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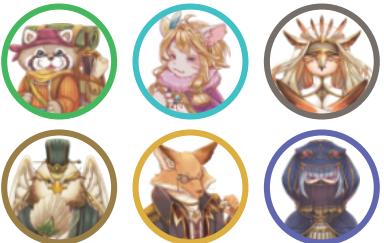


# ■CONTENTS



## ■ ADDITIONAL RULES FOR THIS EXPANSION

### Additional "Win the Game" condition for characters



At the end of the 3rd round, if the sum of the victory points of these characters above surpass 350 points, they win the game. Please be noted that this is Character-specific winning condition, which is given priority over "Acquire 2 Crowns" winning condition.

### Set Up: Prepare Forged Crowns for Alchemist



When using Alchemist, place a Crown and Black Crowns on the Reference Sheet. Only 1 Crown and 2 Black Crowns can be forged during the game.

### Setting up in order: from the highest-priority character



To save time, it is recommended that all players set up their characters at the same time. If you want to start setting up yours after checking others', the highest-priority character needs to go first. For example, Traveler predicts after Gambler bets, and Phantom hands over the letter of notice or invitation after Ruler distributes tasks to other players.

### 3 ways of selecting your characters

Before choosing which way to select characters for each player, please decide the characters to use in the game. It is desirable that everyone understand the abilities of each character. Putting aside each character's components on each different plate, and laying only Character Cards in the center of the table, you can process this selection phase smoothly.

#### All-star

##### Select from "all the characters" for each round

When using 15 characters, lay 15 Character Cards face up and select a character clockwise starting from the first player. For the second and third round, do this in ascending order starting from the player with the lowest score.

► It's fun selecting your favorite characters!

#### A solid choice! ★★★★★

#### Draft

##### Once you get used to the game! ★★★★★

##### Select 3 characters at once. (play 1 character per round)

When playing with 5 players using 15 characters, lay 15 Character Cards face up and select a character in the following order. [The first player > second > third > fourth > fifth] → [5 > 4 > 3 > 2 > 1] → [1 > 2 > 3 > 4 > 5]. At the beginning of each round, each player selects a character and place the Character Card in front of you face down, and then flips the card simultaneously. The one with the highest priority character designate whom to be the lead player for the round.

► Once you get used to the abilities of all the characters, enjoy the game with this "Draft" option. You need to plan ahead what order to play the 3 characters. Selecting characters is already a crucial and exciting part of the game!

#### Shuffle

#### For experts ★★

##### Select from "the player count + 1" for each round

When playing with 5 players using 8 characters, lay 6 Character Cards face up. In the next round, the remaining 2 Character Cards are laid first. Then, the Character Cards used and the one not selected in the previous round are shuffled, and 4 cards are revealed out of them. In the first round, select a character clockwise starting from the first player. For the second and third round, do this in ascending order starting from the player with the lowest score.

► Character Cards being shuffled, you may not find your favorite character among the choices. The gameplay can be difficult.

## ■Strategist

# STRATEGIST

ストラテジスト(軍師)

To see the big picture

**Setup**  
Add the Black 7 to your hand and discard a different card of your choice  
→Create the trap deck and activate 1 card each trick

**On Your Turn**  
Once per round, you may use the Tactical Card to ignore the must follow rule

**Trick Victory**  
Acquire all pooled victory points

0 wins + Rare or 50 pts	3 wins + 50 pts
1 win + Black 7 or 30 pts	4 wins + 80 pts
2 wins - 50 pts	5 wins Win the game

## [Strategic Tricktaker] Picturize the whole view!

### Strategist exclusive Black 7 card

Take the exclusive Black 7 card into hand, and discard a card from hand.



### Trap Cards

Stack the 5 Trap Cards in any order you want, and place the deck face down in the center of the table. At the beginning of each trick, reveal a Trap Card so that every player can see it. **Each player needs to put their 10 point token in the center of the table when found trapped after playing their card.** Strategist will never get trapped. Each revealed Trap Card is discarded after each trick. All the accumulated tokens are taken by Strategist when Strategist wins a trick. If tokens remain in the center of the table after 5 tricks, they are put back to the box. If you play White Flags Card or Rare Card, you lose points by "Must follow" Trap Card.



The Trap Card shown on the left becomes effective when Strategist wins the trick.  
Each other player puts a 10 point token in the center of the table, and Strategist takes all the accumulated tokens there.



### Tactical Cards

You can use a Tactical Card on your turn only once during the round, and in the trick Strategist can play a card ignoring the must follow rule.



