

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

(aka "Kunitame")

Variant Rules, vol 2 (<https://event.webolha.com/138games/kunitame-variant-rule-vol2/>)

Designed by 138games

Time: ~20 minutes

Players: 3-5

Ages: 10+

Patch notes compared to original ruleset:

- Added Demon King, who will descend upon the player who captured the most Devil Cards each week
- The game ends as soon as a player is eliminated, even before the final week.
- Black (Devil Cards) can no longer be set as the lead suit.
- Devil Cards are no longer Must Follow.
- Drawing Devil Cards has changed: instead of draw 2 keep 1, now you just draw 1 and keep it.
- Devil Cards nerfed: instead of a trump suit, now their strength is as if they were part of the lead suit of the current trick (e.g. if Lead was Red, a Black 5 is considered to be a Red 5 when determining the winner)
- Priest Cards buffed: Players start with 1 on the table. In addition to being used during tricks, it can be used to remove Devil Cards during Liquidation Phase.
- Devil's Contract allows for "0 tricks" by placing Life Gems on the [X] square. This will earn 2 pts each if fulfilled.
- Government Pledge Cards not used.
- Victory Gems no longer used, no need to place them on cards that win tricks, instead capture all cards into a personal pile.
- Promise Gems no longer used, since Government Pledge cards are gone.
- Above gems are replaced by Popular Support Gems, 1pt and 3p, to easily keep track of points.

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. 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 the 4th week of election campaigns, or if someone drops out of the race.

Game Over

If you run out of Life Gems, 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)
- ~~Government Pledges (7)~~ **NOT USED**

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. Each player gets 3 Life Gems
2. Each player gets 1 Devil's Contract card and 1 Priest Card (keep face up on table, do not add to hands).
3. Shuffle the 13 Devil Cards together to form the Devil Deck.
4. Shuffle the 39 Ability Cards together to form the Strength Deck.
5. Decide the first Dealer any way you like.

Election Week Outline

1. Deal out cards
2. Contract actions
3. Gain Devil Cards
4. Campaign for 7 rounds
5. Liquidation
6. Prepare for the next Election Week
(steps 1 to 6 is one week, repeat 4 times)
7. 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.

Devil Cards & Priest Cards

Can be played any time, regardless of Must Follow.

Has no suit, if one is played as the lead card then the next player can play any card, until the first non-Priest/Devil card determines the lead suit.

Priest Cards

In addition to being played in tricks, it can be used during the Liquidation phase to exorcise a captured Devil Card.

Removed from the game when used.

Strength of Played Cards

Black = Lead Suit > Other Suits > White

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

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

About the Contract Cards

Devil's Contract 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.

You will gain 1 Devil Card per placed gem.

If the contract is fulfilled, you will get those Life Gems back.

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

During weeks 1~3, you can not make a contract with your last Life Gem (no elimination until week 4).

You can place Life Gems on the X square, to declare a contract of taking 0 tricks.

Devil's Contracts are optional, you can choose 0.

Game Phases

1. Deal Cards

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

2. Contract Actions

- A. Each player makes contract(s) in secret.
- B. All players reveal their contracts at the same time.

3. Gain Devil Cards

(skip players who did not make a Devil's Contract)

- A. Beginning with the Dealer and going clockwise, draw 1 card from the Devil Deck and add it to hand.
- B. Repeat until the Devil Deck is empty, or all players have received their Devil Cards.
- C. Set aside the rest of the Devil Deck.

(If you made more than one Devil's Contract, you will get multiple turns)

(If you made a Devil's Contract but the deck is empty, cancel the excess contracts of your choice)

4. 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)
- C. When all players have played a card, determine the winner.
- D. The winner gets a Popular Support Gem (1pt), and collects all cards played that trick into a face-up pile next to them.
- E. The winner leads the next round.

F. Repeat steps A to E, 7 times

5. Liquidation

- A. Lose Life Gems on failed Devil's Contracts. (At this point, anyone out of Life Gems is eliminated)
- B. Those who made a contract for 0 Tricks get Popular Support Gems (1pt) equal to twice the Life Gems on the square.
- C. Players who still have a Priest Card conceal it either face up (to use it) or face down (to not use it). Once everyone has chosen, reveal all at the same time.
- D. Any player with a face up Priest Card may exorcise one of their Devil Cards (remove it from the game).
- E. If anyone still has a Devil Card, the Demon King descends upon the player holding the most Devil Cards.
(If there's a tie for the most, target the player with the highest sum on their Devil Cards. If still tied, target the player with the highest Devil Card)

Effects of the Demon King on the Targeted Player

- 1. Lose 1 Life Gem now (if none remain, the player is eliminated).
- 2. Next week, this player will not perform [Phase 2 - Contract Action].
- 3. Next week, during [Phase 3 - Gain Devil Cards], this player draws 3 Devil Cards before anyone else.
- 4. Next week, during [Phase 4 - Campaign], this player will not get any Popular Support Gems even when winning tricks.
- 5. Next week, during both [Phase 4 - Campaign] and [Phase 5 - Liquidation], this player can not use a Monk Card.

6. Prepare for the next Election Week

(during Weeks 1 to 3, if no candidate has dropped out of the race)

- A. Pass the Dealer clockwise to the next player.
- B. Shuffle all Ability Cards, including those that were set aside.
- C. Shuffle all Devil Cards, including those that were set aside.
- D. Return to the Deal Cards Phase.

if the end of Week 4, or if there's been a dropout, go to Determine Game Winner

7. 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

Devil's Contract

- Win exactly 1 trick.
- Win exactly 2 tricks
- Win exactly 3 tricks
- Win exactly 4 tricks
- Win exactly 5 tricks
- [X] Win 0 tricks