

Angels and Devils

天使と悪魔

Official Rule

Genre

Must-follow trick-taking game
Players:3-4 / Length:20-60 min / Ages:10+

Story

In a mysterious world you have wandered into, you encountered angels and demons. They whispered, "We'll grant your wishes," and left cards behind. You picked up the cards and imagined what you wanted. "A pile of gold coins," "delicious wines," "warm socks"... When you said your wishes out loud, the things you wished for appeared one after another in front of you! But soon, a terrifying truth was revealed. There were two types of cards: "Angel Cards" that grant wishes unconditionally, and "Devil Cards" that grant wishes at the cost of your own life. How can you fulfill as many wishes as possible without sacrificing your life? Now, let's enlist the help of angels and make your wish come true!

Game Overview

In this game, your goal is to reduce the other players' life points to zero while protecting your own life points.

The game proceeds by all players revealing one card each from their hands in turn. The player who plays the strongest card wins the 'trick' and takes all the cards on the field. The number of 'Devil Cards' you end up with from the tricks you win will decrease your life points. However, if you can successfully acquire 'Angel Cards' under certain conditions, you can recover the point. In the limited number of cards in your hand, rack your brains on how to avoid acquiring 'Devil Cards.'



▲ Official Errata

Preparation

- Each player chooses a wooden token of their favorite color and places it on the life point space on the game mat.
Place the token **at 30 for a 4-player game and at 20 for a 3-player game**.
- The person who "recently had a wish come true" or the one who "gets the most support after each person shares a wish" becomes the initial dealer (the person who deals the cards).
- Prepare the cards to be used according to the number of players:
 - 4-player game: Use all 48 cards.
 - 3-player game: Use 36 cards without a star (★) symbol under the card illustration.

Game Progression

Repeat the following steps as rounds until someone's life points reach zero.

Round (continues to be repeated until someone's life points reach zero)

Distribution of Cards

Selection of Discards

Trump Voting Phase

Trick Phase (Trick Taking)

Trick (Repeat 10 times)

- Lead player plays a card
- Other players play their cards
- Determine the strength of the cards
- Acquire cards and determine the next lead player

Life Point Calculation

Preparation for Next Round or Determination of Win/Loss

▼ Distributing Cards

The dealer shuffles the Angel Cards (white) and Devil Cards (black) separately and deals six of each, face down, to each player (each player's hand consists of 6 Angel Cards + 6 Devil Cards = 12 cards in total).

▼ Selecting Discards

Players check their hands and choose any 2 cards to discard, placing them face down. Discards will not be used during that round.

▼ Trump Suit Voting Phase

By voting, a suit is determined, and all cards of that suit are deemed as 'trump' cards. Trump cards, regardless of the order played or their number, are stronger than cards of other suits.

- One by one, in a clockwise direction, each player chooses a suit that **they do not want to be the trump**, and places a black chip in the trump space on the game mat.
 - 4-player game: Start from the player to the left of the dealer. Each player does this once.
 - 3-player game: Start from the dealer. The dealer does this twice, both at the beginning and the end, while other players do this once each.
- The suit of the cards that was not chosen (where no black chip was placed) until the end will be the trump suit for that round.

Components

▼ 48 cards



suit : 5 types



background : 2 colors

- Angel Card (White) : 1-9 of feather, odds of arrow, fire and flower
- Devil Card (Black) : 1-9 of spear, evens of arrow, fire and flower