### Carry cards over to the next round

You can carry over Rare Card for 0 wins, and Black 7 card for 1 win. However, you must use the cards in the next round. You may choose to acquire 50 points instead of carrying over the Rare Card, and 30 points instead of Black 7 card.

Take Berserker Card and 4 other cards from Berserker exclusive deck. After that, take the Black 7 card or Rare Card and discard a card from your hand. Berserker card cannot be discarded.

Take 6 cards from Alchemist exclusive deck. After that, take the Black 7 card or Rare Card and discard a card from your hand. Black 7 card is regarded as 7 of no color, Rare Card as 0 of no color.

## ■ Summoner



**[Summoning Tricktaker]** Handle the mighty powers!

## Summoned Beasts (Face)



- **EL** is treated as Hermit's White Flag Card (it beats Rare)
- **MIRIA** is treated as Berserker Card (it is stronger than Rare, but loses to any "1")
- **MARU** (red 10), **GURU** (blue 10), **NEMU** (green 10), **OKO** (black 10)  
(They lose to "1" of their color)

## MP (Magic Point)

- You get 5 MP initially. Place 5 MP tokens on the Character Card.
- MP is spent to "summon", "use the special ability of a summoned beast" or "move a summoned beast to the front".
- When each MP is spent, put a MP token away from the Character Card.
- MP is recovered by 1 when you win a trick.(put a token back on the card)



Face (Front)



Back (Rear:summoned)

The number of MP tokens shown here are to be spent:



- when moving the beast to the front.
- when summoning a beast in the rear.
- when using the special ability of the beast.

## How to play Summoner

- 1 Summon a beast in the rear. (place the Summoned Beast Card on a Summon sheet)
- 2 You may use the special abilities of the summoned beasts. (command)
- 3 Play a card from your hand.
- 4 Move the summoned beast to the front. (place the summoned card on the card you played to the table)

## 1 Summon a beast in the rear

Spending MP, summon a beast on a Summon Sheet.

You may summon two beasts in the same turn.

※ No more than 2 beasts may stay in the rear. Once you move one to the front, you can summon another beast in the later turns.

※ The beast summoned may not be placed directly in the front.



## 2 Use the special abilities of the summoned beasts (Command)



### ■ While MARU, GURU, NEMU on the Summon Sheet:

Spending 1MP, you can "discard 1 card, and draw 1 card from the draw deck".

### ■ While OKO on the Summon Sheet:

Spending 1MP, you can "discard any number of cards from hand, and draw as many cards from the draw deck".

※ The abilities of one or both of the beasts may be used over and over (even in the same turn) until your MP runs out.

### ■ While EL on the Summon Sheet:

At the end of every turn, you can recover 1MP. Once EL moves to the front, the ability is no longer active.

### ■ While MILIA on the Summon Sheet:

The ability of "10 doesn't lose to 1" is active. MARU, GURU, NEMU and OKO won't lose to 1'. Once MILIA moves to the front, the ability is no longer active, so MILIA loses to 1'.



## 3 Play a card from hand to the table

### 4 Move the beast to the front (Turn the card over)

Spending MP, you may move the beast to the front. When doing so, put the Summoned Beast Card on top of the card you played. You can do this without spending any MP when the color of the Summoned Beast Card and that of the card you played matches.

※ The color and value will be overwritten with those of the Summoned Beast.

ex) After playing red 3, you moved OKO to the front spending 2MP.

ex) After playing black 3, you moved OKO to the front without spending MP.

### Advantageous play of cards



• Placing it on a red card, you can play MARU (red 10) with no MP cost.

• Placing it on a blue card, you can play GURU (blue 10) with no MP cost.

• Placing it on a green card, you can play NEMU (green 10) with no MP cost.

• Placing it on a black card, you can play OKO (black 10) with no MP cost.



• Placing it on White Flag Card or Rare Card, you can play EL and MILIA with no MP cost.

