

I Made a Contract With a Devil To Serve My Country, and it Went Horribly Wrong!!

(aka "Kunitame")

Variant Rules, vol. 4 (<https://event.webolha.com/138games/kunitame-variant-rule-vol4/>)

Designed by 138games

Time: ~20 minutes

Players: 3-5

Ages: 10+

Game Setting

In another world where devils exist, the leaders from each political party assemble for an election campaign to determine their next president. The election campaign is a 4 week struggle where the party leaders must display their wealth, military power, and intelligence in order to win the support of the people, and prove they are the most qualified to be president.

However, the people won't blindly follow anyone with power, so each week the candidates announce and fulfill a new pledge. Occasionally, the party leaders may have to resort to the forbidden Devil's Power for assistance.

When the campaigning is over, which party leader will gather the most popular support and become the next president of their country?

Game outline

Objective

Each player is a political leader who will use their abilities, and maybe borrow power from a devil, to fulfill their pledges. Whoever gains the most popular support will become the next president.

Victory

The player who has the most Popular Support points at the end of the game wins.

End Condition

The game will end after weeks equal to the number of players.

Game Over

If you run out of life tokens in the final week, you are eliminated.

Components

Playing Cards

- Priest Cards (x5)
- Devil Cards (1~13)
- Ability Cards (1~13 for each of 3 suits)

Contract Cards

- ~~Devil's Contracts (5)~~ **NOT USED**
- Government Pledges (7)

Tokens

- 45 Gems (15 for each of 3 colors)

These tokens are used in the game as "Life Gems", "Popular Support Gems (1pt)", and "Popular Support Gems (3pts)", but players may decide which color to represent each type.

Not included: dealer token

Game Setup

1. Lay out the Government Pledge cards in the middle of the playing area. (In a 3 player game, return the card marked "4+" to the box, it is not used)
2. Each player gets 3 Life Gems.
3. Take the 13 Devil Cards and 39 Ability Cards, add in Priest Cards equal to the number of players, and shuffle these together to make the Card Deck.
4. Decide the first Dealer any way you like.

Election Week Outline

1. Deal out cards
2. Government Pledges
3. Campaign for 7 rounds
4. Liquidation
5. Prepare for the next Election Week
(steps 1 to 5 is one week, repeat for # of weeks equal to players)

6. Determine Game Winner

How to Play Tricks [MUST FOLLOW]

The first player to play a card is the “lead”, and the color of that card is the “lead suit”. Each player after the first must play a card matching the lead suit if possible. If they do not have any cards of that suit, they may play any card they like.

Priest Cards

Can be played any time, regardless of Must Follow.

Has no suit, if it is the lead card then the next player can play any card, until the first non-Priest card determines the lead suit.

Strength of Played Cards

Black > Lead Suit > Other Suits > White

For cards of the same suit, the higher number is stronger.

White is the weakest suit, but wins if any black card was played.

In case of a tie, the card played FIRST is stronger.

Government Pledge Card

You can make a contract by placing a Life Gem in a square. You may place multiple Life Gems in the same square, or split them up.

If the contract is fulfilled, you gain Popular Support Gems as indicated on the card.

If the contract is not fulfilled, you lose the Life Gems you placed.

You are required to make at least 1 contract each week.

Examples of contract scoring:

Your Government Pledge Card scores 1/3/5 points.

You place 3 Life Gems to make 3 different contracts.

If you fulfill all of them, you get 5 points.

If you fulfill only one, you get 1 point.

If you fulfill two contracts, you get 3 points.

Your Government Pledge Card scores 2/4/6 points.

You place 2 Life Gems on the same square.

If you fulfill this contract, you get 4 points.

Game Phases

1. Deal Cards

- A. Deal 7 cards to each player.
- B. Set aside the remaining cards.

2. Government Pledges

- A. Starting with the Dealer, in clockwise order, each player chooses and takes one of the Government Pledge Cards.
- B. Place a Popular Support Gem (1pt) on the leftover Pledge cards. (If a player takes a card with Gems on it in a future week, they keep the Gems)
- C. Each player makes contract(s) in secret.
- D. All players reveal their contracts at the same time.

3. Campaign for 7 rounds

- A. (Dealer leads on the first round) The lead player plays one card face up in front of them.
- B. In clockwise order, each player takes a turn to play one card face up (Must Follow)
(For the second round and onward, the new card is splayed on top of the previous cards so they are all visible)
- C. When all players have played a card, determine the winner.
- D. Turn the winning card sideways.
- E. The winner leads the next round.
(Repeat steps A to E for 7 times)

4. Liquidation Phase

- A. Earn Popular Support Gems for fulfilled contracts.
- B. Lose Life Gems on failed contracts.

5. Prepare for the next Election Week

if it's the final week:

- A. Players with 0 Life Gems are eliminated.
- B. Go to Determine Game Winner
otherwise:
- C. Players with 0 Life Gems lose half their Popular Support points (rounded down)
- D. Return all Government Pledge Cards to the middle of the table.
- E. Each player gains 1 Life Gem from the supply. (You can not have more than 3)
- F. Shuffle all cards that were played and set aside into a new Card Deck.
- G. Return to the Deal Cards Phase.

6. Determine Game Winner

- A. Count the total Popular Support points for each player.
- B. The player with the most points wins the game.
- C. If there's a tie, the tied player with the most remaining Life Gems wins.

- D. If there's still a tie, shuffle the 13 cards of any one suit. Each tied player draws a card, the highest card wins.

Reference for Contract Cards

- Win a trick with a card 1~5
- Win a trick with a card 6~8
- Win a trick with a card 11
- Win a trick with a card 12
- No Tricks (can not be combined with other contracts)

(Scoring: 1/3/5)

- Win the trick on Round 1
- Win the trick on Round 2
- Win at least one trick in Rounds 3 or 4
- Win at least one trick in Rounds 5 or 6
- Win the trick on the Final Round
- No Tricks (can not be combined with other contracts)

(Scoring: 1/3/5)

- Win a trick with blue
- Win a trick with red
- Win a trick with yellow
- Win a trick with black
- Win a trick with white
- No Tricks (can not be combined with other contracts)

(Scoring: 1/3/5)

- Win tricks ONLY with cards 1~10
- Win tricks ONLY with cards 11~13
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)

- Win tricks ONLY with even numbers (2, 4, 6, 8, 10, 12)
[from FAQ: The Priest Card 0 is not included and will fail the contract!]
- Win tricks ONLY with odd numbers (1, 3, 5, 7, 9, 11, 13)
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)

- Win tricks ONLY with blue
- Win tricks ONLY with red
- Win tricks ONLY with yellow
- Win tricks ONLY with black

- Win tricks ONLY with white
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)

- Win the fewest number of tricks (At least one trick required. Ties are OK)
- Win the second fewest number of tricks (Ties are OK)
- Win the second most number of tricks (Ties are OK)
- Win the most tricks (Ties are OK)
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)