

# Shikigami Kaidou

Playtime 15mins/player | Ages 8+ | Players 2-5

## Game Overview

As an apprentice onmyoji, the player must master the five elements (wood, fire, earth, metal, and water) and summon many shikigami. Make good use of the power of the shikigami you have summoned and aim to become a great onmyoji!

On your turn, you either draw a five-element card or shikigami card and put it into your hand, or you summon one shikigami from your hand. The game continues until one of the players meets the ending conditions. Once the game is over, the score is calculated and the player with the highest score wins as the greatest Onmyoji.

## Game Setup

- ① Place the five-element cards, low-grade shikigami cards, higher-grade shikigami cards, and God cards face down and shuffle each. Place them in separate decks where everyone can reach them.
- ② Arrange 2 five-element cards x number of players (e.g. 8 cards for 4 people), 4 each for lower-grade and higher-grade cards, face up next to each deck. Do Not line up the Four God cards.
- ③ Place the Yin-Yang board and score board near the cards and within reach of everyone.
- ④ Each player receives one summary card of their favorite color and four discs of the same color.
- ⑤ Decide on the turn order. The first player is determined by the person who has most recently summoned something or by some other suitable method. Starting from that player, in clockwise order, pass out the turn order cards starting with 1. When you receive your number card, turn the white side up.
- ⑥ Each player places one disc on the yin and yang 0 square of the scoreboard.
- ⑦ Place the disks on the Yin Yang board.

(For 3rd to 5th positions, only if there is a player) The first player places two discs, and the other players place one disc on the Taiji Circle. Stack the disks on the Taiji circle in the following order from the bottom: 1, 5, 4, 3, 2, and 1. After that, all players other than the first player place their discs in order of turn, shifting them one square at a time to the negative side.



⑧ Draw the Four Gods cards from the top of the deck in turn order. When playing with 2 or 3 players, draw 3 cards, and when playing with 4-5 players, draw 2 cards each.

After that, each player takes one card from the Four Gods they drew as their starting hand, and returns the cards they did not choose to the deck.

Once everyone has returned the cards to the deck, shuffle the Four God cards and place them in their original locations, then arrange four cards face up next to the deck.

## Game Flow

The flow from ① to ⑤ below is called a "round", and the game progresses by repeating these rounds.

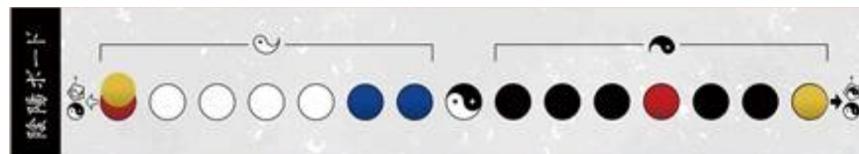
### ① Turn order

Check the Yin-Yang board to determine the turn order for this round.

The turn order is the person with two disks on the positive side > the person with one disk on the positive side > the person with no disks on the positive side.

If the number of positive discs is the same, each player compares only the one with the highest positive value, and the player with the highest positive value takes the first turn. Also, if they are in the same location, it is assumed that the disk that is overlapping the disk has a higher positive value.

Once the turn order is decided, take the corresponding turn number card with the white side facing up.



Example: In the case of the diagram, 1. Blue (there are two discs in the positive square) 2. Yellow (there is one disc in the positive square, and the upper one of the overlapping discs) 3. Red (there is one disc in the positive square, and the lower one of the overlapping discs)

### ② Action phase

One person | Perform actions twice in turn order. After taking an action, turn over your turn-order card. In other words, each player takes an action once when their hand is white, and once when their hand is black.

[Select one action from the following four types on your turn]

#### ◆ Summon one shikigami card from your hand by paying the elemental cost

Summoning can be done by revealing the shikigami card you want to summon and enough five-element cards to pay the cost from your hand at once.

The summoned shikigami card is placed face-up in front of you and remains there until the end of the game. Place the revealed five-element card face down in the discard pile.

When paying the cost, you can use two elements as one element of your choice (see the diagram on the right)

\*Any extra costs paid will not be returned.



