

人数  
2-5

時間  
10-30

年齢  
10+

イラストレーター  
カイエダヒロシ  
スカルバイツ  
<https://www.skullbites.com>

開発協力  
マーマン(ユーチューバー)  
YouTubeチャンネル  
<https://youtube.com/@marmanAsobich>

企画・販売・お問い合わせ先:  
RareSightGames  
<https://www.raresightgames.com>

制作:  
STAGEHAND  
<https://stagehand.jp.net>

## COOPERATION OR BETRAYAL? WHO WILL WIN?

Two separate worlds, two sides of the same coin. Bernadette, a witch who has been deprived of magic by the Twelve Zodiacs, is pitted against Jamil Hendock, a red dragon, guardian of the Curse Removal Book. A war involving many adventurers has now begun.



## ◆◆ CONTENTS ◆◆



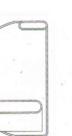
Zodiac Cards: 36  
(12 Fire, 12 Water, 12 Wind)



Adventurer Cards: 16  
(Witch Camp, Dragon Camp)



Storyteller Cards: 8



Blank card: 1



Magic shield chip: 15  
(5 Fire, 5 Water, 5 Wind)



Storyteller List Cards: 5



Instruction book  
(This one)

## ◆◆ Q&A ◆◆

**Q** If all the cards in the field are Storyteller cards. How do you determine the loser?

**A** In this case, there is no loser.

The effect of the Storyteller cards are resolved and the battle ends. Cards that did not deal any damage are placed in the discard pile.

**Q** If the BOSS of both camps appear at the same time at the beginning of a battle, what is the order for resolving their effects?

**A** The Witch's effect (white background card) should be resolved first.

**Q** Can I defend two or more cards of different attributes with one magic shield chip by the effect of "Chacha Wahine"?

**A** No, it cannot.  
A single chip can only protect one attribute.

## ◆◆ STORYTELLER CARDS ◆◆

**Angel Chilamel**  
[This card does not attack Adventurer cards] In this battle, the player who plays the highest numbered Zodiac Card loses.



**Neil Hod, the Blacksmith**

When everyone has at least one card in hand, each player choose one card from their hand and pass it to the player to their right.

**King's Crystal Tribe Beanets**  
In this battle, all Magic Shield Chips on the field are restored. (This does not apply to Magic Shield Chips that have already been destroyed on previous turn.)



## RED DRAGON CAMP



**Jamil Hendok**

[When it appears: choose one attribute. The other players destroy the chosen Magic Shield Chip] Cannot be attacked by Magic Support Cards 10, 11 or 12 value.



**Symbolist Merilda Naoma**

When you win a battle, heal this adventurer card by up to 1 damage.



**Shino-bishi Mamemoshi**

This Adventurer card is attacked, it can use any Magic Shield Chip regardless of the attribute.



**Mad Warrior Rapante**

This Adventurer card cannot be attacked by [Fire] Zodiac cards.



**Shadow Assassin Maa**

Select 1 Zodiac card of [Even value] attacking this adventurer. It does not receive damage from said Zodiac card.



**Hermit Lucie Mermanx**

Add as many Zodiac card to your hand as you have destroyed Magic Shield Chip.



**Guardian Knight Silvarie**

Choose 1 Zodiac card attacking this adventurer. It does not receive damage from said Zodiac card.



**Magician Durralai**

This Adventurer card cannot be attacked by [Water] Zodiac cards.

**Sasha and Skald**  
Select up to 1 adventurer card in the field and heal up to 1 damage.

**Vagus and Urimir**  
Select up to 1 Magic Shield Chip on the field and restore it.

## WITCH CAMP



**Bernadette Octavia**

[When appearing: 1 Magic Shield Chip of any player may be revived] Cannot be attacked by Zodiac cards of 10, 11 or 12 value.



**Dragon Warrior Largo Daiman**

This Adventurer card cannot be attacked by your own Zodiac card.



**Wizard Mishibili**

This Adventurer card cannot be attacked by [Fire] Zodiac cards.



**Cryptic killer Christ**

Select 1 Zodiac card of [Even value] attacking this adventurer. It does not receive damage from said Zodiac card.



**Dancer Chacha Wahine**

When this Adventurer card is attacked, it can use any Magic Shield Chip regardless of the attribute.



**Weapon Master Andy**

Choose 1 Zodiac card attacking this adventurer. It does not receive damage from said Zodiac card.



**Wizard Mishibili**

This Adventurer card cannot be attacked by [Water] Zodiac cards.

## ◆◆ TERMS ◆◆

### Battle

A battle is fought according to the size of the numbers on the Zodiac cards and the effect of the Storyteller's card; the winner and loser are decided in one battle.

### Game

A game consists of several battles.

### Field

The area where Adventurer cards, Zodiac cards, Storyteller cards, Magic Shield Chips, Card deck and discarded cards are placed. 1 field attribute is set per battle.

### Card Deck

\*Do not look at the contents.

The remaining Zodiac and Storyteller cards. They are dealt face down. These cards are used when you run out of cards in your hand, or when playing with two other players.

