



2~4 Players
30~45 minutes
Ages 13 and up

1-1. Game Overview

Harpies had wings to fly over even the highest peaks, Merfolks had fins to swim across the vast ocean, Dryads and Ghosts had magical powers to change things in any way they desired. Humans were left with no special powers, but they had wisdom and cruelty...



Players are cunning human authorities.

In order to keep your authoritative powers, you must form alliances with various species by tricking them and making them fight against each other. Things will not always go smoothly. Some of them will stand against you, and it is your job to abandon them to a wasteland.

Form your alliances and demolish your opponents!

...However those abandoned in the wasteland came back for vengeance. They fought back to redeem the territories that the cruel humans took over.

“Destroy those that abandoned us!” they cried.

A revolution against the authoritative humans will change the order of this world!

The revolt against the humans caused many deaths and tragic events but humans deserved it. If you are a truly cunning individual then you must take this tragedy as an opportunity for expanding your authoritative power.

In this game, the values of the species cards you obtained changes drastically depending on the species you abandon and the species that revolt against you. Use your actions wisely to keep those that will help you and abandon those that will fight against you!

1-2. Game Components

- 48 Species Cards 4 colors
1 each of [1]~[8], [-5], [-5], [10], [12]
- 4 Alliance cards Used in Variant Rule <Alliance>
- 4 Player aids
- 8 Scoring tokens 4 red and 4 clear
- 16 Check discs 4 each of 4 colors
- 1 Start player card



1-3. Card Overview

(A) Card's Value (Influence)

Cards [-5], [10], and [12] are special cards.




(B) Color (Species)

Represents the card's species. Black is Ghost, Green is Dryad, Yellow is Harpy, and Blue is Merfolk.

(C) Icon

Used in Variant Rule 1 <Alliance>. Each species has unique icons. [12] and [10] have 2 icons each, and cards below [3] do not have icons.

(D) Player count

Some cards are not used when playing with 2 or 3 players. When playing with 3 players, put cards with  back in the box. When playing with 2 players, put cards with  and  back in the box.

(E) Illustration



1-4. Player Aid Overview




- (F) Desert area
Cards that you **[Pass]** are placed here.
- (G) Scoring track
Keep track of your score using **scoring tokens**.
- (H) Hand check area
Use **check discs** to keep track of the species cards that you do not have in your hand.



◆ If you are familiar with trick taking game...

Using **hand check area** to keep track of your cards may feel cumbersome if you have played other trick taking games. If that is the case simply put all **check discs** back in the box and ignore **hand check area**.

2-1. Game Setup

- If you are playing with fewer than 4 players, you will need to put some cards back in the box.
[4 Players]: Use all cards
[3 Players]: Do not use cards with 
(1 each of [-5], [5], and [10] for each species)
[2 Players]: Do not use cards with  and 
(1 each of [-5], [5], [10], and [12] for each species)
Also refer to <3-1. Two Players Rule> section.
- Then give each player the following:
 1. 1 player aid
 2. 1 each of scoring tokens (red and clear)
 3. 1 each of check discs (all 4 colors)
- All unused player aids, tokens, and alliance cards are returned to the box. Each player puts the **red scoring token** on 10 and **clear scoring token** on 0 on their **scoring track**. Then put the matching **check discs** on the top row of the **hand check area**.
- Player who understands the game rules the most will be the starting player. That player takes the **start player card** and should place it so that [デール 1] (reads [Deal 1]) shows on the bottom of the card.
- Shuffle all species cards used in this game and form a face down deck on the center of your play area.
Now you are ready to play.



2-2. Game Play (1) Preparation Phase

- The game is played over 3 **deals**. Each deal consists of 3 phases.

Phase 1: Preparation Phase

- Deal each player 12 **species cards** face down. The dealt cards form the player's hand and must be kept hidden from other players.
- **Player with the lowest score determines the player who gets the start player card.** In case of a tie for the lowest scored player, the player closest clockwise to the current player holding the start player card determines who gets the start player card. (Skip this on the first deal.)
- Each player selects one card and places it face down in front of them. After all players have chosen their cards, reveal all of them. Put these cards in **[Desert Area 1]** on each players' **player aid**.

You may choose any card to place on **[Desert Area 1]**. Unlike **[Pass]** you must reveal the card regardless of the card's value.

2-3. Game Play (2) Trick Phase

Phase 2: Trick Phase

- In each **deal** you will be playing 11 **tricks**. At the end of the 11th trick, you should have no cards left in your hand. Each trick is played in the following ways.
- The first trick of a deal is played starting with the player holding the **start player card**, continuing clockwise. Each player must choose one of the following two actions.

