

KANZUME GODDESS

GAME MANUAL

GAME COMPONENTS

- 1 Manual
- 198 Cards
 - 12 God Cards
 - 90 Warrior Cards
18 kinds, 5 of each
 - 90 Disciple Cards
18 Sacred Guardians
48 Priestesses
24 Bishops
 - 6 Energy Mats



GAME BACKGROUND

It was the age of gods and goddesses. Zeus, "King of the Gods;" Poseidon, "Lord of the Seas;" and Hades, "God of the Underworld" had agreed to separate the sky, the ocean, and the underworld. Athena, "Goddess of Wisdom," would rule over the rest of the earth. But the Norse gods were displeased with the decision. They called warriors and disciples to take the world from the Greek gods. The gods atop Mt. Olympus also called warriors and disciples of their own.

During this war of the gods a mass of warriors died and their souls were sealed in a jar. And now, they are waiting for you to release them.

GAME OVERVIEW

In this game, you will be one of the Gods of mythology. You will call ancient Warriors and Disciples from the Can, gather them, and defeat all of your opponents.

The game can be played as a **Team Match** if you play with 4 or 6 players.

The game can also be played as an **Individual Match** if you play with 2 to 6 players. Special rules for **Individual Match** play are described below.

TEAM MATCH

A **Team Match** is played by 4 or 6 players. Separate players into 2 even teams. Each team chooses 1 player to be the **Main God**. All other players on the team will be **Support Gods**.

Players sit around the **Public Area** such that no two players on the same team are seated next to one another.



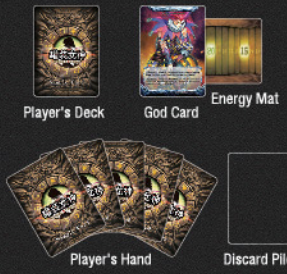
1. Win condition

In a **Team Match** there is only 1 win condition—reduce the opposing team's **Main God** to 0 Energy.

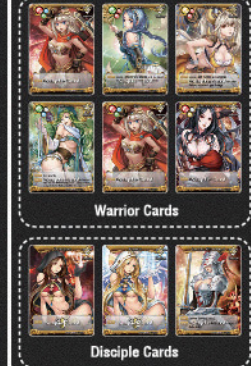
2. Setup

- Separate the **God Cards** by mythology. (Greek Gods are numbered X1001 – X1006. Norse Gods are numbered B1001 – B1006.) Each team randomly receives one of the piles. Each player chooses one **God** from the pile their team was given and set aside the rest.
- Once everyone has selected their **God Card**, reveal them at the same time.

Player's Area



Public Area



Netherworld

- Each player receives an **Energy Mat** and places their **God Card** on it. The **Energy Mat** is a life counter, so the **God Card** should be placed just beside the starting Energy value.
- The starting Energy value for the **Main God** is 20. **Support Gods** start at 10 Energy.

- Each player receives 8 Priestess cards and 2 Sacred Guardian cards. Shuffle them well; these will be the starting **Decks**. After that, each player draws 5 cards from their deck as their starting hand.

- Shuffle all **Warrior** cards together. After that, form 6 even piles of the shuffled cards. Set the piles in the **Public Area**, and reveal the top card of each pile. Each type of **Disciple** card is its own pile. Set them in the **Public Area**.

- Randomly choose which team will play first. The game starts with the **Main God** of the chosen team.

Each player may play any number of **Warrior** cards, **Disciple** cards, and their **Abilities** during their turn as dictated by either the game rules or the card itself. Also, the current player may attack other **Gods** if they play **Warrior** cards which have the **Attack** ability.

Once the current player has finished their turn, the player sitting to the left of the current player starts their turn. Play continues clockwise around the table.

3. Phase Details

The turn will proceed according to the following 5 steps.

- Starting Phase:** You may activate some of the **Gods' Abilities** during this phase. Often, nothing will happen during the **Starting Phase**. Frequently, this phase will end immediately and you will move onto the next phase.

- Play Phase:** You may activate some of the **Gods' Abilities** during this phase. The current player may play **Warrior** and/or **Disciple** cards from their hand during this phase.

When you play a **Disciple** card, you gain **Faith Points** equal to the amount stated in the card's text area. You may use **Faith Points** to **Recruit** new cards for your **Deck** during the **Recruit Phase**.

You may play **Disciple** cards anytime during the **Play Phase**.

When you play a **Warrior** card, completely resolve any **Act** ability you activate before playing any other cards.

- Recruit Phase:** During the **Recruit Phase**, you may spend **Faith Points** you gained during the **Play Phase** to add new cards to your **Deck**.

You may only use **Faith Points** during the same turn you gained them. Once your turn ends, all remaining **Faith Points** will disappear.

The number in the top-right corner on each **Warrior** card and **Disciple** card indicates the **Faith Point** cost for the card. You may **Recruit** the card by paying that amount of **Faith Points**.

Example: The cost to **Recruit** the card in the picture to the right would be 3 **Faith Points**.



You may **Recruit** as many cards as you wish if you have enough **Faith Points**. There is no limit per turn.

