stronger Action version on the other. The Passive effect stays active throughout the game. The Action effect must be activated through playing an Specialty Action, which can be bought from the Shop.



Coin:

Coins are the game's currency and are mainly used to buy Actions from the Shop during the *Shop Phase*.

Coins can be acquired as Resources on *Battle Cards*, or by taking control over a Field containing a Coin Field Icon. As Resources, get the amount displayed. As Field Icon, get the amount equal to the number displayed at your spot on the *Payday Dominance Track*.



Field Markers:

As long as a Field Marker stays in a Field, the owner controls this Field. Field Markers are used to receive Field Resources from Fields they are placed in. During the *Setup Phase*, each player receives 1 new Field Marker and Resources (Coins, Units and Dominance) based on the placement of their Field Markers on the map.

After taking control over a Field, players may place a Field Marker in this Field. Field Markers doesn't move with the Units. They can be removed by the owner at any time, but only placed when taking control over a Field. A Field Marker will not trigger a War on its own. If any player moves into a Field containing a Field Marker, simply return this to the owner.

Field Markers cannot be placed on Water Fields.

WARS

When Units enter a Field controlled by another player or Tailed Beast, a War takes place. This Field becomes the Battlefield.

Player vs. Tailed Beast:

You take control over a Tailed Beast by exceeding its Strength from your played Battle Cards.

1. Unit Strength:

- Each Tailed Beast has its own Strength displayed on its Token (1 – 10). This number marks the Strength in each of its Combat Styles.
- For a War to take place, a player needs to move into an occupied Field with a higher Unit Strength than the Strength of the Tailed Beast (include the Unit Strength Dominance Track and buffs from Action Cards for the player).



2. Battles:

- Start the Battle by rolling a D12 dice and add the result to the current Strength of the Tailed Beast, making it stronger.
- Play Battle Cards, adding their Combat Styles together. Also add the Tailed Beast Heads displayed on the Battle Cards when played.
- Once the total Combat Styles exceeds what of the Tailed Beast's, the Tailed Beast is captured.
- Note that during Wars against Tailed Beasts, players cannot draw Clan Cards to their Hands. If the players cannot defeat the Tailed Beast with their current Battle Cards, they lose the War and must Retreat their Units. If losing, also receive 1 Rare Alliance Battle Card as a compensation.



3. Scoring:

- There is no Scoring. Effects and Resources on the played Battle Cards will not trigger and Battle Cards will not go back on the players' Hands through Healing.
- However, if the Effect on a played Battle Card states War Against a Tailed Beast, this will be resolved when played.



4. After the War:

- Discard all Battle Cards used in the War.
- If winning the War, the player captures the Tailed Beast, placing it in its Supply.
- If losing the War, the player must Retreat its Units.

How to start a War:

Your Unit Strength must exceed the Strength of the Tailed Beast.

Battle Limit:

You may play as many Battle Cards as you have on Hand.

Capture a Tailed Beast:

The total Combat Styles on Battle Cards you play must exceed the total Strength of the Tailed Beast (after rolling a D12 dice).

When reaching 0 Clan Cards:

End the War. You don't have to play Battle Cards if you lose.

Scoring:

There is no Scoring. Effect and Resources will not be received.

Healing:

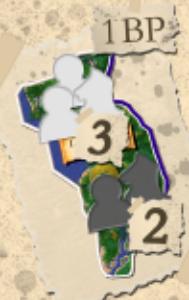
Battle Cards cannot be Healed.

Player vs. Player:

The first player to reach 3BP (Battle Points) wins the War.

1. Unit Strength:

- Before playing any cards, 1BP is given to the player with the Strongest group of Units on the Battlefield (include the Unit Strength Dominance Track and buffs from Action Cards).



2. Battles:

One Battle consist of 1 Battle Card played by each player.

1. Each player chooses a Battle Card from their Hand and reveals them at the same time, resolving their Effect, if required.
2. The Battle Card with at least 2 of the strongest Combat Styles (Taijutsu, Ninjutsu, Genjutsu), wins the Battle and receives 1BP.
3. Continue playing new Battles until one player has reached 3 BP. If both players reach 3BP at the same time, continue until one player has more BP than the other at the end of a Battle.



3. Scoring:

- After the last Battle, the players resolve Effects that take place during Scoring, and gather Resources given on the played Battle Cards.
- Start resolving both cards in order, from the first Battle. If necessary, the winner Scores its card first.



4. After the War:

- After all the Battle Cards have been resolved, remove Units that participated in the War, according to the Skull and Sand ratio.
- Check if any of your played Battle Cards contain a Heal-symbol. If not, Discard all played Battle Cards. Otherwise, get back up to your Hand all Battle Cards without any Heal or Heal Block icon.
- If the Winner was the Attacking player, this player receives 1 Tailed Beast from the loser, of the loser's choice.
- The loser receives 1 Rare Alliance Battle Card.