Earth and Wood combine to make Fire

### ◆Draw one card from the top of a deck

You can draw from the five-element cards or the three types of shikigami cards.

\*If you draw a five-element card from the deck, you will not receive power.

### ◆Take one of the five-element cards on the field

At this time, you receives power from the five-element card.

Power allows you to move your disk up or down on the Yin-Yang board up to the number of numbers.

Power can be freely allocated to one or two discs.

\*You can use 2 power to move the upper and lower squares back and forth and return to the original square. If you move the disc back and forth while another player's disc is on top of it, the disc you moved will be on top of it.

By moving the disc to the ends of Yin or Yang, you can return to the Taiji Circle and advance the (shaded) disc on the scoreboard one square.

### ◆[You can choose this action when one or more discs are in the dark] Take one of the shikigami cards on the field.

#### ③ Confirm completion

Check whether the termination conditions are met. The game ends if one or more of the following conditions are met.

◆One or more Shikigami cards are exhausted.

◆There is a player who has summoned 8 or more shikigami cards.

#### ④ Check your hand

Check the number of cards in hand. If a player has more than 4 cards in his hand, they discard to exactly 4 cards. (Depending on the effect of the card, players may be allowed to have 5 or 6 cards.)

Place the discarded five-element cards face down in the discard pile, and return the discarded Shikigami cards to the game box (they are not used during the rest of the game). If you discard one of the God cards, you must discard all cards in your hand. (Throwing away God cards is outrageous!)

#### ⑤ Replenishment of tableau

Leave the cards remaining on the field as they are, and refill the empty tableau spaces with cards face up from the top of each deck. Replenish the five-element cards until the total number is double the number of people, and the shikigami bills until there are four each. If you run out of five-element cards, shuffle the discarded cards to make another deck and replenish from there.

If the deck of shikigami cards runs out, only replenish as many as you can.

\*Each process is performed only at its own timing, so for example, even if the number of cards in your hand exceeds the upper limit of 4 during the "Action Phase", you do not need to discard any cards from your hand.

## End of Game

Each player calculates their points and determines the winner of the game.

There are three ways to score points as shown below:

- ◆Score of the shikigami cards you summoned... • Add all the points of the shikigami cards you summoned.
- ◆Score of the effects of the summoned Four Gods Cards... • Get points from the effects of the Four Gods Cards.
- ◆Score board score... -Of the yin and yang squares on the scoreboard, the lower number written under the disk is the score you get. (Example: Yang and Yin 25 → 6 points, both Yang and Yin 20 → 20 points)

In case of a tie, the conditions will be checked in the following order and the winner will be determined.

1. The person who has the most disks in the Taijitu square on the Yin-Yang board
2. The person who has summoned the most Shikigami
3. The person who has the most Summoned Four Gods

If no decision has been made up to this point, share the victory.

## Contents

48 Shikigami Cards



20 Low-grade (Paper-dolls) | 16 High-grade (Fox) | 12 Four-Gods (Genbu, Seiryu, Suzaku, Byakko)



Summary Cards  
(5-Colors)



5 Turn-Order Cards  
4 Discs (5-colors)

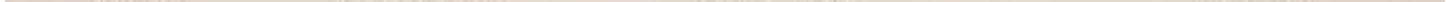


2 Yin Yang Boards

33 Five-Element Cards



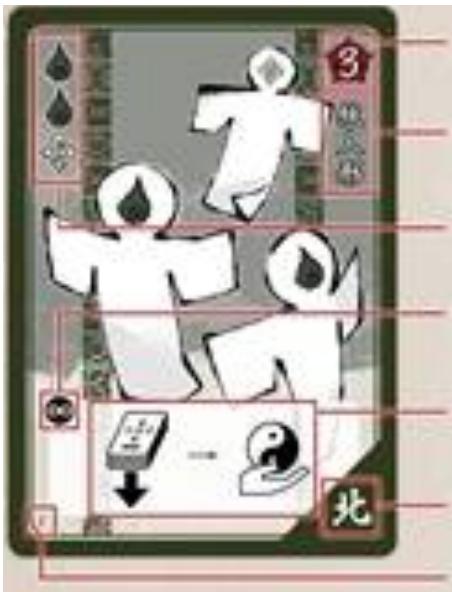
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説明書2枚



