

Warrior feudal lord card game

くにとり!

天下は燃えているか

Kunitori! Is the world on fire

0. Game overview

Warrior Feudal Lord Card Game "Kunitori! Is the world on fire?" is a deck building card game for 2–6 players (3–5 recommended). Players play a "nameless lord", buy cards such as "Cavallery", "Town" and "Gold", gradually filling his deck of cards. As the game nears its end, players can take command of his generals and troops, and go to battle against the other players. This battle heavily influences the game. The players who has the most victory points in his possession once the game ends, is declared the winner.

Aim to be the greatest of all feudal lords!

1. Components

This game consists of this rule book and 290 cards.

- * 168 Action cards
- 8 Generals
- 62 Troops
- 50 Tactics
- 48 Politics
- * 52 Victory point cards
- * 70 Treasure cards

2. Preparations

Players sit around the game table. In the middle of the table, all available cards are placed; this is called the *card pool*. Beside this there is the *trash area*, where cards that have been removed from the game are kept. Keep these two separate.

Each player should have a *territory* in front of him, enough table space to play his cards. Each territory consists of the *army area*, where cards are played, the player's personal draw deck and discard pile.

* First, sort out the Generals, shuffle them and make a face up draw pile in the card pool.

* Secondly, sort out the 6 types of Troops cards, 6 types of Tactics cards, 6 types of Politics cards, 3 types of Victory Point cards, and 3 types of Treasure cards and make a face up draw pile of each card type, in the card pool. Please refer to the figure.

Each player now takes 6 "Copper" cards, and 2 "Village" cards, shuffles them thoroughly, and places them in a face down stack before him – his draw deck. He then draws the top 4 cards and keeps in his hand. Decide starting player in any suitable fashion.

Players take turns, with the starting player taking the first turn. Each turn consists of the following four phases (described in detail later in the rules):

Kunitori! Tenka wa moeteiruka

Credits:

Game design: Gin'ichiro Suzuki and Yukio Kawamura

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Developers: Atsuo Yoshizawa (Arclight), Tomohide Iijima (Arclight) and Naoki Kubouchi (Arclight)

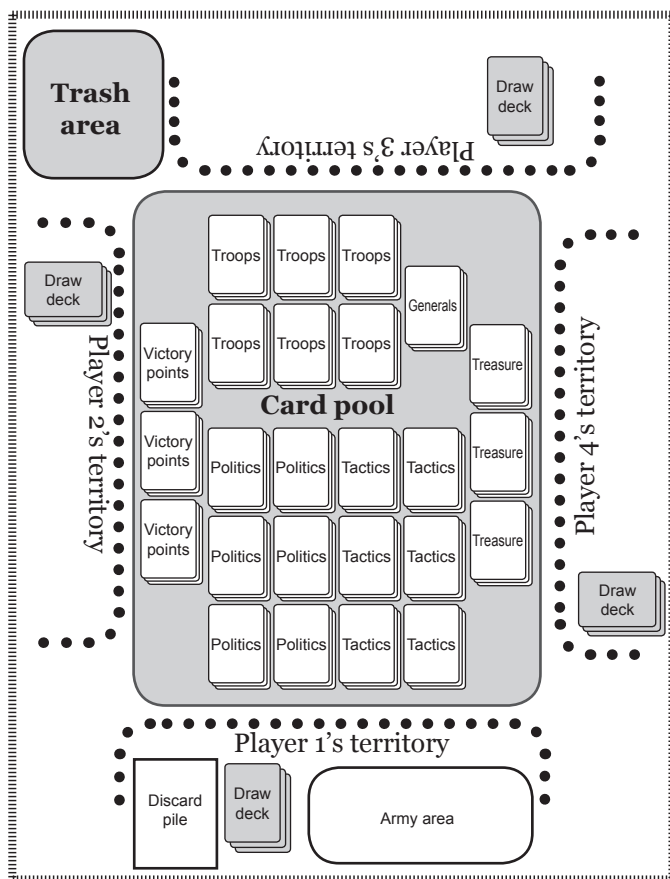
Assistant developers: Takatoyo Katoh (Hobby Station), Youhei Morisono, Jun-ichi Itoh and Yosito Huruta

Art direction: Kazuna Shizukuishi (Arclight)

Graphic design: Jun-ichi Narusawa (Media desk N)

Translation: Simon Lundstrom

Set-up example



3. Flow of the game

The game is played in turns, each player finishing his turn before the next player takes his. The starting player takes the first turn. Each turn consists of four phases that must be performed in the following order:

- 1: Action phase**
- 2: Battle phase**
- 3: Buy phase**
- 4: Redraw phase**

Phase details are explained later in the rules. When a player has finished all four phases, play goes to the player to the left, and this continues until the game end conditions are met.