Tiebreaker:

If both players have the same Unit Strength on the Battlefield, the player highest in Tiebreaker Dominance Track wins this tie and will receive the 1 BP.

During a Combat Style tiebreaker, the battling player highest on the Tiebreaker Dominance Track is perceived as the strongest.

BP are counted after each Battle. If both players have 3BP after any Battle has ended, they must continue battling until one of them has at least 1BP more than the other at the end of a Battle.

6 DOMINANCE TRACK

The Dominance Board contains 6 different tracks. The higher players are placed on each track gives them greater advantage in the game.

Starting Player:

- Determines the order which the players take turns during the Shop Phase and the Action Phase.
 - In the Shop Phase, use the reversed order.
 - In the Action Phase, use the correct order.
- This track has both a Set track (small circles) and a Live track (large circles). The Set track is fixed and shows the turn order for a specific Round. The Live track may change throughout a Round and does not affect the turn order.
 - In each Setup Phase, the player highest on the Live track decides where to place itself on the Set track, determine its turn-position of this Round. The next player chooses among the remaining spots, and so on.
- Players cannot choose to move Down the Live track, only up. A player can only move Down if another player is moving Up.



Tiebreaker:

- If two or more players have a tie-situation, the player among them highest in this track decides the outcome of the situation.



Unit Strength:

- When attending a War, each player adds the number on their spot on this track to their total Unit Strength for this War.



Recruitment:

- When taking control over a Field containing a *Hot Spring Icon*, the player can place as many points of Units onto the Board as the number on their spot on this track. The player can only place Units in a Field it controls.



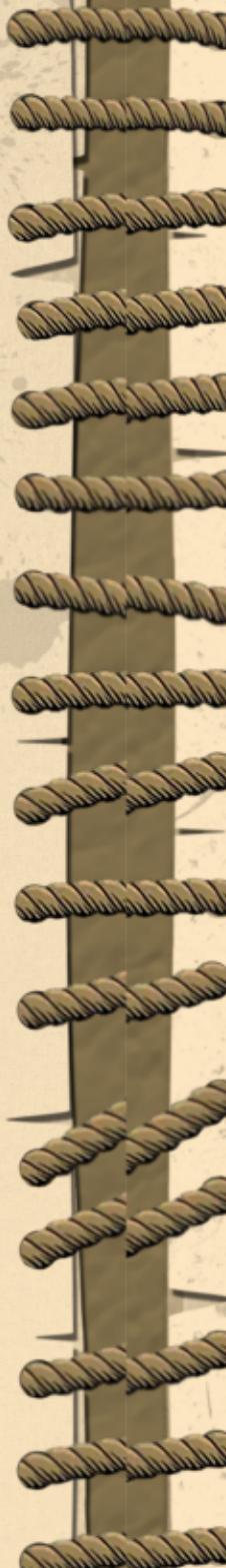
Payment:

- When moving into a Field containing a *Coin Icon*, the player gets the amount of Coins to their Supply as the number on their spot on this Track.
 - If there is more than 1 *Coin Icon* on the Field, multiply the amount of Coins the player gets, with the amount of Icons.



Hand Limit:

- The players cannot hold more *Battle Cards* in their Hands than their Hand Limit.
 - If a player receives cards which exceed its Hand limit, it must immediately decide which cards to Discard and which to keep.
 - If a player moves Down in this track so that it holds more cards than its Hand Limit, it must immediately Discard down to its Hand Limit.
- The players must always have at least 1 *Clan Card* in their Hands.
 - When playing the last *Clan Card* in Hand, immediately draw *Clan Cards* up to the Hand Limit.



AKATSUKI RULES

The worlds' most wanted criminal group doesn't always play by the rules.

Bases:

Instead of a Capital, Akatsuki has several Bases across the map. At the start of the game, the Akatsuki can choose to place *Units* in any of its Bases as the first Field of choice. The two other Fields must be adjacent to the selected Base.



Movement & Kamui Dimension:

The Kamui Dimension is located at the bottom left of the map.

At any time when Akatsuki plays a *Travel Action*, The Kamui Dimension may be used as a remote-adjacent Field. When moving *Units* into the Kamui Dimension, they can be taken from any Field on the map. When moving *Units* out from the Kamui Dimension, they can be placed in any Field containing an *Akatsuki Base*. If this Field is controlled by another player, the Akatsuki player must play a *War Action* for a War to take place as normal.

Boats cannot enter the Kamui Dimension.



