Art of War

the card game

Prologue

B.C. It is the age of swords and magic.

For hundreds of years on the Mediterranean coast, countries have been battling for their prosperity.

Ruling a small nation with one' s own powers is not something special. You —— you are the King, to control the history and the people.

The wicked wind blowing and the threat in the air growing day by day is warning the world that the time for war is approaching.

Be ready to draft the various types of warriors immediately to build your special army. At the same moment, you are warned not to forget about your citizens, for not even a second.

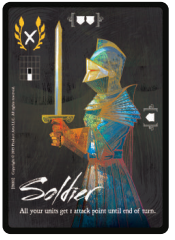
The destiny is in your hands. Now grasp the pen to move on your scenario.
Thrown out into the battlefield, now you only have two choices.

Let your life come to a deadly end,
or win the battle to survive your very own ART OF WAR ——

Components

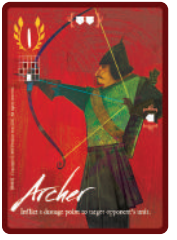
■ : Summary Cards: 2

■ Unit Cards : 60



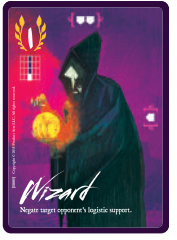
SOLDIER : 10

GUARDIAN : 10



ARCHER : 10

PRIEST : 10



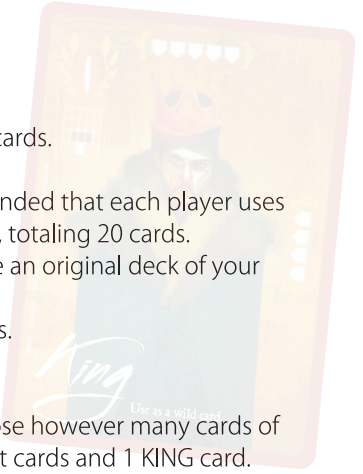
WIZARD : 10

KING : 10
(10 types)

Overview

- "ART OF WAR the card game" is a **2-player game**.
- Game time: Aprox.**10 min~20 min**
- The two players sit at a table facing each other.
- Before starting the game, each player **must make a deck of 21 cards**.
- There are 6 types of cards in the game.
- **There are 5 types of basic unit cards(SOLDER, GUARDIAN, ARCHER, PRIEST, WIZARD) and 1 KING card.**
- There are various usages of the cards, which make them the key point of the game.
- For example, the cards may battle, support the war, or can be accepted as citizens of the nation.
- There are **4 ways** to win the game. **(Look at the backside of the rulebook for more information.)**
- Use your well thought out deck wisely, and your witty skills to grasp the victory of this game!

Deck Making



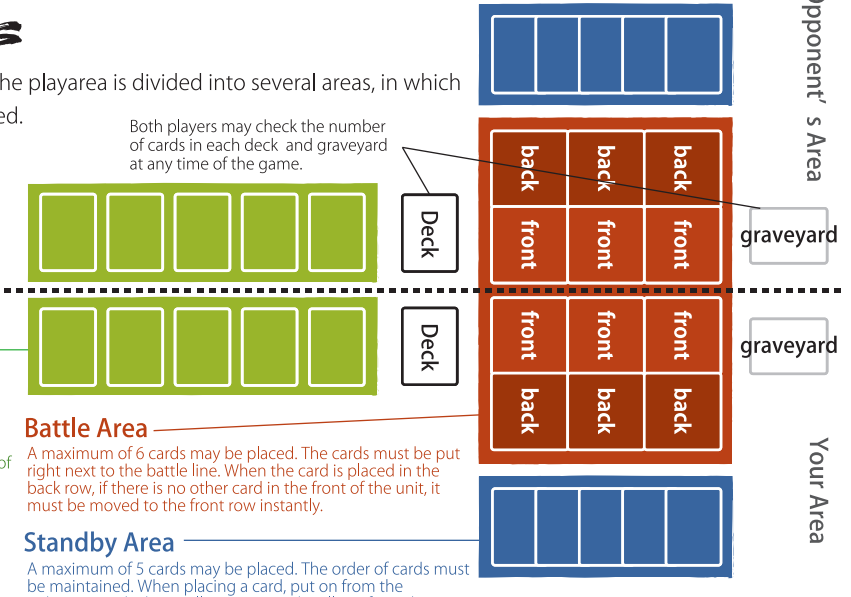
- Before starting the game, you must make your deck of cards.
- The deck contains **1 KING card, and 20 basic unit cards**.
- When playing this game for the first time, it is recommended that each player uses KING **[K001]** or **[K002]**, and uses 4 cards of each of 5 units, totaling 20 cards.
- If you are used to the game, it is recommended to make an original deck of your own.
- With this single game pack it is possible to make 2 decks.
- The more packs, the more flexibility in deck building.
- Choose 1 KING card out of the 10 KING cards.
- Choose 20 unit cards among the 5 types. You may choose however many cards of any type as long as the deck contains exactly 20 basic unit cards and 1 KING card.
- For example, 7 SOLDIER cards: 5 GUARDIAN cards: 4 ARCHER cards: 3 PRIEST cards: 1 WIZARD card.
- You may decide not to choose every type of basic units but think wisely because there is a possibility of disadvantages.