Art credits:

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4. The cards

There are roughly three types of cards in the game: **Action cards**, **Victory Point cards** (VP cards) and **Treasure cards**.

Action cards

There are four categories of action cards: **Generals**, **Troops**, **Politics** and **Strategy**. They are all played in the same way, but some special rules apply only to certain categories.

Action cards are played during the action phase of a player's turn. To play one action card requires the player to pay 1 "action". Each player starts his action phase with 1 action, which means that each turn, he will be able to play at least 1 action card.

When a player plays an action card, he follows the instructions on the card. If there are several, they should be taken in order from top to bottom.

For example, if the card gives him "+2 actions", it means the player will be able to, during this action phase, play another 2 action cards.

Tactic cards may, unlike other cards, be saved for a later turn. See "5: Redraw phase".

1. Card name

2. Buy cost The amount of money required to buy this card from the card pool.

3. Victory points

4. +cards How many cards the player must draw from his deck when this card is played.

5. +money How much money the player gains when this card is played. The money is used to buy cards from the card pool during the buy phase in the same turn.

6. +actions How many extra actions the player gains when this card is played.

7. +buys How many extra cards the player may buy during the buy phase the turn this card is played.

8. Attack The amount of offensive power the player gets when attacking or defending during the combat phase.

9. Card category

10. Flavor text Something the card characters say or are. Just for your entertainment.



Action card: General (full picture)



Action card: Troops (red frame)



Action card: Strategy (purple frame)



Action card: Politics (blue frame)

Victory point cards

Victory point cards are what decides the winner at the end of the game. However, they have no effect during the game, and they cannot be played. Please note that not only Victory Point cards can yield Victory Points. Some other cards do as well.

1. Card name

2. Buy cost The amount of money required to buy this card from the card pool.

3. Victory Points

4. Flavour text Something the card characters say or are. Just for your entertainment.

Treasure cards

Treasure cards are cards that you use when buying cards from the card pool. During the buy phase, the turn player may play any number of treasure cards from his hand; he then gains the equivalent amount of money. Unlike action cards, treasure cards do not require actions to play, and the player can play as many as he wants, from his hand. However, like action cards, they still cost money to buy from the card pool.

A "Copper" treasure card will give +1 money, a "Silver" treasure card will give +2 money, and a "Gold" treasure card will give +3 money. This money is used to buy a card (or several, if allowed) from the card pool. Any unused money disappears once the buy phase ends. They do not carry over to the next turn.

1. Card name

2. Buy cost The amount of money required to buy this card from the card pool.

3. +money This icon displays how much money the player gains when this card is played. The money is used to buy cards from the card pool during the buy phase in the same turn.

4. Flavour text Something the card characters say or are. Just for your entertainment.

5. Phase details

The phases are in details as follows:

Action phase

During this phase, the player plays action card(s) from his hand. It costs 1 "action" to play 1 action card. At the start of the action phase, the turn player receives 1 action, which means he will be able to play at least one action card from his hand. If the player has gained more actions from card effects, he can use these to play more action cards. He is not forced to use all actions even if he can, but any unused actions are lost once the action phase ends – they do not carry over to the next turn.

To play an action card, the player places it in his territory, and follows the instructions on the cards. If there are several, they are taken in order from top to bottom.

If the card effect includes **+cards**, the player *must* immediately draw that number of cards from his deck. The cards that he draws this way may be used during the same turn if possible. If his draw deck is empty, he reshuffles his discard pile to form a new draw deck.

Any **+action** effects stack; these actions do not need to be used immediately, but may be used to play further action cards at any time during the action phase. Any **+buy** and **+money** are also stacked; however, they



Victory Point card (green frame)



Treasure card (yellow frame)

are used during the buy phase (like actions, they do not carry over to the next turn).

Action cards that have been played are not discarded immediately. Instead, they remain open in the play area until the redraw phase, at which time they are all discarded together. *Exception: Deployable cards.*

The action phase ends when a player chooses to – most often because he runs out of actions or action cards.

About the reshuffling the deck:

Please note that the discard pile is not reshuffled to form a new draw deck just because the draw deck is empty. A new draw deck is created if the draw deck is empty and the player is instructed to draw a card, and not earlier.

