

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

(aka Kunitame)

Variant Rules, vol 1 (<https://event.webolha.com/138games/kunitame-variant-rule-vol1/>)

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. To win, 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.

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)

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. (Return the card marked "4+" to the box, it is not used)
2. On the 1/3/5 value cards, place a 1pt gem on each square, except for "No Tricks"
3. On the 2/4/6 value cards, place a 3pt gem on each square, except for "X"
4. Each player gets 3 Life Gems.
5. Each player gets 1 Devil's Contract card.
6. Shuffle the 13 Devil Cards together to form the Devil Deck.
7. Take the 39 Ability Cards, add in Priest Cards equal to the number of players, and shuffle these together to form the Strength Deck.
8. 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.

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.

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).

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 Devil 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)
(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. The winning player turns the winning card sideways, and takes a Popular Support Gem from a Government Pledge Card (1/3/5) square that meets the conditions of that trick (if there is more than one option, the player chooses one). If there are no gems to be won, return your highest value gem to either of the vacant "win with black" or "black only" squares. If neither of these squares is vacant, return your highest gem to any vacant square.
- E. The winner leads the next round.
(Repeat steps A to E for 7 times)

5. Liquidation

- A. Lose Life Gems on failed Devil's Contracts. (Players with no Life Gems remaining are eliminated)
- B. Beginning with the Dealer and going clockwise, each player may take a Popular Support Gem from a Government Pledge Card (2/4/6) square where all their tricks met the conditions. (If you qualify for multiple, you may only take one)
If there are no gems to be won, return your highest value gem to either of the vacant "win with black" or "black only" squares. If neither of these squares is vacant, return your highest gem to any vacant square.

6. Prepare for the next Election Week

(during Weeks 1 to 3)

- 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.

(After the 4th week, advance to 7. 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

Government Pledges

- 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)