▼ 4 wooden tokens

- ▼ 1 game mat
- ▼ 4 black chips
- ▼ 1 instruction sheet

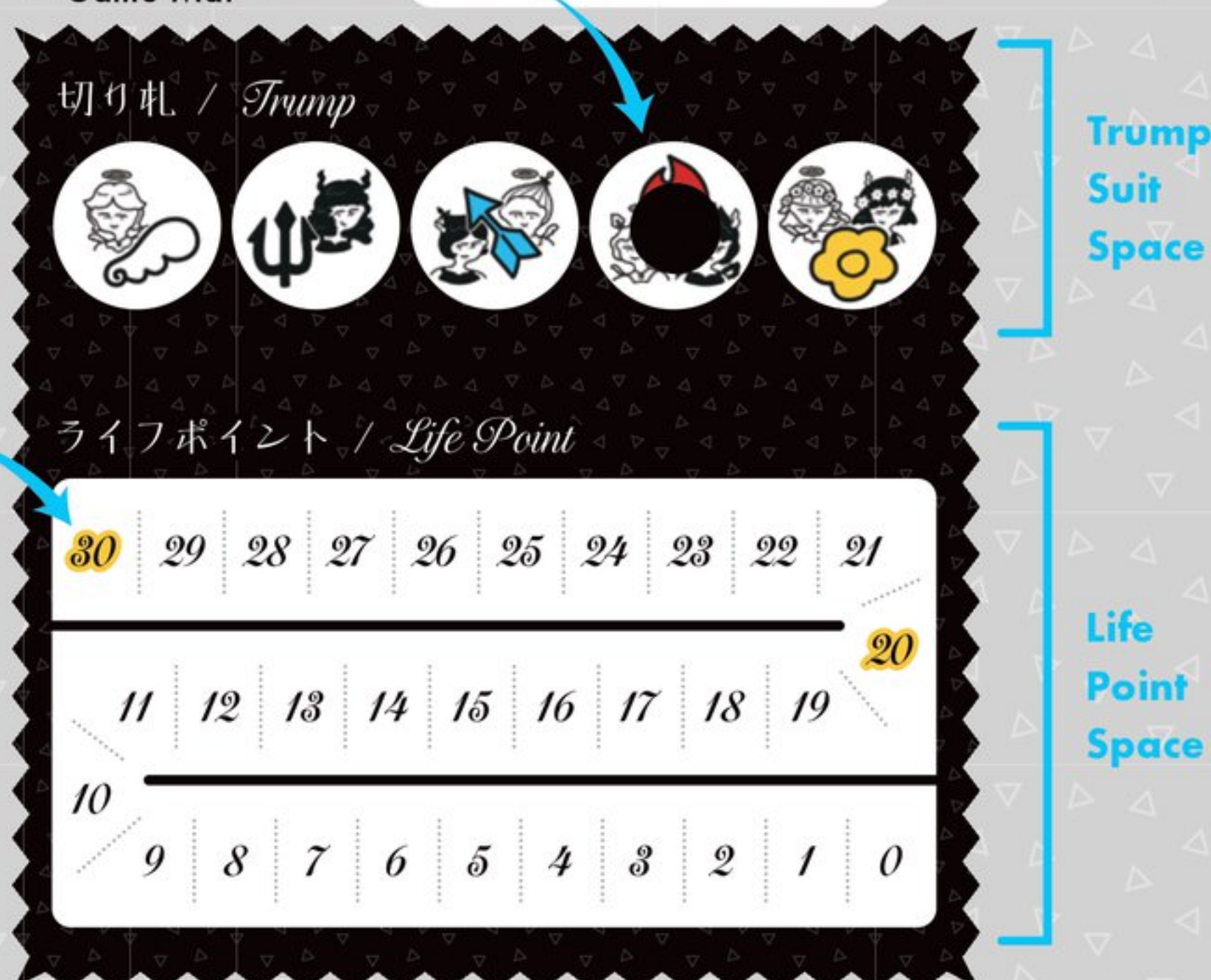
▼ Tokens



▼ Black Chips

Place it in a way that the picture is hidden

▼ Game Mat



▼ Trick Phase

Repeat steps ①-⑤ as one "trick" until there are no cards left in hand. (Perform 10 tricks per round)

The dealer becomes the initial lead player.

- ① The lead player leads by placing one card of their choice face up on the table.

■ Lead Rule [Devil Break]:

At the start of the Trick Phase, Devil Cards (black) cannot be led. As tricks progress, a Devil Card (black) can be led only after one has been played or when a player has only Devil Cards (black) in their hand.

- ② Starting with the player to the left of the lead player and going clockwise, each player places one card face up on the table.

■ Card Playing Rule [Must Follow]:

- If a player has a card of the same suit (feather, spear, arrow, fire, or flower) as the lead player's card in their hand, they must play one of those cards. Only if they don't have the same suit can they play a card of a different suit.
- [Must Follow] applies to all 5 suits (feather, spear, arrow, fire, and flower). If the suit is the same, a player can play either an Angel Card (white) or a Devil Card (black) regardless. For example, if the lead player plays an Angel Card (white) with a fire suit, the other players can play either an Angel Card (white) with a fire suit or a Devil Card (black) with a fire suit.

- ③ Once everyone has played one card, determine the winner of these cards.

The player who played the strongest card wins these cards.

■ Determining the Strongest Card:

- If a trump suit card was played: The player who played the highest-numbered trump suit card wins.
- If no trump suit card was played: The player who played the highest-numbered card of the same suit as the lead player's card wins.

The winner places the won cards in a single pile in front of them. (Won cards do not become part of the hand. Be careful not to mix them.)

- ④ (From the 2nd round onwards) If life point recovery (explained later) occurs, move the wooden tokens on the game mat accordingly.
- ⑤ The winner becomes the next lead player.

▼ Life Point Calculation

Adjust the life points on the game mat using wooden tokens based on the number and type of cards each player has won.

■ Life Point Decrease

(common for all rounds, settled together at the end of each round):

Decrease your life points by the number of Devil Cards (black) you have won in tricks.

■ Life Point Recovery

(from the 2nd round onwards, only for players with decreased life points, **performed during the Trick Phase**):

From the 2nd round onwards, players with decreased life points can recover them. If a player wins a trick where all players played Angel Cards (white), they immediately recover 1 life point after winning the cards (the life point limit is 30 points for 4-player games and 20 points for 3-player games; **you do not recover beyond the limit**).

▼ Preparation for the Next Round or Victory Determination

If any player's life points reach 0, the game ends. The player with the highest life points at that point wins.

If everyone still has life points remaining, prepare for the next round.

- ① Pass the dealer role to the player on the left.
- ② Remove the black chips from the game mat.
- ③ Return to "1. Card Distribution" and start another round.

Credit

PaixGUILD ーピースギルドー

Game Design: T Oyabun / Art Works: Mami Fujin / Illustration: @mamimamimi_ilust

Paix
Guild