1 Score Board  
2 Instructions

# How to Read the Contents

## Shikigami Card



Score

Shikigami Name

Cost Required for Summoning

Effect Type

Effect That Activates When Summoned

Direction

Card Number

## Types of Effects

Always Active Activates once per action

Activates only when summoned Triggers at end of game



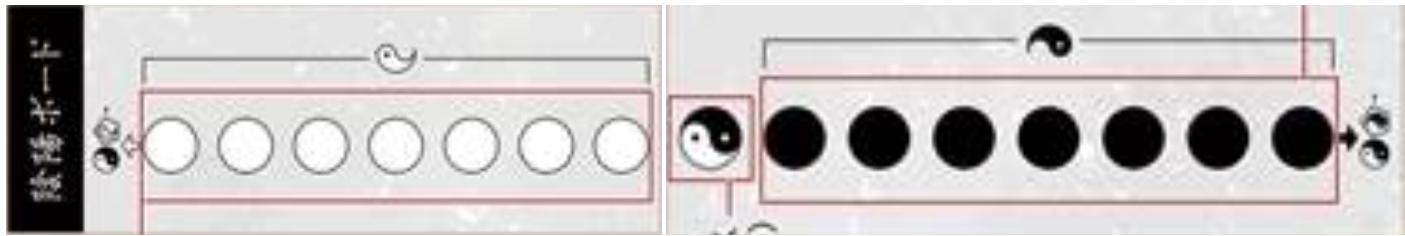
Elements

Power

## Types of Elements

Wood Fire Wood Metal Water Any Element

\*Two types of elements can be treated as any element



Positive (Yin) Side

Taiji Diagram  
(neither Yin nor Yang)

Negative (Yang) Side

19 When summoning a shikigami, you can pay or. Just for when.

20 When summoning the "Fox" of the west, you can summon it without paying one cost.

## Card Effects

The effects of multiple Shikigami are activate at the same time.

(Example: If two shikigami have been summoned that do not require paying one element cost, you do not need to pay two element costs)

|    | Paper Doll   |
|----|--|
| 1  | When you draw a five-element card from the deck, by revealing the card once, you can receive power just like when you draw it from the tableau pile. In addition to actions on your turn, you can also use effects when drawing cards.<br>***Having both shikigami 1 and 7 does not double the power you receive.  |
| 2  | When drawing cards from the deck, you can draw 2 cards and discard 1 of them. (Effects 1 and 7 can only be applied to one card you keep) In addition to your turn action, you can also use this effect when drawing cards from the deck using other card effects.<br>***Even if you have shikigami 2 and 3, the number of cards you can draw will not increase to 3. |
| 3  | When drawing cards from the deck, you can draw 2 cards and discard 1 of them. (Effects 1 and 7 can only be applied to one card you keep) In addition to your turn action, you can also use this effect when drawing cards from the deck using other card effects.<br>***Even if you have shikigami 2 and 3, the number of cards you can draw will not increase to 3. |
| 4  | When summoning a snake, you can summon it without paying one of the element cost.  |
| 5  | When summoning a snake, you can summon it without paying one of the element cost.  |
| 6  | All Yin and Yang conditions can be ignored. In addition to other card effects, this also applies to your turn action "Draw a shikigami card on the field."   |
| 7  | When you draw a five-element card from the deck, by revealing the card once, you can receive power just like when you draw it from the tableau pile. In addition to actions on your turn, you can also use effects when drawing cards.<br>***Having both shikigami 1 and 7 does not double the power you receive.  |
| 8  | All Yin and Yang conditions can be ignored. In addition to other card effects, this also applies to your turn action "Draw a shikigami card on the field."   |
|    | Low-Grade  |
| 9  | The maximum number of cards allowed in-hand increases by one.  |
| 10 | When summoning a shikigami that requires   , you can pay for 1 of those elements with either   |
| 11 | When summoning the "Fox" of the North, you can summon it without paying one element cost.  |
| 12 | When summoning a shikigami that requires   , you can pay for 1 of those elements with either   |
| 13 | When summoning a fox, you can summon it without paying the top most element cost.<br>Even if you have both shikigami 13 and 15, you only don't pay 1 top-most element  |