Six Path of Pain:

Akatsuki has a *Clan Card* named *Six Path of Pain*. When in Hand, this card can be played as an *Action* to draw one random of the six other *Six Path of Pain* cards that comes with the Akatsuki Clan. After the drawn card has been played, Remove it from the Game. If all six cards have been played, also remove the standard *Six Path of Pain* card from the Game.



Awakenings:

Together with Akatsuki's 20 *Clan Cards*, an upgraded version of each card is included, named *Awakenings*. These are stronger cards that have some playing conditions:

The Akatsuki player must have less BP than its opponent.

The Awakening must correspond to its standard version and both cards must be played at once (Awakening at the top), with only the Awakening taking effect.

After the War, Trash the Awakening and Discard the standard version, no matter if a Heal-symbol was played.

Note that other players cannot use the *Awakenings*, even if they get Akatsuki's *Clan Cards*.

EFFECT ICONS

Throughout the game, text and icons go hand-in-hand.
It will be beneficial to know their references.

BATTLE CARDS



ACTION CARD



TAILED BEAST



EFFECT TOKENS



SPECIFIC CLAN CARD



YOUR OWN CLAN CARDS



AWAKENING



ALLIANCE CARDS



COIN



UNITS



LAND MARKERS



HEAL & HEAL BLOCK



GO UP & DOWN IN DOMINANCE



HOT SPRING



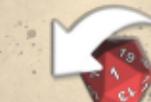
SKULL & SAND



EVENT CARD



ROLL A DICE



BATTLE



TAILED BEAST ADVANTAGE



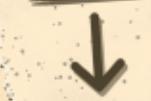
BATTLE POINT



COMBAT POWER



EFFECT



RESOURCES



BATTLE CARD CANNOT BE AFFECTED



GLOSSARY

Words appearing on cards with Capital Letters have a set meaning.

Action Specialty

- The Action Card from the Shop named Specialty, enable players to use their Action Clan Specialty.

Attacker

- The attacker of a War (the player in Turn during a War).

Battle

- Where 2 Battle Cards are played against each other.

Battlefield

- The Field where a War takes place.

Board

- The map of where the Units and Tailed Beasts are placed.

Cancel

- Remove the referred segment from the situation.

Capture

- Take control over a Tailed Beast.

Choose

- Pick one of the options.

Defender

- The Defender of a War is the player being attacked.

Discard

- Remove from Hand and into a Discard Pile.

Discard Pile

- A Pile to place Discarded cards. There is a Discard Pile for each card type.

Domination Track

- One of six tracks on the Domination Board.

Draw

- Take a card up to the Hand.

Draw Pile

- A Pile to Draw cards from. There is a Draw Pile for each card type.

Effect

- The text area of a card.

Escape the War

- Immediately end the War without performing a Scoring. The escaping player must Retreat its Units without Prone them.

Field

- Both Land and Water Fields.

Field Limit

- The Limit of points of Units that can be on a Field is 10.

Field Marker

- Marker to put on a Land Field to extract the Resources from it, in the Setup Phase.

Game

- The whole duration where the game takes place.

Hand

- Each player's area that's hidden from the other players.

Hidden Deck

- An Action Deck in the Shop consisting of Hidden Action Cards. Each cost 1 Gold to buy, in the Shop Phase.

Land Fields

- Fields surrounded by white borders.

Lose the War

- Immediately lose the War, with no further Battles played.

Main Supply

- The Supply which no player owns. Can be used to bring in additional components.

Mountains

- Black colored Borders that cannot be walked through by Units.

Pass

- When a player don't want to play any more Actions in the Action Phase. After Passing, a player can still play Reactions.

Passive Specialty

- A players' Clan Specialty that is always stays active throughout the Game. This option must have been chosen at the start of the Game.

Point

- A token of sort that may be used to get components later

Prone

- A Unit placed on its side. Prone Units cannot attend Wars and must Retreat if attacked.

Remove

- Take it away from the Game, on a permanent basis.

Resources

- Components displayed on Battle Cards which are received at the end of a War.

Retreat

- If losing a War, move Units away from the Battlefield. An attacker must move Units back to the Field they came from. A Defender can choose any available adjacent Field to move its Units into.

Rivers

- Blue colored Borders that cannot be walked through by Units.

Roll

- Roll a Dice. The type of dice will be given.

Round

- A set of Setup Phase, Shop Phase and Action Phase.

Score / Scoring

- After all Battles have been played and a Winner is chosen, go through each Effect played on the played cards, and take their Resources.

Shop

- The place on the playing board where the Action cards are located.

Shuffle

- Shuffle the selected card type together so that no one knows the order of them in the Pile.

Steal

- Take something away from another player and get it yourself.

Strength (Tailed Beast)

- The power of a Tailed Best.

Supply

- The open area of each player to leave Components.