**ALCHEMIST** 3C  
アルケミスト(錬金術師)

No law, no truth

**On Your Turn**

**Alchemy**

Randomly draw 6 cards from the Alchemist Deck

**Elements**

Acquired Elements are Immediately placed in the magic circle

**Setup**

Play 3 cards [always becomes lead color] then draw 3 cards  
Hand limit of 6 cards

Total the value of the 3 cards played (11+, use the 1s digit)

- If you have a card of the lead color in your hand you must play at least 1 of them
- When you lead, declare what the lead color is (even Black)

**α** Same number as lead (total value) + 1 Element  
**β** 3 of a kind (3 cards with same number) + 1 Element  
**γ** Flush (3 cards with same color) + 1 Element  
**δ** Straight (3 cards with values in a row) + 1 Element  
**ε** Win the trick + 1 Element

### Alchemist exclusive deck

Discard all the cards in hand, and draw **6 cards** from the Alchemist exclusive deck. The maximum number of cards in your hand is **6**. In your turn, you **play 3 cards from hand**, and draw 3 cards from the exclusive deck. (You will only have 3 cards in hand at the beginning of the 5th trick)

The sum of the three cards played becomes the value Alchemist plays. When the sum is 10, it is as strong as normal 10 cards, but lose to 1 of the same color. When the sum is 11 or more, the first digit of the number becomes the value.



In the final round, you can discard cards in hand and draw as many cards from the draw deck by spending a Black Crown. The discarded cards can be placed at the bottom of the Alchemist deck in any order.

### Alchemy

You are to follow the color led no matter what combination of the 3 cards from hand you play.

ex) When the leading color is red, playing red 3, red 5, blue 4 (the sum is 12) determines you have played red 2.

You must play at least one card of the leading color if you have it in hand. If not, you can play any combination of cards from hand, and even in such a case, you are following the color led.

ex) When the leading color is red, playing green 3, green 5, blue 4 (the sum is 12) determines you have still played red 2.

When Alchemist leads a trick, any combination of 3 cards from hand can be played. Then, you can select the color of one of the 3 cards as the leading color.

ex) Playing red 3, blue 4, green 5, Alchemist selected red as the leading color.

Only when the cards you play consist of 3 different colors (red, blue, green), you can select black as the leading color in the trick.

ex) Playing red 3, blue 4, green 5, Alchemist selected black as the leading color.



## Acquiring Elements

Completing certain formations on the Magic Circle with the elements you acquire, Alchemist can acquire victory points, forged Crowns or Black Crowns at the end of the round. Once you place the elements on the Magic Circle, they stay there throughout the round.

There are 5 ways to play for acquiring an element.

**a Same value as the leading card**

ex) playing red 3, red 5, blue 4 (total 12), where the leading card is red 2. Elements are not acquired when leading.

**b Three of a kind**

(3 cards of the same number)

ex) playing red 3, blue 3, green 3



**c Flush**

(3 cards of the same color)

ex) playing red 1, red 3, red 5



**d Straight**

(3 cards of consecutive numbers)

ex) playing red 1, blue 2, green 3



**e Win the trick**

Several elements can be acquired at once by fulfilling multiple conditions.

ex) Where the leading color was red 2, by playing red 3, red 4, red 5 (total 12), you acquired 3 elements by fulfilling **The same value as the leading card**, **Flush**, and **Straight**.

**💡 Tips**

You cannot meet both the condition of **The same value as the leading card**, and the condition of **Win the Trick** at the same time. This is because you never win against the leading player due to the rule: "If two players play the same value, the player who played first wins."



Examples of Formations



- Purple triangle  
10 pt

[Total] 10 pt



- Purple triangle  
10 pt
- Single row  
30 pt
- Single column  
80 pt

[Total] 120 pt



- <Acquire Black Crown by 0 wins>
- Forge Crown from the Black Crown
- Purple triangle  
10 pt
- Pink triangle  
10 pt

[Total] 20 pt + a Crown

## Placing Elements on Magic Circle

After acquiring elements, you need to put them on the Magic Circle immediately. You may not move the elements once you place them.

## Forging Crown or Black Crown

By completing the shape of "Hexagon" on the Magic Circle, if you have a Black Crown, you may forge a Crown by spending the Black Crown. Or you can forge a Black Crown by spending your victory points.

**■ A Black Crown is necessary for forging a Crown**

In addition to completing the shape of "Hexagon", you need to spend a Black Crown in order to forge a Crown. The Black Crown can be either the one you acquired in the round or in the previous round.



**■ Victory points are necessary for forging a Black Crown. The amount increases by 50 points in each round.**

In addition to completing the shape of "Hexagon", you need to spend your victory points in order to forge a Black Crown. Since the amount goes up by 50 points in each round, in the first round the cost is 50 points, but 150 points in the third round. The points you use can be from the previous rounds and from the points you earned by completing formations on the magic circle in the round.