1) [Play]

- Choose a card from your hand and place it face up in front of you. **If another player has already played a card face up, then you must play a card of the same color.**
- If you do not have a card of the same color, then you may play any card. In this case indicate that you do not have that colored card by moving the matching **check disc** in your **hand check area** to the bottom row.
- You move the check disc when you cannot play the card, not when you played the last card of that color.

◆ Must Follow

You must play the **same colored card as the first face up card** played during this trick. This rule is referred to as **[Must Follow]**. Only the first player choosing **[Play]** action in a trick is not bound by this rule.

2) [Pass]

- Choose a card from your hand and place it face down in front of you. **Unlike [Play] action you may choose any card.**
- You may only pass twice during a deal. If you have already passed twice (in other words, if all 3 [Desert Area] are filled) then you may not pass.

Each deal is played over 11 tricks. Each player must choose 9 [Play] actions and 2 [Pass] actions. At the end of the deal all players' [Desert Area] should be filled with cards.

- After all players have performed an action, this trick is over and a winner of this trick is determined.

[If all played cards are of the same color]

- The player that played the highest valued card is the winner. In case of a tie the player that played the highest valued card first is the winner.

[If 2 or more different colors are played]

- The player that played the highest valued card **that has a different color than the first face up card played** is the winner. In case of a tie the player that played the winning card first is the winner.
- The winner gets all [Played] cards and places these in front of them face up. Sort these cards by color and make all the values visible. These cards are kept separate from the player's hand and from the [Played] cards in the subsequent tricks. These cards are called [Scored Cards]. You do not take any [Passed] cards.
- Players that chose [Pass] action move the face down cards to their [Desert Area]. If this is their first [Pass] then put it in [Desert Area 2]. Otherwise, put it in [Desert Area 3]. The card is placed face down unless it is [-5], [10], or [12] (the values are written in blue or red), in which case the card is placed face up.
- The next trick starts with the winner of this trick. Play continues clockwise.
- Continue this until players have no cards left in their hands (11 tricks). Then, move on to the next phase.

There is no winner if all players chose [Pass] action. Next trick starts with the player who started the trick.

Example 1: When 2 or more colors are played.



Players A, B, C, and D are playing the game. Trick starts with Player A. She chooses [Play] action and places Green [6] face up. Players must choose green cards when choosing [Play] action. Player B chooses and plays Green [8]. Player C **does not have any green cards**, so she chooses and plays Black [3]. (Player C moves green check disc on her player aid to the bottom row.) Player D has Green [-5] and Green [7], but chooses to [Pass]. He chooses a card and places it face down.

Since there are 2 colors played, **the highest numbered card that is not green wins this trick**. Player C takes the 3 cards played and adds them to [Scored Cards].

This was Player D's second pass this deal, so he moves his face down card to his [Desert Area 3]. **Since his face down card was Black [-5], he flips the card and places it face up.**

Example 2: When all cards are of the same color.



Let's say Player C had Green [3] in her hand and played that card instead of Black [3]. In this case all played cards are of the same color. Thus, the highest card wins this trick, which is Player B's Green [8].

Example 3: [Pass] as the first action of a trick.



Player C won the last trick so she starts the next trick. She chooses to [Pass]. It is now Player D's turn to choose his action. He must choose to [Play] since his [Desert Area] is full. He can choose any color since there are no face up card in play. He chooses to play Green [7]. Player A chooses and plays Blue [-5] since she does not have any green cards. Player B chooses and plays Green [12].

Since there are 2 colors played, Player A wins this trick.

2-4. Game Play (3) Revolution Phase

Phase 3: Revolution Phase

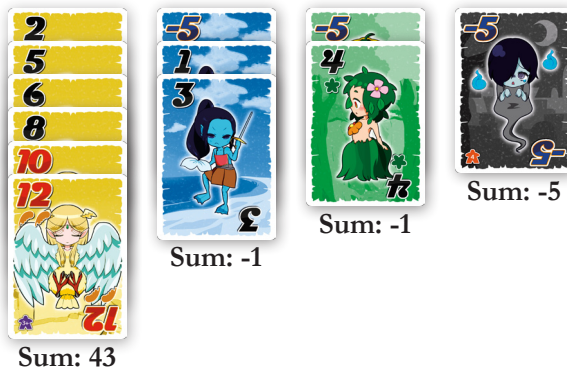
- After the Trick Phase, each player should have 0 or more **[Scored Cards]** and 3 cards in the **[Desert Area]**.
- Reveal all cards in the **[Desert Area]** and put all these cards in the center of the play area. Sort these by color and, for each color, calculate the sum of their values. The calculated sum will determine the number of points each **[Scored Cards]** will score.
- Each player will score points for their **[Scored Cards]** based on the sums calculated above. For each **[Scored Card]**, if the card's color is:
 [Color with the highest sum] → 2 points per card
 [Color with 2nd highest sum] → 1 point per card
 [Color with 3rd highest sum] → 0 points per card
 [Color with the lowest sum] → -1 point per card
 ♦ If the lowest sum is 0 or below (in the negatives), then -2 points per card.