Card

・Information on a card is the following; name, Attack Point(s), Defense Point(s), Range, Serial number and Logistic Support.
・The number written shows the attack point.
・If the attack point is written as "X" , it equals the number of cards in the player' s hand at that moment.
・The number of icons(⛊) shows the defense point.
・The cards placed in the battle area have two situations; either placed vertically or placed horizontally. They each have their defense point depending on their conditions.
・The range shows the positional relationship. The white square is the position of the card and the dark color squares indicate the possible attacking locations.
・For the explanation of each Logistic Support, look at the summary card.

Areas

In this game, the playarea is divided into several areas, in which cards are placed.



Setup

- Each player sets the KING card on the table face-up and checks the opponent' s KING card.
- Each player shuffles the remaining 20 cards and places it face-down. This becomes the deck.
- Decide on the first player.
- Each player draws **3 cards** from the deck. If the player is unsatisfied with the drawn cards, they can put the cards back in the deck, shuffle the deck, and draw again. However this is allowed only once.
- Each player adds their KING card to their hand.
- Each player reveals the top card of the deck, and places it on their own Kingdom Area.
- The first player take a card from own hand and placing it face-up on own Battle Area.
  →After that, the opponent of the first player also do it.
- The first player take a card from own hand and placing it face-up on own Standby Area.
  →After that, the opponent of the first player also do it.

Now you are ready to begin the battle!

How to Play

- This game proceeds by players taking **turns** alternately.
- When reaching 1 of the **4 ending conditions**, the game ends.
- A turn consists of **3 phases**.

turn flow

1, Recovery Phase

The turn player turns the unit(s) in the battle area vertically.

2, Draw Phase

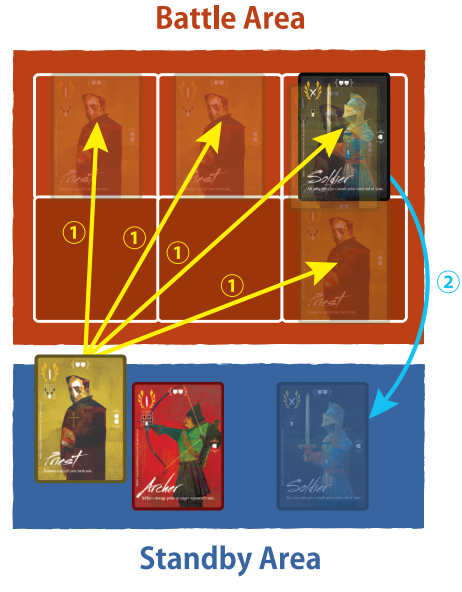
The turn player draws a card from the deck and adds it to thier hand.

3, Arrange Phase / Battle Phase (Described later)

The turn player may choose to carry out either Arrange Phase or Battle Phase.
The turn player may choose not to carry out either phase.

Arrange Phase

- The turn player may position 1 card on their Battle Area.
- The card must be put right next to the battle line. When a card is placed in the back row while there is no other card in front, it must be moved to the front row instantly.
- The rules of arrangement will differ according to the presence of cards in the Standby Area.
- The turn player places their card in the Battle Area. After they have carried out all the desired moves, they must announce their “turn ending” .



(1) When there is a card(s) in the Standby Area (left figure):

・The turn player must position **the leftmost card in their Standby Area**.

・The card is moved to the chosen space out of the 6 spaces in the Battle Area(①).

・If there already is a card placed in the chosen space, that card must be moved to the very right side of the Standby Area(②).

(2) When there are no cards in the Standby Area (right figure):

・The turn player may choose any card from **their hand** and position it.

・The card must be placed on the chosen space out of the 6 spaces in the Battle Area(③).

・If there already is a card placed in the space, that card must be put back in the player's hand (④).

Battle Phase

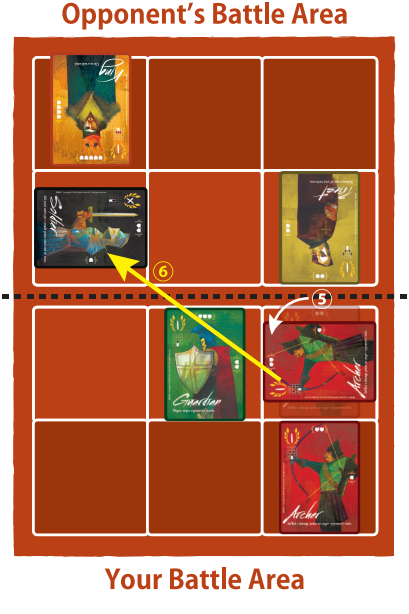
・The turn player can use their own units to attack the opponent`s units.
・The turn player must announce their “turn ending” after they have carried out all their possible actions.