**Only a limited number of Crowns and Black Crowns can be forged in a game.**

You can make only 1 Crown and up to 2 Black Crowns in a game (3 rounds). Before starting the game, place on the Reference Sheet the tokens of Crown and Black Crown for forging.



- <1st Round>
- Purple Triangle: 10 pt
- Pink Triangle: 10 pt
- Spend 50 pt
- Forge a Black Crown  
(Initial 30 pt + Forging 20 pt)

[Total] a Black Crown



- <3rd Round>
- Total of 160 pt from completing the formations,  
(10 x 2 + 30 x 2 + 80)
- Spend 150 pt
- Forge Black Crown  
(Initial 30 pt + Forging 20 pt)

[Total] 10 pt + a Black Crown

**TIME TRAVELER** 4C  
タイムトラベラー

I'm ready to change...

**Time Travel**

Secretly predict who will win the Crown and Black Crown

**Rewind**

- On Your Turn
- Return all cards currently in play
- Draw 2 cards, discard 2 cards
- Choose the lead player

**Change the past**

Not on the 5th trick

Take all cards from the trick into your hand, pass 1 card to each other player, finally choose the lead player

**Last Round**

Predict the Crown winners publicly      Win the game

**Predict Crown +50pts**      **Predict Black Crown +50pts**

### Predict who will acquire the Crown

Time Traveler predicts who will win the Crown and Black Crowns. Using the back side of Character Card for 2 players, secretly put the cards of characters under the Prediction Cards. Place 1 card under the Crown Prediction Card, and 2 cards under Black Crown Prediction Card.

- You may not avoid the prediction by placing no cards. Time Traveler can predict himself by placing his own Character Card under the Prediction Card.
- For each successful prediction, you acquire 50 victory points. (up to 150 pt)
- In the last round, you may choose to reveal the characters you predicted. If you successfully predict all the characters, you win the game immediately.



### Time Travel Tokens

Place 2 Time Travel Tokens on Time Traveler's Character Card. Every time you use time travel, remove a token from the Character Card. Time travel can be used up to twice in the round.  
ex) Rewind time / Change the past, Rewind twice, or Change the past twice



### Time Travel

#### Rewind time

On your turn, you can "rewind" by spending a Time Travel Token. When "rewind" is activated, each player puts the card they played back in their hand. → You draw 2 cards from the draw deck and then discard 2 cards from hand. → You designate the leading player.

#### Change the past (not applicable in the 5th trick)

After you win a trick, you can "Change the past" by spending a Time Travel Token.

When "Change the past" is activated, you take all the cards in the trick. → You give each other player a card from the trick or the one in your hand. → You designate the leading player.

## When Rewinding time:

The card each player played returns to the hand of the player, but **things happened during the trick will not be undone**. For example, Hermit's exchanging cards or Phantom's exchange cards with the partner will remain valid. The same holds for the MP spent by Summoner and Points lost from Strategist's Trap Cards: they will not be undone. The elements Alchemist acquired and placed on the Magic Circle will not be removed.



If you have declared "Kakumei" in the trick, the Kakumei will be canceled. So, you can declare it again in the later tricks.



The item cards you have used in the trick will be discarded. The effects of the items will be nullified. You may use new items once again.



If you have reserved a card in the trick, it will be canceled.



The points each player has lost due to the Trap Card in the trick will stay valid, so the player may lose points again from the Trap Card.



**The Beast Card which have moved to the front will be put back on the Summon Sheet.** The MP you have spent for moving it to the front will not be restored: you need to spend MP again when moving the card to the front again. If you don't have enough MP, you may not be able to do this any longer.



The elements you have acquired and placed on the Magic Circle remains on the positions, and you may acquire still other elements. **If you have 6 cards in hand, the returned cards will go to the top of the deck of the Exclusive Cards.** (When Alchemist is played, 3 cards are drawn from the deck, so the total number of the cards in hand will be 6, which is the upper limit of your hand.)



**If you have played the second card (face down) in the trick, the card will be discarded.** This is because you have already drawn a card from the draw deck on playing the second card.



## When Changing the past:

**You can pass to each other player any kind of card you want.**

For example, red 10 of Berserker's Exclusive Card or Berserker Card can be given to a player other than Berserker. A player might receive a Beast Card of Summoner (in that case, the front side of the Beast Card will be used).



If you have declared "Kakumei" in the trick, the chance of Kakumei is already used, and Resistance cannot declare Kakumei again in the round.



**Your reservation will be canceled.** You may not bring the reserved card to your side. You cannot accomplish the Ruler's task of "Take...", because of the cancellation.