Support

- Helping another player having the largest Strength of Units to receive the first BP of a War.

Swap

- Trade place with two options. Usually, they get new ownership.

Trash

- Remove from the Game.

Turn

- The time when a player can perform an Action, in the Action Phase. A player may have many Turns in the Action Phase, but the players are taking turns.

Value (Combat Powers)

- The number displayed in the Combat Powers on a Battle Card.

Water Fields

- Fields surrounded by light blue borders.

War

- A card game where two players fight over a Field on the map. If the attacking player is the winner, the defending player must give away one of its Tailed Beasts.

Win the War

- Immediately win the War, with no further Battles played.

Words appearing on cards with Capital Letters have a set meaning.

After Scoring

- After all cards have been Scored, but before the War has finished. Here, cards are checked if they go back on Hand or are Discarded, and a Tailed Beast may be given to the winner.

After the War

- Right before a player ends its Turn, after all the War components have been cleared away.

During Scoring

- Happens throughout the whole Scoring, no matter where the card is in it.

Before Scoring

- After all Battle Cards have been played, but before resolving the cards Effect.

Before Next Battle

- After this Battle, but before the players have selected their next Battle Cards to play. If this was the last Battle, don't resolve this Effect.

For the rest of the Game

- The Effect will stay active for the rest of the Game.

For the rest of the Round

- The Effect will stay active for the rest of that Round.

For the rest of the War

- The Effect will stay active for the rest of the War, starting with the next Battle.

Future Battles

- The Effect will stay active for the rest of the Battles in the War. It ends when beginning the Scoring.

Give your opponent a choice

- Your opponent must choose between the options.

Immediately

- The Effect happens immediately. If the Effects contradict each other, the player highest in the Tiebreaker Dominance Track can choose which card to be resolved first.

If Defending

- If you are the Defending player.

If Losing the War

- If you lose the War, this trigger After the War.

If not the First Battle

- Must be played from the second Battle or after.

If Winning the War

- If the owner wins the War, this triggers After the War.

In Hand – Action on your Turn

- Play as an Action on the owners Turn.

In Hand – Another Wins against a Tailed Beast

- Play from the Hand. Will trigger in a War against a Tailed Beast.

In Hand – At any Time

- Play from the Hand at any time during the Game.

In Hand – During any Battle

- Play from the Hand during any Battle. You don't have to be part of the War.

In Hand – During any Scoring

- Play from the Hand during any Scoring. You don't have to be part of the War.

In Hand – During your Battle

- Play from the Hand during any Battle you take part in.

In Hand – If Losing the War

- Play from the Hand if you lose a War.

In Hand – If Winning the War

- Play from the Hand if you win a War.

In Hand – Least BP

- Play from the Hand if you at any point in a War have the least BP.

In Hand – Start of any War

- Play from the Hand when a War occurs. You don't have to be part of the War.

In Hand – Start of your Battle

- Play from the Hand before you have selected your Battle Card to play for this Battle.

In Hand – Start of War against a Tailed Beast

- Play from the Hand when you play a War Action towards a Tailed Beast.

In Hand – Your Scoring

- Play from the Hand during any Scoring you take part in.

In Hand – When Attacking

- Play from the Hand when you play a War Action towards another player.

In Hand – When Defending

- Play from the Hand when another player plays a War Action towards you.

In Hand – When playing Travel Action

- Play from the Hand together with a Travel Action.

In Hand – When Receiving a Tailed Beast

- Play from the Hand at any time you receive a Tailed Beast.

In Your Next War

- The Effect triggers during the first Battle in the next War you take part in.

Last Battle in the War

- The Effect triggers during the Battle of the War.

Least BP

- You must have the least BP in the War.

Least BP after this Battle

- You must have the least BP in the War after this Battle has been resolved.

Most BP

- You must have the most BP in the War.

Most BP after this Battle

- You must have the most BP in the War after this Battle has been resolved.

Next Battle

- This Effect takes place during the next Battle in this War. If this was the last Battle, don't resolve this Effect.

Once per War – If loosing this Battle

- This Effect can only happen once each War, and only if you lose this Battle.

Once per War – Immediately

- This Effect can only happen once each War, and triggers immediately.

Scoring

- Happens when this Card is Scored.

Scoring – Choose

- When Scored, choose one of the options given.

This and Future Battles

- The Effect will stay active for the rest of the Battles in the War, this Battle included. It ends when beginning the Scoring.

This and Next Battle

- The Effect will stay active during this and the next Battle. If this was the last Battle, only have it active for this Battle.

This and rest of the War

- The Effect will stay active for the rest of the War, this Battle included.

War against a Tailed Beast

- This is the only occasion where an Effect can be performed in a War against a Tailed Beast.

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