



Rules of the game

What you need:

- 5 Dice
- 4 tokens
- Deck of enemies
- Deck of Daimyō
- Deck of Characters
- Pen and Paper

Object of the game:

PvE: the player's objective will be to defeat the enemies and the Daimyō to conquer the castle.

PvP: the players' objective will be to defeat the other one.

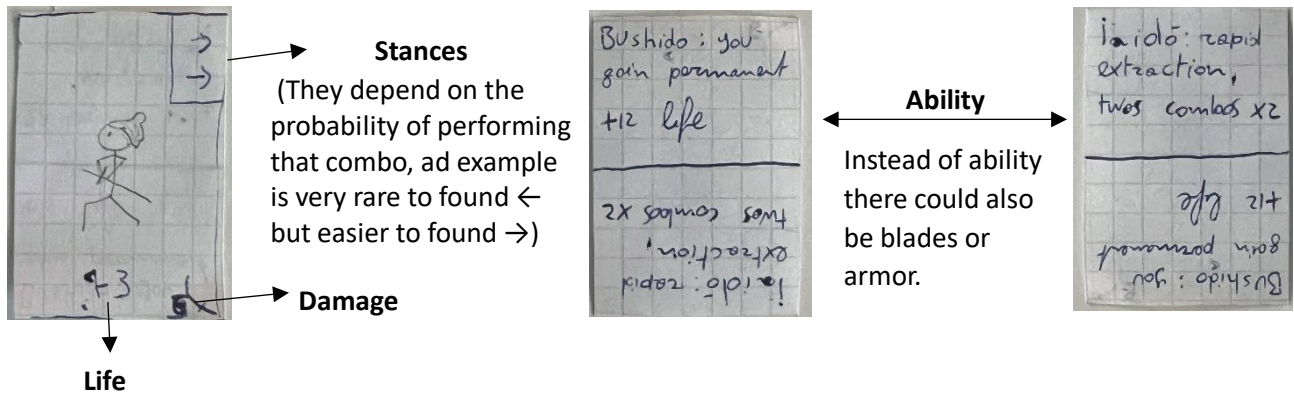
Preparation:

PvE:

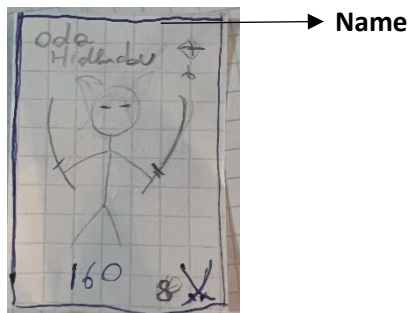
Before the game the player must shuffle the decks, after he must roll one dice, the value divided by 2 will give the number of enemies to draw from the deck (e.g., if the player rolls a 3 then $3/2 = 1.5 \rightarrow 1$ enemy). Eventually the player must draw one card for the remaining decks.

PvP: The players need only to write down their life, which will be 100hp. They need to get two numbers from one to four (*using a random number generator or a four-value dice*), the value is the same as for stances (e.g., $1 = \rightarrow$, $4 = \leftarrow$). Determine the first one to play.