In case of a tie, all tied colors share the lower point value. For example, if Blue and Green are tied for the highest, then they are both considered 2nd highest and will score 1 point per Blue or Green card.

You score -2 points per card only for the color with the lowest sum and if the total is 0 or below. You score 0 points per card for the color with 3rd highest sum even if that total is 0 or below.

- Use your **player aid's scoring track** to keep track of your score. Your score never drops below 0.
- After scoring points, play continues to the next **deal**. Turn the start player card so that it shows the next deal number. ([デール2] is [Deal 2], and [デール3] is [Deal 3])
- If this was the 3rd deal, the game ends here. Otherwise, shuffle all cards and form a new face down deck.

Example 4: Gathering all cards in [Desert Area] and calculating point values of each color.



Yellow: Since yellow has the highest sum, each yellow card in your **[Scored Cards]** is worth 2 points.

Blue: Each blue card in your **[Scored Cards]** is worth 0 points. Although the sum is in the negatives it is not the lowest sum so it is not worth -2 points.

Green: Since blue and green are tied, they are both considered the 3rd highest sum. Each blue card in your **[Scored Cards]** is worth 0 points.

Black: Each black card in your **[Scored Cards]** is worth -2 points since it has the lowest sum and its sum is in the negatives.

Example 5: Player C's [Scored Cards].



Blue and green cards are worth 0 points each, so they are ignored. Black cards are worth -2 points each for a total of $[-2 \times 2 = -4]$. Yellow cards are worth 2 points each for a total of $[2 \times 3 = 6]$. Player C scored a total of 2 points this deal. She moves the **clear scoring token** from 0 to 2.

2-5. End Game

- The game ends after 3 **deals**. Player with the highest score wins the game. In case of a tie all tied players share the victory.

3-1. Two Player Rules

- When playing with two players you will use [1] ~ [4] and [6] ~ [8] of each color, and one [-5] of each color, for a total of 32 cards.
- You may not use any variant rules when playing with 2 players.

Rule changes as follows when playing with 2 players.

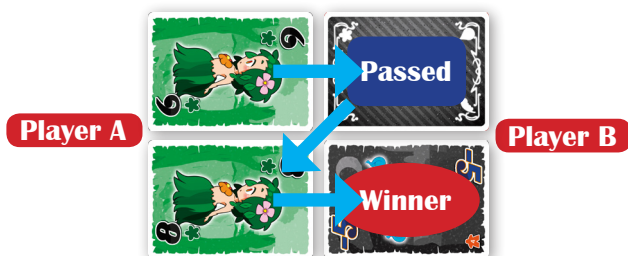
Phase 1: Preparation Phase

- Deal each player 15 **species cards** face down. Take one of the unused player aids and place the 2 undealt cards face down on the player aid's **[Desert Area]**. Do not look at these face down cards.
- Start player card** will switch hand each deal starting with the second deal. After that, each player selects one card to be placed in **[Desert Area 1]** and the game continues on to Trick Phase.

Phase 2: Trick Phase

- Each player will be taking 2 actions during this phase. As a result, 4 cards will be played (whether they are face up or face down) before determining the winner of the trick. For example, if A and B are playing, actions will be taken in order A→B→A→B.
- Winner of the trick is determined using the same rules as 3-4 player rules.
- Each player must choose [Pass] action 3 times during a deal.** Put the 4th card slightly below the 3rd card on **[Desert Area 3]**. You may pass twice during a single trick. **Make sure that there are 4 cards on both players' player aid at the end of the deal.**

Example 6: Playing with 2 players



Player A plays Green [6]. Both players must choose green cards when choosing **[Play]** action for the rest of this trick. Player B chooses to **[Pass]**. **Trick continues to Player A.** Since she has another green card in her hand, she plays Green [8]. Player B does not have any green cards so he plays Black [-5].

Phase 3: Revolution Phase

- This phase is resolved exactly like 3-4 player rules, but only with 10 **[Desert Area]** cards (4 from each player's **[Desert Area]** and 2 from the cards placed face down during Preparation Phase.)

3-2. Variant Rule 1 <Alliance>

The cunning humans invited Merfolks for a celebration of their alliance. They cheered and promised each other prosperity. The smart ones used diplomacy to take advantage of the weak ones!