|  |  |
|--|--|
| 14   | When summoning the " <b>Fox</b> " of the East, you can summon it without paying one element cost.  |
| 15   | See shikigami 13   |
| 16   | When summoning a shikigami that requires   , you can pay for 1 of those elements with either   |
| 17   | When summoning the " <b>Fox</b> " of the South, you can summon it without paying one element cost.   |
| 18   | The maximum number of cards allowed in-hand increases by one.  |
| 19   | When summoning a shikigami that requires   , you can pay for 1 of those elements with either   |
| 20   | When summoning the " <b>Fox</b> " of the West, you can summon it without paying one element cost.  |
| <b>High-Grade</b>  |  |
| 21   | When you summon " <b>Genbu</b> ", you can summon it without paying one element cost.   |
| 22   | If both disks are in the yang when summoning a shikigami, you can draw one card from the five-element deck. (You can't receive power because you're drawing from the deck.)  |
| 23   | If both disks are in the yang when you summon this shikigami, you can choose one "Paper Doll" on the field and summon it without paying the cost.  |
| 24   | When summoning a shikigami, you can do so without paying one of the  element costs.   |
| 25   | When summoning " <b>Blue Dragon</b> ", you can summon it without paying any cost.  |
| 26   | When you summon this shikigami, by discarding one card from your hand, you can take 1 five-element card AND 1 Shikigami card from the tableau. However, you do not receive power when you take the five-element note. If the discarded card is a God card, discard all cards in your hand. (Afterwards, take one five-element and shikigami card)  |
| 27   | When you summon this shikigami, you can take any 1 card from the tableau. If you choose the five-element card, you will not receive power.   |
| 28   | When summoning a shikigami, you can do so without paying one of the costs.   |
| 29   | When summoning " <b>Suzaku</b> ", you can summon it without paying one cost of your choice.  |
| 30   | When you summon a Shikigami, if both disks are yin, you can draw one card from the Shikigami deck of your choice.  |
| 31   | When you summon this Shikigami, if both disks are on yin side, you can choose one "Paper Doll" in your hand and summon it without paying the cost.   |
| 32   | When summoning a shikigami, you can summon it without paying one cost of your choice.  |
| 33   | When you summon " <b>Byakko</b> ", you can summon it without paying one cost of your choice.   |
| 34   | Receive 4 power when summoning this shikigami.   |
| 35   | Receive 6 power when summoning this shikigami  |
| 36   | When summoning a shikigami, you can summon it without paying one cost of your choice.  |
| <b>Four Gods (All the effects of all four God cards are activated at the end of the game.)</b> |  |
| 37   | If both discs are in the yang, you score 3 points.   |
| 38   | If this is the only Four Gods card you summoned, you will receive 6 points.  |
| 39   | Gain 2 points for each Northern Shikigami you summon. This shikigami itself also counts as one piece.  |
| 40   | Gain 2 points for each "Snake" you summon.   |
| 41   | Gain 1 point for each shikigami you summon that has a  in its cost. This shikigami itself also counts as one piece.   |
| 42   | Gain 2 points for each Easter Shikigami you summon. This shikigami itself also counts as one piece.  |
| 43   | If both discs are positive, you score 3 points.  |
| 44   | If you have the least number of shikigami cards summoned among all players, you will receive 4 points.   |

|           |   |
|-----------|---|
| <b>45</b> | Gain 2 points for each Southern Shikigami you summon. This shikigami itself also counts as one piece.   |
| <b>46</b> | Gain 2 points for each "Fox" you summon.  |
| <b>47</b> | Gain 4 points for each set of Shikigami from the north, east, south, and west that you summon. This shikigami itself can also be counted as the west. |
| <b>48</b> | Gain 2 points for each Western Shikigami you summon. This shikigami itself also counts as one piece.  |