

## Jin-Kei Trick

Designer: 福夕郎 (Fukutarou)

Players: 2, Time: 10-20 Minutes, Ages: 10+

STORY: You are a genius military strategist who has been invited to a certain country in the age of warring armies. It's up to you to make the most of your troops' skills or...kill them. Even the lowliest soldier, depending on the formation, can be elite. Use a variety of brilliant formations to defeat the enemy nation!

COMPONENTS: 18 formation cards (6 cards in each of 3 types: swords, shields, and bows); 2 score lists; 1 first player marker; 6 black-backed card sleeves; special effect markers (8 pink cubes and 2 transparent tokens); 1 rulebook

*You will need to provide a set of playing cards and a way to keep score.*

GAME OBJECTIVE and OVERVIEW: The game is played over 3 rounds, and the aim of the game is to score more points in the seven battles that will take place in each round.

At the start of a round, the players will decide upon the formation they will use that round and place cards from their hand. The players will then battle according to the rules and the winner will collect the cards.

Choose your card placement and battle card selection carefully so that you can score more points.

### GAME PREPARATION:

1. Prepare the playing cards. One player takes the spades and hearts, and the other player takes the diamonds and clubs. Only the color of cards will matter after this (e.g. there are only black and red cards.) The players set aside their Js and Qs, these will be used later. Each player shuffles their remaining 22 cards and forms a deck.

*It may be slightly more convenient to play with 2 decks of cards with different designs on the back, and then both players take the hearts and spades from each deck. This will make preparation for the next round and next game easier.*

2. Put 2 cards from the Js and Qs removed above into 2 of the black sleeves. These cards will be used to show the 2 locations which will not be used this hand. There will be more details later. (While there are 6 black sleeves, in most cases you will only need two each; there are a few cases where you'll need three.)
3. Next determine the start-player using rock-paper-scissors, or any method you like. The start-player takes the corresponding token (pink pawn). The other player is referred to as the second player.

4. Each player chooses one of the types of formation cards to be used in the game.<sup>1</sup> There are three types available (sword, shield, and bow). Each player may have a different strategy, so you will see different combinations. Once you have experience, allow the second player to choose first, then the start-player.

*Swords and shields are the easiest, so they are recommended for your first game.*

ROUND FLOW: Each round consists of 7 battles (tricks). Each player will place their cards into a formation before the tricks begin. After the players each choose a card for the trick, a winner is determined, and that player takes both cards. (These cards may be worth points at the end of the round.)

CARD FORMATION PLACEMENT: Repeat these steps:

1. Draw cards. Each player draws 7 cards from their deck to form a hand.
2. Formation selection. From the formations taken previously, choose one which corresponds to the round number. (e.g. in the first round, the cards that say ○ - I), and place it face down on the table. Once both players have chosen, these formation cards are revealed.
3. Place the cards from your hand into the formation reflected on the card (Vanguard (front), Rearguard (middle), and Reinforcements (back)); as a general rule, only one card will be placed in each location.
  - a. The greyed-out locations on the formation card cannot be used this round. Place one of the black-sleeved cards onto these locations.
  - b. Next, place any special effect markers. The details of this are too much for now; it will be explained later.
  - c. Place the top card from your deck face-up in the location marked with a dotted line on your formation card.
  - d. Place one card from your hand in each of the empty Vanguard and Rearguard locations (~4 locations). These cards should not be visible to your opponent. (You can check your own cards as necessary.)
  - e. Once all Vanguard and Rearguard cards have been played, reveal any face down cards.
4. Place cards face-down into any remaining empty locations in the Reinforcements row; these cards will remain face-down for now. (You will have card(s) leftover.)

---

<sup>1</sup> Translator's Note: It is not clear to me how the dealing of formation cards should proceed once the types are chosen, and it does not appear to be explicitly stated in the rules. It is worth bearing in mind that this is somewhat of a "beta" version of the game, and some things may still be in development. Additionally, the Archer cards for phase II and III are quite asymmetrical; this is intentional, and not a typo. See also, note above about being "beta".

**COMBAT:** Seven battles will be fought in one round, and the rules for choosing cards will depend if you are on offense or defense, and these roles will switch for each battle.

In the first round, the start-player will be on offense.

The offensive player chooses any card from their Vanguard, and plays it, by moving it from its current location to some other place, for clarity. (If you do not have any Vanguard cards, choose a Rearguard one; you may not choose a Reinforcement.)

Next, the defensive player chooses a card from their Rearguard (which must be of the same color as the offensive player's card, if possible) and this card is also moved somewhere more conspicuous. (If the defensive player does not have any Rearguard guards, they choose from the Vanguard; they may not choose a Reinforcement.)

Now, compare the two cards which were played, and the winner collects both cards. Cards of the color played by the offensive player are stronger, and within those, cards of a higher number are stronger. (EXCEPTION: While A is generally weakest (a 1), if an A and a K are played to the same battle, the A wins, regardless of color.) If there is a tie (same color and rank), each player receives their own card.

(There are more details later.)

In the next trick, the players switch roles, with the offensive player in the previous trick becoming the defensive player.

Because you have selected a card in this battle, there must be an empty location in your formation. If there is a card placed behind the empty space, move it toward the Vanguard. If there is no card in the rear of the empty square, the location remains empty. (Special effect markers apply to the location and do not move.) If a card was advanced from the Reinforcement, flip it face up.

**ROUND END and SCORE CALCULATION:** After 7 tricks (once there are no cards remaining), the scores are calculated. Add up the point values of your cards, according to your score list, and note them somewhere. Cards used in this round will not be used in subsequent rounds, so please set them out of the way (and they should not be referred back to.)

**PREPARING FOR THE NEXT ROUND:** Give the start-player marker to the other player. Proceed again from drawing up to 7 cards to form your hand. (You should have 1 card leftover from the previous round, so you will only be drawing 6.)

(The deck starts with 22 cards, and should have 14 at the start of the second round, 7 at the start of the third, and 0 at the end of the third.)

**END OF GAME:** The game ends when 3 rounds are complete. The player with the most points wins. If there is a tie, the player who started the game as the second player wins.

## **SPECIAL EFFECTS:**

*Rank +1* - Place one pink cube on this space. If the card in this space is chosen, it's value is considered to be 1 higher when determining the winner of the trick.

*Rank +2* - Place two pink cubes on this space. If the card in this space is chosen, it's value is considered to be 2 higher when determining the winner of the trick.

*Note: If A and K are in the same trick, the A wins regardless of any pink cubes effects.*

*Wild Suit* - Place a transparent token on this space. Cards in this space can be black or red when selecting cards to lead or follow. (You are not obligated to follow with a wild card, as you can claim it to be the other suit.)

*2 Cards* - No special marker; when placing cards into your formation, place 2 in this location. When you would need to advance a card from this space, you may choose which to advance.

**Important Reminders About Special Effects!** The effects apply to a *location* and not a specific *card*. If a card moves (or is played), the effect is still present in the location.

## **Q&A:**

Q: Can I choose the card remaining in my hand to lead or follow?

A: No.

Q: Can I win by following with a card in the Vanguard?

A: Yes. (Where it comes from is irrelevant for determining the winner.)

Q: If there is an unusable space in the Rearguard (black sleeve), and the Vanguard space is empty, should I advance the card from the Reinforcements to the Vanguard space or the Rearguard one?

A: Vanguard.

Q: If +1 or +2 is applied to a K, does it become rank 14 or 15?

A: Yes.

Q: If I acquire a card that was played with a +1 or +2, what rank is the card when I score it.

A: Face value The effect expired after the trick was resolved.