If the draw deck and the discard pile are both empty, then any excess +cards are lost.

Battle phase

If the player played a General during the Action phase, he may now declare battle against the other players. Also, if he played "Warrior Monk", he may declare battle together with another player. Battles are described in detail later in the rules.

Buy phase

During this phase, the player buys cards from the pool. Bought cards are, unless stated otherwise, placed on the player's discard pile. They do not go to the player's hand.

Buying a card costs 1 "buy" and the appropriate amount of money. At the start of the buy phase, the turn player gets 1 "buy", so provided he has enough money, he will always be able to buy at least one card each turn. Effects from action cards may have increased the player's number of buys, but if the player buys several cards he must still have played enough treasure to pay for all bought cards together.

During the buy phase, the player may play any number of treasure cards from his hand, to increase his amount of money this turn. The treasure cards are put in his play area (territory). Unlike action cards, it does not cost any actions to play treasure cards. *Please note that treasure cards are not consumed in the buy process – they are not put out of the game or returned to the card pool. They simply indicate the maximum total cost for card(s) that the player may buy this turn.*

The buy phase ends when the player chooses to – most often because he runs out of buys or money.

About "gaining" cards:

A card that is "gained" (or "bought") is placed on your discard pile. It does not go to your hand, unless specified so.

Redraw phase

First in the Redraw phase, the player discards all cards that he played this turn, except the "Moat" and any *played cards he may and wants to deploy*, see below.

Next, he discards all cards that remain in his hand, *except any unplayed Tactics card that he wants to keep*. The player may keep as many Tactics cards as he wants, but only cards he hasn't played. Also, he must show the cards to the other players, so they can confirm that the saved cards are Tactics cards.

Last, he draws cards from his draw deck until he has 4 cards in hand.

If the draw deck runs out, he draws as many cards as he can, then shuffles his discard pile, makes a new draw deck out of it, and then draws the next.

6. Deploying cards

Certain action cards are "deployable". They carry the "**deployable**" symbol – a little black banner on the diamond-shaped attack/defence icon. A player who has played cards with this symbol may choose to let them stay in his territory instead of discarding them during the redraw phase. This is called to "deploy" the card.

Cards that are deployed at the start of a player's action phase, are treated just as if they the player played them from his hand. The timing of a deployed card is *after* the player has received 1 action at the beginning of

the action phase, but *before* he plays any further action cards. Please note that deployed cards aren't played for free – the 1 action cost to play them is not nullified. *Please note that "Moat" doesn't count as deployed!*

If the player has several deployed cards, he chooses in which order he plays them.

For example, if a player has "Archers" deployed, his 1 action that he gets at the start of his action phase is immediately consumed, and he receives +2 actions, allowing him to play a further 2 Action cards.

7. Battle

Battles are held after the action phase and are performed according to the following method.

Declaring battle

A player can only declare battle if he has played any General in this turn.

At this point, all of the generals and the troops in his territory take part in the battle (Politics or Tactics do not).

First, the player must decide which general(s) will attack which player(s). It's possible to attack one player with several generals and also to attack several players with one general.

If the turn player attacks several players with different generals, he must decide which troops run with which general. It's possible to attack with only a general, but it's not possible to attack with only troops.

If the player attacks several players, the battles are performed in clockwise order around the table.

Defending

The defending player may now choose between *Ambush* or *Reinforcements*.

If he chooses Ambush, he may reveal any number of cards from his hand. All revealed cards that have attack value are placed in his territory and remain there until the battle ends. Also, their total attack is increased by 1 until the end of the battle.

If he chooses Reinforcements, he reveals the top two cards from his draw deck. All revealed cards that have attack value are placed in his territory and remain there until the battle ends.

Battle result

The **total attack value of the attacking force** is compared to the **total attack value of the defending force**. The player with the highest value wins the battle. If the values are the same, nothing happens.

The victor receives his prize according to the table below. Taking the prize is mandatory for a winning attacker, but not for a winning defender.

If the attacker won

with 1–3 points: Attacker gains a Village
with 6–7 points: Attacker gains a Town
with 7+ points: Attacker gains a Land

If the defender won

with 1 point: Defender may gain a Village
with 2 points: Defender may gain a Town
with 3+ points: Defender may gain a Land

After the battle, the defender returns the card(s) he revealed prior to the battle: ambush cards are returned to his hand, and reinforcements are returned – in any order – onto the top of his draw deck.

