





Rounds 2 and 3

Character Selection Order

Selection 1 The King from the previous round

Selection 2 In ascending order of victory points, without Crown

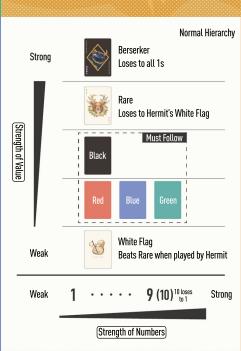
Selection 3 In ascending order of victory points, with Crown

Possession of Black Crown is irrelevant

If victory points are tied, the higher priority character from the previous round selects first

Ki > Ga > Re > Ad > He > Co > Be > Ru

1A 2A 3A 3B 4A 4B 5A 5B





## Round 1

- Deal 5 cards to each player
- 2 Select a character (in clockwise order)

  Decide start player randomly
- 3 Setup each character (page 15-32)
- 4 Play tricks
  1st trick starts with the player who selected a character first in step 2
  2nd-5th trick starts with the player who won the previous trick
- **5** Earn Crowns and victory points



## Round 2

- Deal 5 cards to each player
- 2 Select a character
  Refer to the Character Selection Order card
- 3 Setup each character (page 15-32)
- 4 Play tricks
  1st trick starts with the player with the fewest victory points without a Crown
  2nd-5th trick starts with the player who won the previous trick
- Earn Crowns and victory points

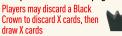


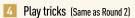


## Round 3

Final Rour

- Deal 5 cards to each player
- 2 Select a character (Same as Round 2)
- 3 Setup each character (page 15-32)
  Players may discard a Black





- Earn Crowns and victory points
- 6 Determine the winner of the game

