



Rule Book

Age: 6+ / Time: 20min / Players: 2-4

You aim to become a Shinto priest of a shrine, devote harvested offerings, and receive blessings from the gods! Only those, who gave their best offerings to the gods, can receiving blessings. In addition, depending on the combination of the gods, you can receive more blessings. If you memorize the complete relationship of the gods, you will be able to obtain even greater blessings! Receive larger blessings than anyone else, and obtain the honor of the best Shinto priest!



Cards



God cards: 18
(1 of 18 types)

Rice



Sake



Salt



Back



Face



Offerings cards: 30
(5 Rice, 10 Sake, 15 Salt)

Role cards: 4
(1 type)

God cards, offering cards

Victory point

Name

Influence

God cards



Offering cards



- **Victory point** is listed on the upper left corner of god cards. The aim of this game is to collect victory points more than anybody else! (Three sacred treasures are special. It will be explained later.)
- **Influence** is indicated on the upper left corner of offering cards. Influence will be required when competing for obtaining god cards.

Preparation

- Decide the first dealer with rock-paper-scissors.
- The dealer distributes offering cards to everyone: 1 rice, 1 sake, 2 salt, a total of four. Players will have these card as hands. The rest of the offering cards are shuffled and placed in the center of the table as a pile with its face down. We call this "Offering Pile."
- The dealer turns over the top card of Offering Talon and places it right next to the talon with its face up. We call this "Harvest Card."
- Keep some space for placing cards immediately to the left of Offering Pile. We call this "Discarded".

Cards that are dealt to everyone



Offering card (Rice, Sake, Salt, Salt)



God card (back)



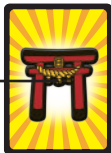
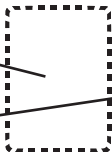
Role card (back)

(Ex.)

Discarded

Offering Pile

God Pile



Harvest Card

Altar Card



- The dealer shuffles God Cards and distributes one by one with its face down to everyone. Players can check their own cards at any time.
 - Place the rest of God Cards as a pile in the middle of a table **with its face down**. This we call "God Pile".
- The dealer turns over the top card of God Pile and places it right next to God Pile with its face up. This is called "Altar Card".
- Their dealer places the Role Cards with its face down in front of each player.

Role Card

- You can obtain **extra victory points**, depending on the combination (role) of acquired God Cards. The contents are written on Role Cards.
- The name of the god is hidden as its on the back side, so you can earn greater victory points!
- Role Cards are **dealt with its face down** at the start of the game.
- Until the game is over, players can **add them to their hands as the face can be seen** at any time. In that case, **the victory points**, which the player can get, **are reduced to the number on the face**.

Back

12 国生みの夫婦	
24 三貴子	
12 天岩戸	
12 退治	
12 出雲国の夫婦	
12 国譲り	
12 根の国の夫婦	
12 日向国の夫婦	
24 三種の神器	
12 尾張国の夫婦	

10 国生みの夫婦 イザナミ+イザナギ	
20 三貴子 アマテラス+スサノオノミコト+ツクヨミノミコト	
10 天岩戸 アマテラス+アメノウズメ	
10 退治	
10 出雲国の夫婦 クシナダヒメ+スサノオノミコト	
10 根の国の夫婦 オオクニヌシノカミ+スセリビメ	
10 国譲り オオクニヌシノカミ+タケミカヅチノカミ	
10 日向国の夫婦 コノハナサクヤヒメ+ニニギノミコト	
20 三種の神器 ヤザカノマタダマ+ヤラノオビミ+クサナギノフルギ	
10 尾張国の夫婦 ミヤズヒメ+ヤマトタケルノミコト	

Face

Flow of Game

- Players compete for obtaining Altar Cards by dedicating offerings.
- Lead time is passed clockwise from the dealer. At each lead time, you choose either

① **Dedicate offerings** or ② **Pass**.

- Lead time keeps going until a winner is determined.

① **Dedicate offerings**

- Place any number of Offering Cards from your hands in front of yourself.
- At this time, the total Influence of the Offerings Cards, which you place this time, and Offering Cards, which has already been placed, must be larger than other players' Influence.

