



## 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 three types of action cards: **Generals**, **Troops and Politics**.

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. Actions are consumed as soon as an action card is played, and all unused actions disappear once the action 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. Victory points

**4. +cards** This icon displays how many cards the player must draw from his deck when this card is played.

**5. +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.

**6. +actions** This icon displays how many extra actions the player gains when this card is played.

**7. +buys** This icon displays how many extra cards the player may buy this 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. Defence** The amount of defensive power the player gets when attacking or defending during the combat phase.

#### 10. Card category

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

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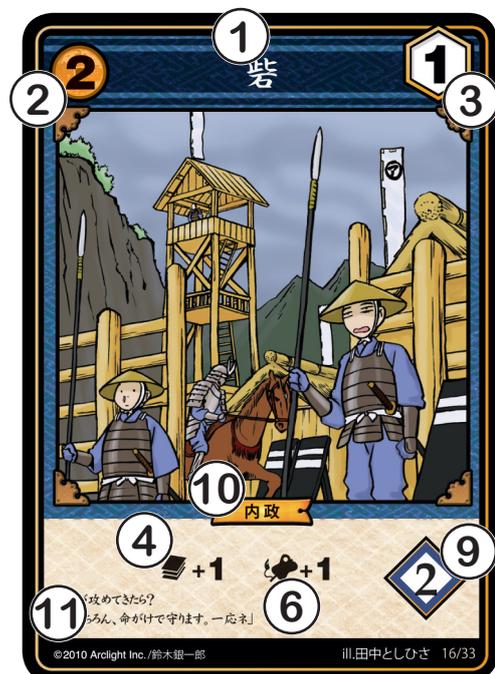
**Cover illustration:** CARNELIAN



Action card: General (full picture)



Action card: Troops (red frame)



Action card: politics (blue frame)

## Victory point cards

Victory point cards are what decided 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:

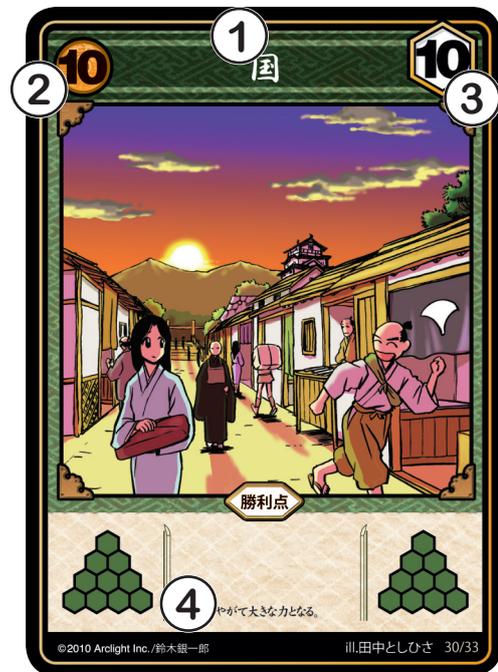
### Action phase

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.

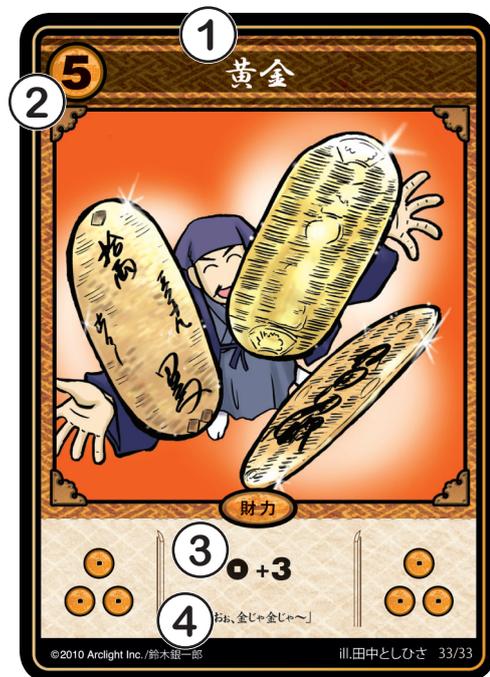
To play an action card, the player places it in his territory, and follows the instructions on the cards. If there are several, they are taken in order from top to bottom.

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.

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 are used during the buy phase (like actions, they do not



Victory Point card (green frame)



Treasure card (yellow frame)

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.