■ Attack

・The turn player must choose a vertically unit(attack unit) from their Battle Area and rotate it horizontally, counter clockwise(⑤).
・The attack point of the attack unit is decided at this point.
・The turn player chooses an opponent’ s defense unit in the range(⑥).

<At this time, the opponent may use Logistic Support of GUARDIAN.>

・The attack unit damage the defense unit at it's attack point.



■ Damage Point

・Damage points stack on the unit that received it during the turn..

・When stacked the damage points is greater than or equal to defense point of the unit, that unit is destroyed immediately and is put in the graveyard.

■ Capture

・The defense unit is captured when the attack unit’ s attack point equals the defense unit’ s defense point.

・The captured unit is put on the turn player’ s Kingdom Area instead of the graveyard.

・The unit may not be captured by damages made by Logistic Support.

Example: The turn player attacks the WIZARD with the defense points of 2 using the SOLDIER with the attack points of 2. Because the WIZARD was damaged at equal attack points as the SOLDIER, the turn player captures the WIZARD.

Other Rules

■ Logistic Support

・Both players may use Logistic Support at the prescribed timing.

・When using Logistic Support, the player must choose 1 card from the hand and place it on the very right side of the Standby Area.

<At this time, the opponent may use Logistic Support of WIZARD.>

・Next, carry out the effect of the Logistic Support.

・If there are 5 cards in the Standby Area, Logistic Support cannot be used.

・The turn player may use SOLDIER, ARCHER, PRIEST at any time during the turn.

・GUARDIAN may be used when the opponent declares the attack and when the defense unit is selected.

・WIZARD may be used when the opponent declares the use of Logistic Support and places the card on the Standby Area.

・After the Logistic Support of GUARDIAN was negated by the WIZARD, the player can use the GUARDIAN against the same attack.

・WIZARD can be used to the Logistic Support of WIZARD.

・KING is the wild card. It may be used as the Logistic Support of any of the basic 5 units. When using the KING' s Logistic Support, the players must declare which Logistic Support they are using, while placing the KING on the Standby Area.

■ Entry

• The turn player can make a citizen enter their nation: Entry. This can only be done once in every turn.

• The turn player may pick a card from their hand and place it face-up on their Kingdom Area.

• **End of turn, if the turn player' s hand is 6, Entry must always take place.**

■ Conscription

• The players must conscribe when there are no more units in the player' s Battle Area.

• The players **must place 2 units** in order, starting from the leftmost in the Standby Area. At this moment, the second unit cannot be replaced with the first unit.

• When there are not enough units in the Standby Area, after placing all the units possible, the player must choose an unit until their Battle Area has 2 units from their Kingdom Area and place it on the Battle Area.

• If this is not possible, the game ends, making that player automatically the looser.

Ending

When meeting any of the requirements below, the game is over.

■ **Ending 1: End of war**
The game ends at the end of the turn when both players' decks run out.
The player with more units in their Kingdom Area is the winner.
When the number of units in their Kingdom Area is the same, the player with the lower number of units in the graveyard is the winner.
When the number of units in the graveyard is the same, it is a tie.

■ **Ending 2: Execution**
When a player destroys or captures the opponent’ s KING unit, the game ends. That player is winner.

■ **Ending 3: Founding**
The players constantly compare the number of each type of units in both Kingdom Areas. When a player acquires the majority number of cards for 4 or more types of units in the Kingdom Area, the game ends.
That player is the winner.

■ **Ending 4: Collapse**
When the player must do conscription and cannot place 2 units in the Battle Area, the game ends.
The opponent of that player is the winner.

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Our information - http://productarts.jp/

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Logistic Support

Soldier

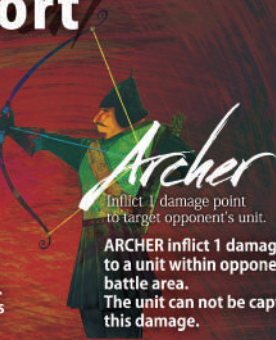
All your units get 1 attack point until end of turn.

SOLDIER increase your unit's attack point by 1 until the end if this turn.
This effect will not only apply to your battle area but to all areas including the hand.

Guardian

Negate target opponent's attack.

GUARDIAN negate the opponent's attack.
This is applied right after that opponent chose a defense unit. The opponent's attack becomes invalid and the attacking unit remains horizontal.



Archer

Inflict 1 damage point to target opponent's unit.

ARCHER inflict 1 damage point to a unit within opponent's battle area.
The unit can not be captured by this damage.

Priest

Relocate a unit of your battle area.

PRIEST relocate a unit within the your battle area.
Either are possible: replacing the positions of 2 units with each other or, relocating with an open area.

Wizard

Nagate target opponent's logistic support.

WIZARD negate the opponent's logistic support.
This is applied right after the logistic support is called when the opponent's card is placed in the standby area. the negated card remains in the standby area.

King

Use as a wild card.

KING be used as a wild card. You chooses a logistic support effect from : Soldier, Guardian, Archer, Priest, or Wizard. The King's logistic support must follow the activation timing of the chosen unit.