How to Win

Priority 1	Win a character specific game
Priority 2	Acquire 2 Crowns 👑👑
Priority 3	Acquire 3 Black Crowns
Priority 4	Most victory points

In the case of a tie,
higher priority character wins

Ki	>	Ga	>	Re	>	Ad	>	He	>	Co	>	Be	>	Ru
1A		2A		3A		3B		4A		4B		5A		5B

Initial Equipment

- Miracle Sword
- Ruler's Wand
- Berserker's Axe

What item would you like to equip?

Initial Equipment Item Frame

Initial Equipment

- Map of Destiny
- Invisibility Potion
- Timid Boots

What item would you like to equip?

Initial Equipment Item Frame

Rounds 2 and 3
Character Selection Order

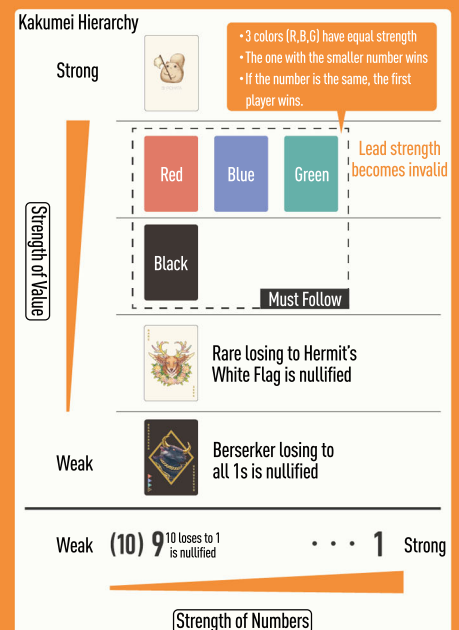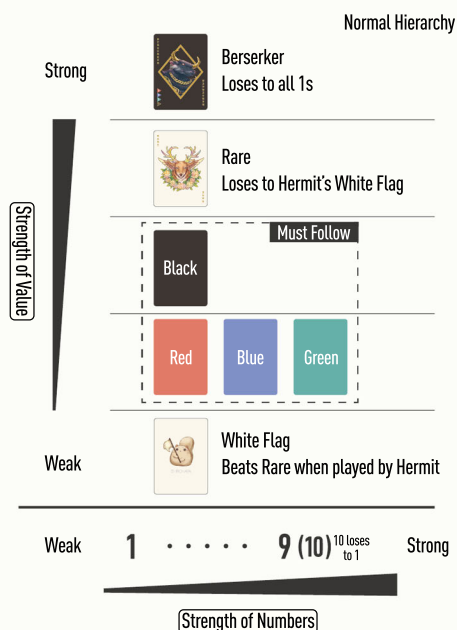| Selection 1	The King from the previous round
Selection 2	In ascending order of victory points, without Crown
Selection 3	In ascending order of victory points, with Crown

※ 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

Normal Hierarchy

Strong

Strength of Value

- **Berserker** — Loses to all 1s
- **Rare** — Loses to Hermit's White Flag
- **Black** — Must Follow
- Red | Blue | Green
- **White Flag** — Beats Rare when played by Hermit

Weak

| Weak | 1 · · · · · 9 (10) $^{10\ loses}_{to\ 1}$ | Strong |

Strength of Numbers

Kakumei Hierarchy

Strong

Strength of Value

- 3 colors (R,B,G) have equal strength
- The one with the smaller number wins
- If the number is the same, the first player wins.

- Red | Blue | Green — Lead strength becomes invalid
- Black — Must Follow
- **Rare** losing to Hermit's White Flag is nullified
- **Berserker** losing to all 1s is nullified

Weak

| Weak | (10) 9 $^{10\ loses\ to\ 1}_{is\ nullified}$ · · · 1 | Strong |

Strength of Numbers

Round 1

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

1. 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
5. Earn Crowns and victory points

Final Round
Round 3

1. 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 Crown to discard X cards, then draw X cards
4. Play tricks (Same as Round 2)
5. Earn Crowns and victory points
6. Determine the winner of the game