### Discarded Cards

\*Except for the Storyteller cards effects, don't look at these.

This is where cards that did not deal damage in battle are placed.

\*Do not show your cards to others.

### Cards in your hand

These are the Zodiac and Storyteller cards used by the player.

## ◆◆ GAME PREPARATION ◆◆

(For 3 to 5 players)

### Zodiac and Storyteller cards



Deal 8 cards to each player.

The remaining cards are placed in a deck.

### Magic Shield Chips

Deal out one set (one of each) of Magic Shield Chips with the attributes of Fire, Water, and Wind to each player.



### Adventurer Cards

● The Adventurer cards are divided into the Witch camp (white background) and the Red Dragon camp (blue background), and (number of players - 1) cards from each camp are randomly selected face down.

● The selected cards are put into a deck, and two cards labeled "BOSS" are added and shuffled.

● Deal out two cards to each player.

● Players check the cards they have been dealt, making sure that no one else can see them.



BOSS & BOSS



BOSS & non-BOSS

\*If any player has been dealt two BOSS cards, repeat these steps.

● Players each select 1 card face up and the other face down. However, BOSS cards always start face down.

● Players progress through the game using the face up card. Their other card remain face down until the remaining HP of the first card reaches 0.

● The effect written on the card chosen by the player will be applied throughout the game.

● Do not tell others what your face down card is.

● The player with the earliest alphabet on their face up Adventurer card will be the starting player at the beginning.

\* If there are multiple players who meet the conditions, the player on the Witch camp side (white background) will be the starting player.

\* TL Note: As this is English and not Kanjis/Katakana I recommend you follow this rule.



\* 4 player example

## ◆◆ WINNER AND LOSER ◆◆

● When everyone has played their turn, the winner and loser of the battle are determined one by one. All the cards with the same number as any of the cards on the field will be discarded.

\* A player may be both the winner and the loser.

● The winner of the battle is determined in the following order of priority

1. The player who played the last Storyteller card.
2. If no player played a Storyteller card, the player who played the Zodiac card with the highest number.

● The loser of the battle is the player who played the card with the lowest number.

\* The attribute of the field has nothing to do with the winner.

\* The conditions for winners and losers may change depending on the effects of the cards.

## ◆◆ ATTACK ON ADVENTURER CARDS ◆◆

● Zodiac and Storyteller cards attack the losers.

● Cards that were played sideways attack their own Adventurers.

● When attacked, a player chooses one of the following actions for each card.

A) Defend against the attack with a Magic Shield Chip.

B) Take the damage without defending.

● The attacking card can be defended against with a Magic Shield Chip of the same attribute.

\* Only face up Magic Shield Chips can be used to defend.

\* You can defend against attacks from multiple cards of the same attribute at once.

\* The Magic Shield Chip used to defend is destroyed. (Turned face down.)

\* Cards defended against are discarded.

## ◆◆ ADVENTURER DAMAGE ◆◆

● Each Zodiac cards and Storyteller cards, not protected against, deals 1 damage to an Adventurer card.

● The damaging card is inserted under the Adventurer card.

\* When recovering damage due to the effect of a card, place any inserted card in the discard pile.

● If the total damage is equal or more than the HP of the Adventurer card, the Adventurer is defeated. (The card is put away)

● The player whose two Adventurer cards are both defeated is out of the game. The cards are dealt as follows

1. All cards in their hand are discarded.

2. All cards that dealt damage to their Adventurer are discarded.

● The battle ends.

## ◆◆ NEXT BATTLE ◆◆

● The winner of a battle becomes the starting player for the next battle.

● If there is no player who satisfies the winning condition, start a new battle without changing the starting player.

● When a player runs out of cards in their hand, the deck and the discarded cards are collected and shuffled at the end of the battle, and cards are dealt again so that everyone has the same number of cards (up to 8 cards) in their hand. Any cards left over are kept as the deck.

● The player whose Adventurer card was defeated during the previous battle turns their remaining Adventurer card face up. At this time, they may choose ONE of their Magic Shield Chips and revive it. (Turn it face up).

## ◆◆ END OF GAME ◆◆

● The game ends when any of the following situations occurs:

### A Boss is defeated

Its camp is defeated (the opposite camp wins)



### All players on the field are of the same camp

All players in that camp win

● If playing multiple games, the players are ranked according to their total score. The following scores are recorded on a piece of paper or other media.

**Winning camp: 1 point for all players in the camp**

**Winning boss: 1 point for the winning boss**

**Lethal: 1 point for the player who defeated a boss**

## ◆◆ GAME PREPARATION ◆◆

(For 2 players)

The rules are slightly different from those for 3 to 5 players.

### Adventurer Cards

Deal out Adventurer cards marked "BOSS" at random to determine the camp.

The player receives all the cards with 3 HP from the Adventurer cards in his or her camp, and chooses one of them to be used in the current game.

Turn the chosen card face up to start the game.

## ◆◆ HOW TO PLAY ◆◆

When playing with two players, in addition to the normal rules of progression, at the end of the battle, both players place a card from their hand into the discard pile, and then draw a card from the deck.