(Ex.)

In a situation, when Offering Card (salt) has been placed, you chose "① to dedicate offerings," placed Offering Card (rice), and made Influence total of 4.



You
Influence: 1 → 4



Player A
Influence: 3



Player B
Influence: 2

② Pass

- Return all Offering Cards, which you had placed, to your hands.
- In addition, obtain Harvest Card and add it to your hands.
- Turn over the top card on Offering Pile and make it as a new Harvest Card. When there is no more Offerings Pile, immediately shuffle Discarded and make them as a new Offering Pile.
- Exit from the current competition of Altar Card and wait for the next competition.

(Ex.) You “passed” and returned Offering Cards, which you had placed, to your hands. In addition, you added Harvest Card to your hands.



**You
Pass**



**Player A
Influence: 6**



**Player B
Influence: 5**



Your hand

- After one of the players remains and when all the others have gone out of the competition by passing, the remaining players become the winner of the competition and obtain Altar Cards by discarding Offering Card in front of themselves. Place the acquired Altar Card in front of yourself with its face up. Then, turn over the top card of God Pile and make it a new Altar Card.
- This player becomes a dealer in the next competition.
- Repeat this. When there are no cards on God Pile and nobody can place cards on Altar, the game is over.

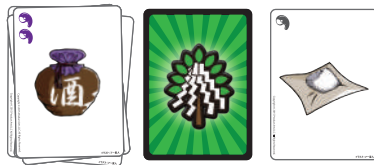
(Ex.) Player A has won the competition!



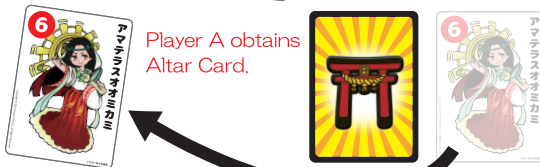
Player A

Player A becomes a dealer in the next competition.

Player A discards the Offering Cards that have been placed.



Player A obtains Altar Card.



Three Sacred Treasures

- 3 God Cards, The jewel of Yasakani, The mirror of Yata, and The sword of Kusanagi are special cards. Players can use their effects at the beginning of their own turn.
- Effect icon is shown on the upper left of the cards instead of victory points.
- You can use the effect only once in each game. When using the effect, place the card sideways at 90 degrees.
- In case it's face down, turn it over on the face and then place sideways.



The jewel of Yasakani

Draws two cards from the top of Offering Pile and add them your hand.



The mirror of Yata

Choose any card from Offering Pile and exchange it to Harvest Card. Then shuffle Offering Pile and return it.



The sword of Kusanagi

Nominate one from the other players. Taking 1 card at random from the player's hands and adding to yours.

Winner of a Game

- Once the game is over, calculate the winning points.
- Add up the victory points of God Card, which you have obtained, and the victory points of Role. The player with the largest amount of victory points is the winner!
- If there are multiple players who have obtained the largest amount of victory points, the player with more God Cards is the winner!
- If the number is still equal, share the victory!

(Ex.)

Acquired card at the end of the game



Total: 47

Role: 12 Extermination Role: 12 Country inheritance

※Play without adding Role Card to your hands until at the end of the game.

Tips for Victory

1. You can obtain Harvest Card whenever you pass, regardless of whether you dedicate offerings or not. Let the others give more Offering Cards before you pass.
2. Do not dedicate too many Offering Cards even if you want to win the competition! Calm down and judge influence, which the other players pass.
3. When you pass without dedicating even one Offering Card, think twice! If it's wrong, the others may obtain Altar Card without doing anything.
4. Do not rush even if you cannot obtain God Card. Decide the timing respectively and keep your hands.
5. One of Sacred Treasures Card, "Yata Mirror" is a tricky card! You can change an Offering Card to obtain to rice, or you can change an Offering Card, which others obtain, to salt. Or, you can induce the others' pass by changing an Offering Card to rice when you want to win the competition.