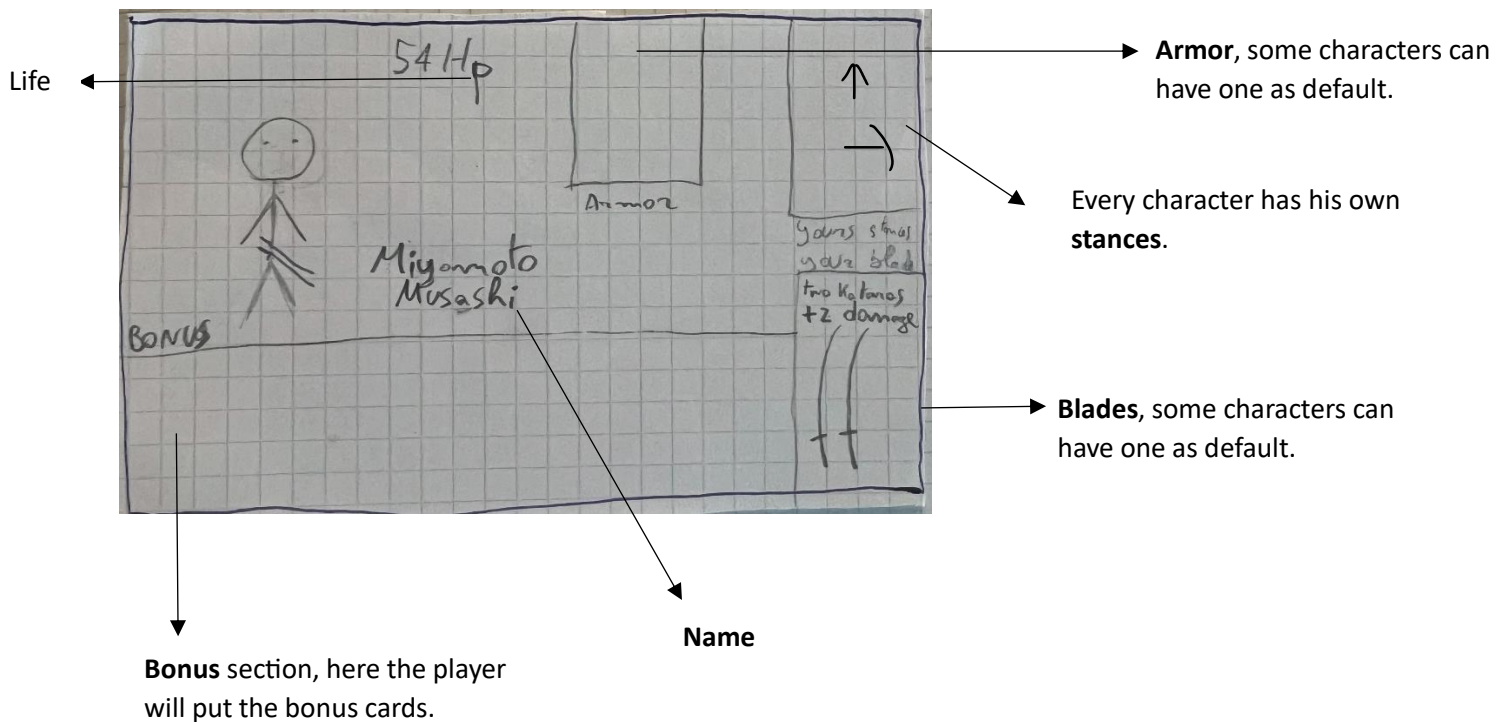
Enemies' cards are as follows:



Daimyōs' cards front is the same as enemies' ones.



Characters' cards are as follows:



The game:

PvE:

The player has now in front of him one enemy, this is how the play will continue:

1. The player will **roll** the **5 dice**.
 - a. The player is fine with the dice he has.
 - b. The player does not like the dice he has, he may keep the dice he wants and re-roll the others for up to two turns.
2. The player now must choose one of the combos that are in the scorecard.
 - a. The player **chooses a combo that match** one of the **stances** of the enemy, he must **remove** that **stance** from the enemy card with a token, without diminish the enemy's life, and ends his turn.
 - b. The player **chooses a combo that doesn't match** one of the **stances** of the enemy or match one removed stance, he will **diminish** the enemy's **life** according to the damages.
3. Now it's **enemy's** turn, he will do **damage** in the following way: the damage indicated in the **right-bottom part plus one dice** that will be **rolled** only once (*e.g., if the enemy has an attack of 3 and the dice has value 4 the total damage will be 3+4=7*).

These 3 steps will repeat until:

4. One of the characters on the board has been defeated.
 - a. If the **Player** is the one who will be **defeated**, the game will end with a **lost**.
 - b. If the **enemy** is the one who will be **defeated**, the player can turn around the enemy card and **choose the power ups** that can be:
 - i. A **special ability**, the back is divided in two sections, and you can only activate one of them putting in the ability section bonus (*There are always one offensive and one defensive ability, the choice is up to the player*).
 - ii. An **armor or weapon**, the back will have a drawing of one of these categories with the buff of that equipment, such as -1 damage received.

Now if the player managed to defeat the enemy if, the **value obtained** at the **beginning**, is **higher than** the number of **enemies defeated** so far, he must

place another **enemy** and repeat the above steps. **Otherwise**, he must **place** the **Daimyō** and repeat the above steps.

5. If the **Player** will **defeat** the **Daimyō** the game will end with the conquer of the castle and hence a **victory**.

PvP:

The players need to use their own card, the first player will now the same actions in points one and two above, once finished it will be the turn of the other player. The condition of winning the game are the same of the PvE mode