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

### Battle phase

If the player played a General or "The young general", the player may now declare battle against the other players. If he wins the battle, he gains the appropriate victory point card from the card pool – meaning he takes it from the card pool and places it on his discard pile. Battles are described in detail later in the rules.

#### About "gaining" cards:

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

## 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. It does 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.

## Redraw phase

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

Next, he discards all cards that remain in his hand.

Last, he draws 4 cards from his draw deck.

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.

### Generally 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 when the player is instructed to draw a card, and not earlier.

## 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.

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

For example, if a player has "Magnificent castle" deployed, his 1 action that he gets at the start of his action phase is immediately consumed, and he receives +1 card, +1 action and +1 buy. He draws one card from his draw deck, and has 1 action left to play any action cards from his hand.

## 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 or "The young general" in this turn.

At this point, all of the generals and the troops in his territory take part in the battle (politics 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 either attack or defence value are placed in his territory and remain there until the battle ends. Also, each card's attack and/or defence value is during this battle increased by 1.

If he chooses Reinforcements, he reveals the top two cards from his draw deck. All revealed cards that have either attack or defence 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 and defence 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. Please note that taking his prize is mandatory for a winning attacker, but a winning defender may choose not to gain his prize.

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.

#### 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**

## Example of battle

Hideyoshi has played "The young general" during his action phase and declares battle against Ieyasu.

Hideyoshi has one "The young general" (attack 1) and three "Light gunners" (attack 3) in his territory, Ieyasu has one "Magnificent castle" (defence 3) and one "Light archer" (attack 1).

Ieyasu declares "ambush" and plays two "Fortress" (attack 2) from his hand and puts in his territory. As this was an ambush, Fortress counts as defence 3.

Hideyoshi's total attack value is 10. Ieyasu's combined attack and defence value is also 10. Thus it's a draw, and nothing happens.

Ieyasu retakes his two "Fortress" to his hand and the battle is over.

## 8. Example of play

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

Nobunaga has 2 "copper", 1 "light archers" and 1 "trade harbour" in his hand. He also has 1 "cavallery" deployed in his territory.

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

"Light archer" gives +2 actions, so now Nobunaga has 3 actions. Nobunaga continues with playing "trade harbour". This card gives him +3 cards, +1 buy. He immediately draws the top three cards from his draw deck, and they turn out to be 2 "copper" and 1 "gold".

Nobunaga has 2 actions left, but no action cards left so he ends the action phase.

Next is the battle phase. But Nobunaga 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. Nobunaga gets 1 buy, which adds to the buy he got from "trade harbour", so he has a total of 2 buys. He plays his 4 "copper" and his 1 "gold", which results in a total of 7 money.

He uses 1 buy and 6 money to buy one "light gunners" from the card pool and he places it on his discard pile. He has 1 buy and 1 money left, but he doesn't want to use those, so he ends the buy phase.

Next is the redraw phase. Of the cards Nobunaga played, "light archer" and "cavallery" are deployable, so he leaves those in his territory but discards the rest – 4 "copper", 1 "gold" and 1 "trade harbour". He doesn't have any cards left in his hand, else he would have discarded those too.

Then he draws 4 cards from his draw deck. His turn is over, and now it's Hideyoshi'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. 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. Deck strategy

At the start of the game, all players have the same deck, but once the game starts, the deck layout will change depending on strategy. There are many possible strategies; here we describe a few of them.

### Military focus deck

**Buy first: "Silver", "Land survey"**

Focus on increasing your finances with "silver", and buy "spear troopers" from the start. Once your finances are enough, get young generals, buy generals like mad, and start battling!

### Stable market deck

**Buy first: "Market", "Developping new technology"**

Buy Market in your first turn, and start exchanging your "villages" and "coppers" into action cards or troops. This strategy will gradually gain you a stable deck with powerful action cards.

### Draw deck

**Buy first: "Heavy tax"**

This is a strategy to let the VP penalty that heavy tax gives you be reverted by the cards you draw. For this strategy, +action cards and light archers are the key to victory, you need to make a balance of those three.

### Start dash development deck

**Buy first: "Technology development"**

The new tech cards can always be bought the first turn. Keep getting them, and aim for expensive action cards from early on. If you trash new tech to get Quality Tea Ware, then trash that to get ahold of a Magnificent Castle early on, you can grab the initiative pretty quick.