The moment Time Traveler wins the trick, The Ruler's task of "Take..." is accomplished. This is because Time Traveler takes the trick and brings the cards to his side. Distributing the cards afterwards does not alter the completion of the task.



**If you have played a Beast Card to the front, there should be two cards in front of you.** Time Traveler returns only 1 card to you, and Time Traveler discards any one card from his hand. Even if Time Traveler returns the beast card back to you, it does not go back to the Summon Sheet but to your hand.



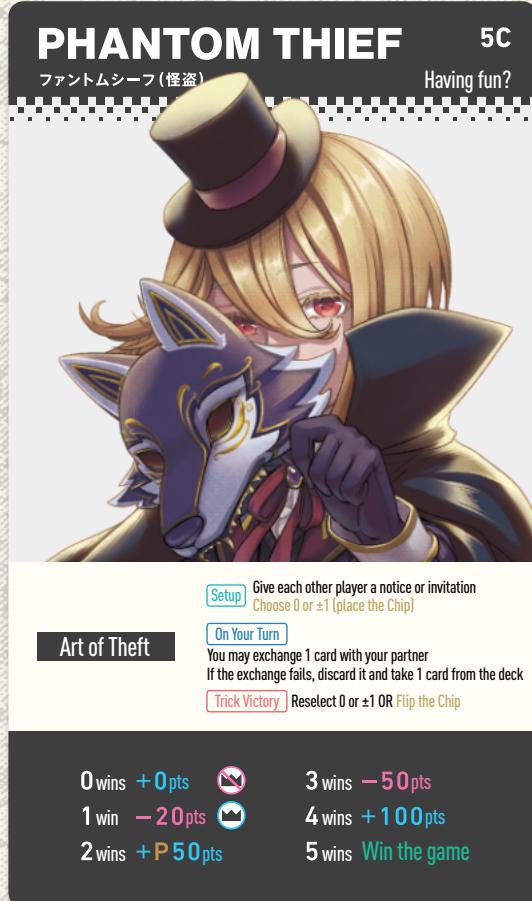
**Time Traveler needs to return 3 cards to you.** If you receive black cards, they are treated as no color. Also, White Flag and Rare (Berserker, EL, MIRIA) are treated as 0 of no color. **Neither Three of kind, Straight, nor Flush can be made with the cards of no color.** If your hand is already 6, place the 3 cards you received to the top of the Exclusive Card deck.



If you have played the second card (face down), Time Traveler discards the card. **Even if the second card has been faced up, Time traveler returns only 1 card to you.** In the case, Time Traveler discards any one card from his hand.



## ■ Phantom Thief



## [Thief Tricktaker] Let's have some fun, shall we?

### Art of Theft

At the beginning of the round, give each player one card of the Notice Letters (Theft of Crown, of Black Crown, or of 30 points) or the Invitation Letter. (Some of the Notice Letters and Invitation Letter may be left undistributed in 3 or 4 player game)

Notice Letters and Invitation Letter are placed face up (open information)



You steal Crown, Black Crown, or 30 points after the targeted player has acquired the item or points. The items you steal may have been acquired by the player in the previous rounds or in this round. You may only steal items or points that the player has already acquired.

ex) In the case you have handed Notice Letter of 30 points to the player, who has only 20 points at the end of the round, you get 20 points from the player.

If you steal the second Crown the player has acquired, the player's win condition is still not met. (The moment the player was sure of winning the game, the second Crown had already been stolen by Thief.)

### How to have a successful theft?

Whether or not your attempt of theft is successful is determined by the difference between the number of winning tricks of yours and of the targeted player after the 5th trick. There are two options: "0" and "±1".

At the beginning of the round, you place The Phantom Chip face up on either of the two options in Sun and Moon Sheet. When you win a trick, you may reselect the option by moving the chip to the other side. You may also turn the chip face down (will be described later).



ex) Thief won the 5th trick and it was the only trick won. The Chip had been placed on "0", but he reselected it by moving it to "±1". Thief successfully stole a Crown from Player A. Since there is no difference in the number of winning tricks between Thief and Player B and Player C, Thief failed to steal from them. Player D is not a targeted player but a partner.

## Hand the Invitation Letter to designate your partner

On your turn, you can exchange a card with your partner. After seeing the card received, the partner gives you a card face down. The partner can refuse your offer. In that case, the partner discards the card received, and you will draw a card from the draw deck. **If your partner's hand is empty, you cannot exchange a card. (At 5th trick, where the partner's turn comes before you.)**



When exchanging with Berserker, the Berserker Card may not be exchanged.