- This variant rule will allow for more strategic plays. We recommend playing with these rules once you understand the basic rules of this game.
- Place all 4 **alliance cards** on the center of the play area when playing with this variant.

1. Taking Alliance Cards

- During each deal, players must take an available **alliance card** after choosing their second **[Pass]** action. This happens immediately after choosing to **[Pass]**, thus there might still be some player who haven't chosen an action for this trick.
- You must take a card. All **alliance cards** will be taken in a 4 player game.

2. Scoring an Alliance Card

- Your **alliance card** counts as 3 cards of its color. However, its value may decrease depending on the cards you have in your **[Desert Area]**.
- Before scoring points in Revolution Phase, look at the cards in your **[Desert Area]**. If the icons on the card match your **alliance card**, then change the orientation of your alliance card based on the total number of matching icons. If no icon matches, your alliance card is equivalent to 3 cards of its color. For each matching icon your alliance card will be equivalent to 1 fewer card, but will never be below 0.
- Return all **alliance cards** to the center of the table after scoring.

◆ Advice on taking alliance card

By passing early you will be able to take the best **alliance card** for your hand. However, note that the cards with higher values have icons on them which make your alliance card less valuable. You need to predict which cards your opponent's have **[Passed]** and will be **[Passing]** in order to get the most out of your alliance card.



Example 7: Scoring your alliance card



Player A took a **black alliance card** after her second **[Pass]**. Alliance cards will be scored during Revolution Phase.

Player A's **[Desert Area]** has Black [10], Black [3], and Green [8]. There are 2 skull icons on Black [10] that matches the icon on her alliance card. There is no icon on Black [3], and icons on Green [8] do not match.

Since there are 2 matching icons she turns her alliance card so that (skull :2 = 1枚) shows at the bottom of the card. Her alliance card is now equivalent to 1 black card.

Scoring continues as usual after resolving alliance cards. Since black had the lowest sum, her black alliance card ended up being worth -1 point.

If you are not playing with Variant Rule 2 <Abandoned Witnesses> then play fairly and do not break the **[Must Follow]** rules.

◆ Understanding <Abandoned Witnesses>

In a normal trick taking game you will eventually have to play all the cards. Therefore, if you lie and break the **[Must Follow]** rule, you will eventually play a card that **you should not have**. In this variant **you hide the cards that you should not have in to your [Desert Area]** thus **covering up the fact that you lied**. (This is why you cannot have [-5], [10], or [12] since you must reveal these cards when you **[Pass]**)

- To avoid unnecessary confusions you must use the **hand check area** of your **player aid** when playing with Variant Rule 2 <Abandoned Witnesses>.

Example 8: Abandoned Witnesses

The first face up card played in this trick was Green [6]. On your turn you have Green [3] in your hand, so you must play this card unless you **[Pass]**. However, you chose to **[Play]** Yellow [5] and wins the trick.

After playing your card you move **green check disc** to the bottom row of your **hand check area**. Since you are not suppose to have any green cards in your hand, you must **[Pass]** your Green [3] at some point during this deal.

3-3. Variant Rule 2 <Abandoned Witnesses>

Humans sometime ignored facts, and lied to others in order to deceive them. They would even exile the witnesses to hide the truth. If there were no witnesses to prove otherwise then a lie was just as good as a truth.

- You must play this variant with Variant Rule 1 <Alliance>.
- The rules for this variant can be confusing for a first timer. All players should have a strong understanding of the basic game before playing with this variant.
- In this variant you may **break the [Must Follow] rules and play any card under certain circumstances**. For example, normally if the trick started with a green card and you have green cards in your hand, then you must play a green card. However, you may be able to play a different card allowing you to win a trick that you would have otherwise lost.

You may break the [Must Follow] rules if you meet all 3 requirements below:

1. You have fewer cards matching the current trick's color than the number of open spots in your **[Desert Area]**.
2. These cards are not [-5], [10], or [12].
3. You will use these cards to **[Pass]** and will never **[Play]** any of them.

4-1. Game Play Advices

- High valued cards help you win tricks but **[Scored Cards]** are useless if they are not worth any points. You will need a balance between **[Play]** and **[Pass]** actions in order to make your **[Scored Cards]** worth points.
- **[Pass]** is useful for scoring points but also to prevent your opponents from taking your card, or to prevent yourself from winning the current trick.
- It is difficult to win tricks if you have a lot of low valued cards in your hand. However, remember that if two or more colors are played in a trick, then the winner is the player who played the highest card that has a different color than the first face up card played. You may be able to win tricks with low valued cards by using all cards of one color.
- If you score too many cards of one color, then your opponents will try to make that color worthless by choosing not **[Pass]** cards of that color or by passing [-5] of that color. Balance is the key to victory!

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