Example: Dave gained 6 **Faith Points** during his **Play Phase**. Dave may **Recruit** one **Warrior** card that costs 6, or **Recruit** any combination of cards to a total of 6 **Faith**. Once you **Recruit** a card, put it on the top of your **Deck**, face down. If you **Recruited** the card from a **Warrior** card stack, reveal the next card in that stack.

Card Abilities

Every **Warrior** and **Disciple** card in **Kanzume Goddess** has one or more unique abilities.

There are 2 different types of card abilities - "**Act**" and "**React**." They indicate when you are able to play the card. The ability type is listed to the left of the card's ability. If there are 2 or more abilities on a card, you choose which to activate when you play the card. All other abilities of that card are ignored.

Act Abilities

When you play a card on your turn, you may use one of that card's **Act** abilities. If a card has multiple **Act** abilities, choose one to use when you play the card and ignore the rest. All cards with a color symbol played after the first must conform to the **Color Restriction**.

Special Ruling: **Disciple Cards** do not have a color. You may play **Disciple Cards** any time during your **Play Phase** without checking **Color Restriction**.

See **Attack** in the glossary for a detailed explanation of the **Act** Attack ability.

React Abilities

You may play a **React** ability only when the ability itself allows you to do so.

The playable timing is written in each of the **React** abilities. Cards played using their **React** abilities are not subject to **Color Restriction**.

Color Restriction

Each **Warrior** card has a color symbol in the top left corner of the card.

This symbol indicates the color of the card. There are also smaller color symbols to the side of the main symbol. These are called follow-up color symbols. Generally, you may only play one **Warrior** card during your **Play Phase**. But if you have a card that matches the color of one of the follow-up color symbols you played, you may then play that card. That new card will now give you new follow-up color symbols which you can play other cards off of. This can continue until you run out of cards or simply have no cards of the correct colors to play.

Play Example: Dave plays "Aries" from his hand. The color of "Aries" is red.

The follow-up color symbols on "Aries" are green and silver. Dave has this **Color Restriction** at this point. Dave first resolves the **Attack** ability on "Aries" and then decides to play the silver card "Libra." Upon playing "Libra," Dave's **Color Restriction** will be red and red. After resolving the ability on "Libra," Dave may play another card, but only if it is red.



In the end, Dave played cards in this order.

Special Ruling: The **Color Restriction** will not reset even if you play a **Disciple Card** after any **Warrior Card**. After you play a **Disciple Card**, you still have the same **Color Restriction** that you had before you played the card.

Play Example: Eric plays "Aries," resolves the **Act** ability and then plays two Priestess cards.

At this point, silver and green, the follow-up colors on "Aries," are the only color cards Eric may play.



- Discard Phase:** Once you have finished your **Recruit Phase**, put all cards you played this turn into your **Discard Pile** and discard all cards remaining in your hand. You may activate some of the **God's Abilities** during this phase.

- End Phase:** Draw cards from your **Deck** to refill your hand to 5. If your **Deck** is out of cards, reshuffle your entire **Discard Pile** and make it your new **Deck**. You may activate some of the **God's Abilities** during this phase.

4. End of the Game

Once any **Main God's Energy** decreases to zero, the game ends and that team loses. The game will not end when a **Support God's Energy** decreases to zero; but that **God** will be under the **Sealed Condition**.

Check the **Glossary** for details about the **Sealed Condition**.

INDIVIDUAL MATCH

You may play an **Individual Match** with 2 to 6 players. In an **Individual Match**, all other players will be your opponents.

1. Win Conditions

In an **Individual Match**, there are 2 win conditions if your **God** reaches 25 **Energy**, you win. If all your opponents' **Gods** have 0 **Energy**, you win.

2. Setup

In an **Individual Match**, the starting **Energy** is 15.

Each player receives 2 **God** cards at random. They will choose one to play as and set aside the other.

Besides these special rules, the setup is same as **Team Match**.

3. Phase Details

Same as the **Team Match**. See Manual [Team Match] 3.

4. End of the Game

There is no "**Sealed Condition**" in an **Individual Match**.

Once any **God's Energy** decreases to zero, the player is removed from the game. The game still continues with any remaining players. Anytime a player succeeds in reaching a win condition, the game will end immediately.

GLOSSARY

Act: **Act** is a type of ability on **Warrior** and **Disciple** cards.

You may play a **Warrior** and **Disciple** cards from your hand during your **Play Phase** and use their **Act** abilities. If the card has two or more **Act** abilities, you must choose one of them when you play the card. All other abilities of that card are ignored.

Adjudication: **Adjudication** is a type of action.

When any ability requires **Adjudication** reveal top card of your **Deck**. Put the revealed card in your **Discard Pile** after resolving the **Adjudication**.

Attack: **Attack** is a type of **Act** ability.

When you declare an **Attack**, choose a **God** controlled by an opponent. The **God** takes damage equal to the **Attacking Value**, minus any **Defense** and/or **Protect** cards played.