## Betray your partner (Change the player to steal from)

When you win a trick, you can flip the chip instead of altering the options between "0" and "+1". By doing so, **your partner becomes your target: the player to steal from**. Upon your successful theft, you can acquire either a Crown, a Black Crown, or 30 points from your partner.

- When flipping the chip, you may not alter your option.
- When the chip is face down (wolf side), the targeted player is your partner only. The players you handed the Notice Letters are excluded.
- You may flip the chip face up the next time you win a trick.
- While the chip being face down, you may still exchange a card with your partner.



ex) Thief won the 5th trick and it was the only trick won. Thief flipped the chip on "+1". The difference in the number of winning tricks between Thief and the partner (Player D) is "-1", so Thief can successfully steal either a Crown, a Black Crown or 30 points from Player D. Thief decided to steal a Black Crown. Even though the difference between Thief and Player A is "+1", Thief cannot steal from Player A. This is because the chip is now face down.

## Acquire a Black Crown with 1 win

Phantom Thief can acquire a Black Crown not with 0 wins, but with 1 win. However, be noted that the Character priority of Thief is "5C", which is the lowest of all.



## With 2 wins, the partner acquire 50 points

When you win exactly 2 wins in the round, your partner will acquire 50 points, but you won't.



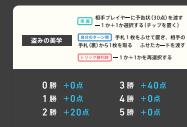
## For 2-player variant

### Exchange a card

Place a card in hand face down in front of you and take a card from your partner's hand. Then give your partner the face-down card in front of you.

### Use the Sun and Moon Sheet for 2 players (Back side)

The difference in the number of winning tricks is either "-1" or "+1". In order to have successful theft, you need to win either 2 or 3 tricks.



- If the phantom thief wins 3 tricks, the difference is "-1" because the partner wins 2 tricks.
- If the phantom thief wins 2 tricks, the difference is "+1" because the partner wins 3 tricks.

# NINJA

忍者



**2D**

I'm nowhere!

**On Your Turn**

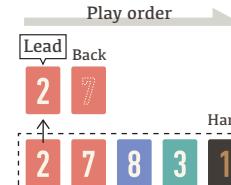
After playing 1 card from hand, you may play another card face down [draw 1 card from the deck]

- After all cards have been played, choose to flip over your face down card or discard it
- For the 5th trick, look at 1 card from the deck to play face down

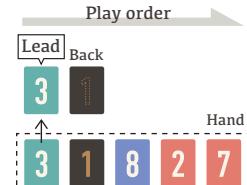
0 wins +70pts		3 wins -20pts
1 win -20pts		4 wins +140pts
2 wins +70pts		5 wins Win the game

### Shadow Cloning

After playing a card in hand, you may also play a card **face down** (not mandatory). The face-down card also needs to follow the "Must Follow" rule. If you play the second card (face down), you draw a card from the draw deck after the play. After all the players play their cards, you can either turn the second card face up and play or discard.



Ninja led the trick with red 2, and decided to play the second card red 7 (face down). The second card also needs to follow the leading color.



Ninja led the trick with green 3. Playing black 1 face down for the second card would make your trick very strong!

\* Where Adventurer's "Timid Boots" is activated, the effect of the item is applied before Ninja's second card (face down) is processed.

### The second card comes into play when turning it face up



ex) Ninja played Rare Card for the second card. However, another player also played Rare Card. Since Ninja's second card is only valid after other players has played their cards, Ninja lost in the trick due to the rule of "the player played first has priority".



ex) Ninja led the trick with White Flag Card, and also played black 1 face down for the second card. Since the only card in play is White Flag Card and the leading color has not been determined yet, the next player can play any card they like.

### Acquiring a Black Crown

Ninja cannot acquire a Black Crown with 0 wins, but with 2 wins. Character Priority of Ninja is as high as 2D, it is relatively easy for Ninja to acquire a Black Crown. However, be noted that even if you win 2 tricks in the round and are also the player who wins the most tricks, you cannot acquire a Crown.