Example of battle

Nobunaga has played "Akechi Mitsuhide" during his action phase and declares battle against Hideyoshi.

Hideyoshi has one "Akechi Mitsuhide" (attack 2) and three "Gunner mercenaries" (attack 3) in his territory, a total attack of 8. Hideyoshi has two "Fake castle" (attack 2) and one "Light archer" (attack 1), deployed since earlier turns, thus a total attack power of 3.

Ieyasu declares "ambush" and plays two "Light spearman" (attack 2) from his hand and puts in his territory. As this was an ambush, they two cards get 1 extra attack point total, so instead of 4 they're worth 5 together.

Nobunaga's total attack value is 8. Hideyoshi's attack value is also 8. Thus it's a draw, and nothing happens.

Hideyoshi retakes his two "Light spearman" to his hand. The Fake Fortress is discarded as per the card's rules, and the battle is over.

8. Example of play

Nobunaga, Hideyoshi and Ieyasu are playing. It's Hideyoshi's turn.

Nobunaga has 1 "copper", 1 "silver", 1 "light archers" and 1 "fortress town" in his hand. He also has 1 "cavalry" deployed in his territory.

The action phase starts, and Hideyoshi gets 1 action. It's immediately used to play his "cavalry" that was already deployed since earlier. "Cavalry" gives +2 actions, so now Hideyoshi has 2 actions. He uses one of them to play "light archer".

"Light archer" gives +2 actions, so now Hideyoshi has 3 actions. Hideyoshi continues with playing "Fortress Town". This card gives him +3 cards, so he immediately draws the top three cards from his draw deck, and they turn out to be "Revenge", "silver" and "gold".

Hideyoshi has 2 actions left, but doesn't want to play "Revenge", so he ends the action phase.

Next is the battle phase. But Hideyoshi doesn't have any general in his territory, so he can't declare battle – there is none to lead his troops.

Next is the buy phase. Hideyoshi gets 1 buy, and plays his "copper", his 2 "silver" and his "gold", which results in a total of 8 money.

He uses 7 of his money and his only buy to buy one "country destroyer" from the card pool and he places it on his discard pile. He has 1 money left, but no buy left, so he ends the buy phase.

Next is the redraw phase. Of the cards Hideyoshi played, "light archer" and "cavalry" are deployable, so he leaves those in his territory but discards the rest – 1 "copper", 2 "silver", 1 "gold" and 1 "Fortress town". His unplayed "Revenge" is a Tactics card and can be saved till the next turn, so he shows it to the others and keeps it.

As he kept 1 card he doesn't draw 4 new, but only 3 new cards from his deck. And it's nobunaga's turn.

9. Game end and victory

When one of the victory card piles are empty, the game will continue until the player to the right of the current turn player has had another turn. Then the game ends.

Once the game has ended, all players count the victory points from all the cards in their possession (in hand, discard pile, and deployed). The player with the most points wins. In the case of a tie, the one that was farthest away from the starting player wins.

The winner is declared the greatest of all daimyo!

10. Combining with Kunitori!

The basic rules for base game "Kunitori!" and "Kunitori! Is the World on Fire?" are the same. If players wish, cards from both games may be combined to form a game with greater variety.

When combining the games, only Generals and Action cards from both games should be used. Treasure and VP cards should be taken from one game only.

First, put Generals from both games into one pile.

Select a total of about 18 Action cards from the combined variety of both sets. However, when you do, observe the following recommendations:

- Use the "10. Light spearmen", "11. Light archers", "12. Cavalry", "13. Gunner mercenaries" from "World on Fire".
- Have at least 3 Tactics card types.
- If you use "Magnificent Fortress" from Kunitori!, use 2 of "14. Country Destroyer", "18. Warrior Monk" or "16. Trap".
- Use either "Ninja Clan" or "Skilled ninjas" (not both).

Example: "World chaos"

6 Troop cards:

"Ninja clan"
"Light spearmen"
"Light archers"
"Cavalry"
"Gunner mercenaries"
"Country Destroyer"

4 Tactics cards:

"Loyal Servant's Warning"
"Trap"
"Travelling monk"
"A beauty to topple kingdoms"

8 Politics cards:

"Technology Development"
"Rice Field Plowing"
"Temple town"
"Soil Renovation"
"Harbour Town"
"Fortress Town"
"Trade Harbour"
"Magnificent Castle"