Example: Dave plays **Valiant Star** and uses the **Act** ability **Attack: Attacking Value 4** against Eric. Eric **Reacts** by playing one **Sacred Guardian**, which has **Defense: Defending Value 2**. Eric reduces his god's **Energy** by 2, which is the difference between the **Attack** value and the **Defense** card(s) value played. Dave may now play another **Warrior** card from his hand if its color matches a **Follow-Up** color on **Valiant Star**.

Bond: **Bond** is an ability which will always occur as long as all of its conditions are satisfied. **Bond** abilities can be negated.

Color Symbol & Follow-up Color Symbol: Each **Warrior** card has a color symbol in the top left corner of the card. This symbol indicates the color of the card. There are also smaller color symbols to the side of the main symbol. These are called follow-up color symbols. Generally, you may only play one card during your **Play Phase**. But if you have a card that matches the color of one of the follow-up color symbols you played, you may then play that card. That new card will now have new follow-up color symbols which you can play other cards off of. This can continue until you run out of cards or simply have no cards of the correct colors to play.

Deck: Each player has a **Deck** that contains their **Warrior** and **Disciple** cards. Once your **Deck** is out of cards, reshuffle your entire **Discard Pile** and make it your new **Deck**.

(Additional rule): You do not reshuffle your **Discard Pile** until you must draw a card and your **Deck** is empty. If you have zero cards left in your **Deck**, do not shuffle your **Discard Pile** until you are required to draw a card.

Defense: **Defense** is a type of **React** ability.

When your **God** is attacked, you may play a **Defense** card from your hand to reduce the damage. At the end of the **Attack**, the defender's **Defending Value** is subtracted from the attack's **Attacking Value**. The difference is taken as **Energy** damage to the defending **God**.

All **Defense** cards you play are put into your **Discard Pile** during the **Discard Phase**.

Discard Pile: During your **Discard Phase**, you must place all cards you played this turn in your **Discard Pile** and discard all cards remaining in your hand.

(Additional rule): The **Discard Pile** is open information. You may look at any player's **Discard Pile** at any time.

Disciple: **Disciple** is a special card type.

Disciple cards may have some abilities, such as producing a **Faith Point** or protecting your **God** in some way.

Energy: **Energy** is the life force of a **God**. If your **God** runs out of **Energy** in an **Individual Match** you are immediately eliminated from the game. In a **Team Match**, you are put into **Sealed Condition** when your **God** runs out of **Energy**. Certain **God's Abilities** require you to pay **Energy** to activate them.

Faith: **Faith** is what you use to **Recruit** new **Warriors** and **Disciples** during the **Recruit Phase**. Usually, **Faith** points are produced by **Disciple** cards but sometimes **Warrior** cards produce **Faith** points as well.

God: A **God** is the avatar of a player.

God's Ability: Every **God** has unique abilities. You may only activate these abilities when it is allowed by the ability itself.

You may activate a **God's Ability** as many times as you can pay the cost of the ability, unless stated otherwise.

Netherworld: The **Netherworld** is the name of the pile of cards to the side of the **Public Area**. No cards will begin the game in the **Netherworld**.

Cards in the **Netherworld** cannot be **Recruited** with **Faith Points**. Once a card has been put into the **Netherworld**, it will remain there for the rest of the game unless another card's ability states otherwise.

Protect: **Protect** is a type of **React** ability.

Use this ability only when another **God** (such as your teammate) is attacked, it works the same as **Defense**. Players may not use a **Protect** ability on themselves.

All **Protect** cards you play are put into your **Discard Pile** during the **Discard Phase**.

Public Area: The **Public Area** is the name of the card pile area at the center of the table.

There are piles of **Disciple** and **Warrior** cards in the **Public Area**.

React: **React** is a type of ability on **Warrior**, **Disciple**, and **God** cards.

You may use a card that has a **React** ability anytime the card ability indicates, even if it's your opponent's turn.

If a **React** ability would negate another card's ability, all costs (**Energy**, discard, etc.) are still paid and the effect does not resolve.

Seal: In **Team Play**, if you control a **Support God**, once your **Energy** decreases to zero you will be in the **Sealed Condition**.

Once you are afflicted with the **Sealed Condition**, shuffle together all cards you have in play, all cards in your **Discard Pile** and all cards in your hand. This will be your **Deck** if you manage to return to the game.

Sealed Condition: A player in the **Sealed Condition** may not be attacked or chosen as the target of any abilities.

When it is your turn and you are in the **Sealed Condition**, you gain 1 **Energy** during your **Starting Phase** and skip the rest of your turn if you are still below 5 **Energy**. If you reach 5 **Energy** by this effect, you recover from **Sealed Condition** and come back to the game as normal. Draw up to your hand limit (generally 5 cards) and begin your turn.

Warrior: **Warriors** are a type of card in the game. There are 6 piles of **Warrior** cards in the **Public Area** at the start of the game. The players may **Recruit Warriors** during their **Recruit Phase**. You may play **Warrior** cards during your **Play Phase** to use their **Act** abilities.

For more information, please visit our website: KANZUMEGODDESS.COM



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