**SAMURAI**

サムライ

To master is to discard

**Red is as strong as black.** If there is a White Flag Card in play, the effect is invalid

**Spirit of Red**

**Setup** Discard all Black Cards in hand and redraw that many from the deck

**Trick Victory** Take 1 Red Card from play into your hand then discard another card

0 wins +0 pts	3 wins +120 pts
1 win +30 pts	4 wins Win the game
2 wins +80 pts	5 wins -100 pts

**Spirit of Red**

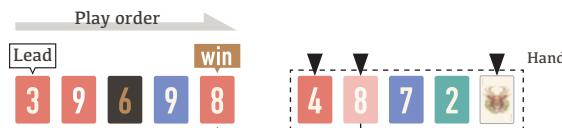
Only when Samurai plays a red card, it becomes as strong as a black card. However, if White Flag Card is in play, or if Resistance declares "Kakumei" in the trick, the ability will be nullified.

Samurai cannot have a black card in hand.

When preparing, you need to discard black cards, and draw the same number of cards from Draw Deck. In any circumstances where you get black cards, discard them immediately, and draw the same number of cards from Draw deck.

**Add a red card into your hand**

When you win a trick, you may add into your hand the red card played by another player in the trick (not mandatory). If you do this, discard a card in hand.



ex) The leading color is red. Samurai can play red 4, red 8, or Rare Card. Samurai played red 8. In the normal case, the black 6 is the strongest; however, since the red 8, which Samurai played, is regarded as black 8, Samurai won the trick. When Samurai wins, Samurai can acquire a red card played by another player in the trick. So, Samurai can get red 3 or red 9. Samurai took red 9 and discarded green 2.



ex) If White Flag Card is in play, Samurai's ability is nullified. So, if Samurai plays red 8, Samurai cannot win the trick. Samurai played Rare Card and won the trick. Even if White Flag Card is in play, Samurai can acquire a red card played by another player. Samurai took red 9 and discarded green 2.

## ■ Tips from Ruler



Strategist

### Be advantageous after the round!

It is better to make the Trap Card deck in order from A to E. Strategy Cards enable you to ignore the must-follow rules or to play black 7 when led by a black card. With 0 wins or with 1 win, you can get Rare Card or black 7 respectively for the use in the next round. If you acquire a Crown in the first round, you should choose Strategist for the second round so that you may carry over Rare Card or black7 to the third round. This makes it easier for you to win tricks, and you can aim for another Crown!



Summoner

### Aim for a Crown rather than Points

If you have a red, blue, green or black card in hand, you have good chances to play MARU (red 10), GURU (blue 10), NEMU (green 10) or OKO (black 10) effectively. Summoning MIRIA in the first trick prevents "10" cards from losing to "1" cards. EL and MIRIA are very effective if you have White Flag Card in hand. Summon EL in the first trick, and you can keep others from playing Rare Card.



Alchemist

### No one can stop you. Acquire a Crown!

First, you need to make up your mind whether to go for "80 points for a single column of 5 elements" or "a Crown for 6 elements in a circle". It is difficult in the fifth round to match up the number with the card led, so manage your hand to acquire elements in other ways. If you can acquire 2 Black Crowns in the first round (with 0 wins and by spending 50 points), you're very close to the victory. Also, if you have a Black Crown from previous rounds, try to win the most tricks. Forging another Crown with the Black Crown, you can acquire 2 Crowns in the round and win the game immediately!



Time Traveler

### Change the past, and their hands!

If you are trying to acquire a Black Crown with 0 wins, remember that the priority of Time Traveler is as low as 4C. Win at least once, so that, by changing the past, you can give a strong card to the player aiming for 0 wins. If you have Rare Card in hand, you can aim for a Crown. You can strengthen your hand by playing Rare Card against another player's strong card. You can even avoid leading a trick using the ability of "Rewind Time".

## Be the best Trick-taker!



Phantom Thief

### Win 1 trick to steal a Crown!

When you win a trick, you can reselect between "0" and "+1". Winning the fifth trick makes it easier for you to steal a Crown. Or, you may acquire a BlackCrown by winning only 1 trick; however, be aware that your Character priority is as low as 5C. Your partner can get 50 victory points with your 2 wins. Let's hope the partner will give you a strong card.

Well, I don't particularly recommend you to betray your partner...



Ninja

### Aim for a Black Crown with 2 wins

If you can play a black card as the second card, you have a high chance to win the trick. Beware of Time Traveler, who forces you to discard the second card using his ability of "Rewind Time". Ninja can aim for a Black Crown even with a strong hand, since Ninja needs 2 wins to acquire it. Also, don't miss the high Character priority of 2D. If you win 2 tricks, which makes other players harder to win tricks, you may be able to stop them from acquiring a Crown.



Samurai

### Spirit of Red, here it comes!

Red cards become as strong as black cards, so you will have an advantage when leading a trick with a red card. Other people must follow your red, but your card is stronger than any of the red cards thanks to your ability of "Spirit of Red". If you have Rare Card, play it when red cards are in play so that you can get one of them into your hand. Samurai can acquire 80 points by 2 wins. Using Rare Card you have acquired playing Strategist in the previous round, you may be able to have 4 wins!

Be careful with the Character priority. If the priority is 4 or below, you may not acquire a Black Crown even with 0 wins. Conversely, Gambler with the priority of 2A is highly likely to get a Black Crown with 0 wins. You need to see the compatibility of the characters, too. Collector can get a high score when another player is Alchemist. Alchemist is easy to forge with Time Traveler. In contrast, Ninja and Summoner don't go well with Time Traveler. So, pay close attention to what other players choose for their characters. Observing other player's moves is the best shortcut to be a great board gamer!



## ■ Important points of the rules

### At Preparation:

■ It is advisable for everyone to prepare their character at the same time in order to save time. However, in the official rules, the preparation of each character is done in ascending order from the highest Character priority.

ex) After checking the bid of Gambler (2A), Time Traveler (4C) did the prediction. After that, Ruler (5B) distributed task cards to other players, and then Phantom Thief (5C) handed Notice Letters and Invitation Letter.

\* It is better for Phantom Thief to hand Notice Letters and Invitation Letter face down, and then flip them to the front side when all the characters finish their preparation.

■ In the final round, in the case you discard cards and draw as many cards from the draw deck, you can do it at any time during the preparation.

ex) Gambler did the action of discarding and drawing cards twice, and then did it once again by spending a Black Crown.



### In Resistance's Kakumei play:

- Samurai's ability of regarding red cards as black cards will be nullified.
- The ability of MIRIA, the summoned beast, which makes "10" stronger than "1", will be nullified.



### When Collector reserves cards:

■ When Collector reserves the summoned beast moved to the front, the card below the summoned beast card will also be reserved.  
(Collector reserves the two cards)



■ When Collector reserves the three cards that Alchemist played, Collector reserves only one of the three cards.

### Deduction of points by Strategist's Trap Cards:

■ If you have no victory points, no further points will be deducted.  
• Gambler's points used for betting are not subject to deduction.  
(The point for betting is not regarded as Gambler's winning points)



### Samurai's "Spirit of Red"

■ When Samurai receives a black card or red 10 card due to the ability of Time Traveler:

- Samurai discards the black card and draws a card from the draw deck.
  - Samurai's red 10 loses to black 1. (red 10 beats red 1)
- \* The red card played by Samurai is regarded as the black card.
- \* Samurai's red 1 wins to black 10. (red is regarded as black)



## ■ Others

### FAQ

Q. Is there a way to see whether or not I can win the trick?

- A. ① Find the strongest card in your hand.  
② Find a card that can beat the strongest card in play.  
→ If you do, the card of yours wins the trick.

Q. Can I choose the same character in a row except King?

- A. Yes.

Q. Victory points can be below 0?

- A. No. The lowest victory points is 0.  
ex) "Current points: 20" - "Penalty Points: 50" = 0 points.

Q. Should I discard cards face down?

- A. It is recommended that discarded cards remain face down.  
However, cards can be discarded face up if all the players agree.

Q. What if the draw deck is depleted?

- A. Reshuffle the discarded cards to make a new draw deck.

### How do I implement this expansion in 2-player games?

- Decide which characters to use in the game.
- Referring to p14 of the rule books of the base game. Draft characters between the two players. (if odd numbers of the characters are used in step 1, one of the Character Cards will be left unselected.)
- Play as many rounds as the characters each player has.  
ex) Using 15 characters, each player selected 7 characters (a character is left unselected). Play 7 rounds, and the player who took the most victory points won the game.

### Resistance Variant Rules in 3-Player games

Resistance does not have "Win the game" condition. Instead, Resistance will acquire a Crown and 100 points by winning a trick with a black card in Kakumei play. If this happens, no other player can acquire a Crown in the round. A Black Crown can also be acquired by Resistance if this is the only trick won by the character in the round.



### 4-Player / 5-Player Variant Rules

At the end of the 3rd round, "if the sum of your victory points from these characters is 350 points or more", or "If the sum is higher than any other player by 150 points or more", you win the game.



### Credits for Translation

Rulebook : Fumi    Character Cards : Ryan Campbell    Director : Hiroken

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