

K I T S U




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the rules on our
YouTube channel!







Alone or in a team, associate your cards so your Kitsune can progress on the Wisdom track.

The Kitsune are divided into 2 clans: Zenko (blue cards) and Yako (orange cards). You will be assigned a clan at the beginning of the game, but you will have to play with the cards of your clan and those of the opposing clan.

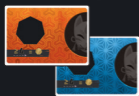
GAME COMPONENTS

- 1 rulebook
- 2 Kitsune markers 
- 1 Wisdom board
- 5 Power tokens 
- 30 Kitsune cards 

- 2 set-up cards 
- 12 Clan cards (6 blue, 6 orange) 
- 1 Leader token 
- 3 Round Victory cards 

A round is divided into a series of tricks. It will be over when a clan has taken its Kitsune marker on the absolute wisdom space. When a clan has won 2 rounds, the game ends.


The players of the same clan (same colour) are partners.
The players of the other clan (different colours) are opponents.



- > A **2-player game** is played 1 vs. 1.
- > A **4-player game** is played in teams 2 vs. 2.
- > A **6-player game** is played in teams 3 vs. 3.

GAME SETUP

- Choose or pick at random your clan (blue or orange) and take the matching card. Place it in front of you.

> In a 2 or 4-player game, remove the Kitsune cards with the symbol .

- Put the setup cards for 2/4/6 players in the centre of the table. Sit around the table as indicated on the card and hereafter. Then, each player places in front of them the colour reminder card.

- Assemble and place the board on the side of the game area.

ROUND PREPARATION

- Place the 2 Kitsune markers on the start space and the Power tokens in their spots on the bottom part of the Wisdom board.

- Pick a player at random, or from the team who won the previous round to start the game. This player puts the Leader token on their clan card then takes the Kitsune cards, shuffles them and deals them to all players.

> In a **2-player game**, each player has 6 cards. The remaining cards constitute a draw pile, face down on the dedicated spot, left of the board.

> In a **4-player game**, each player has 6 cards.

> In a **6-player game**, each player has 5 cards.

- Exchange 1 card with your partner: before you start the game, each player puts a card face down in front of their partner. When all players have done so, take the card in front of you and add it to your hand of cards.

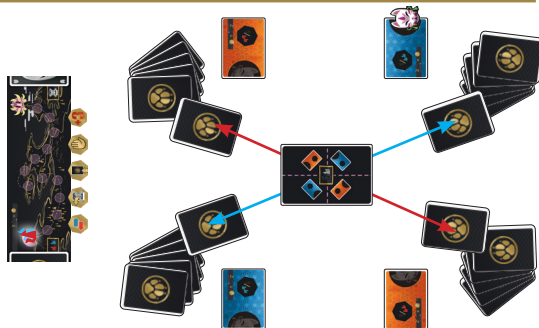
> In a **2-player game**, there is no exchange.

> In a **6-player game**, exchange with the partner on your left.

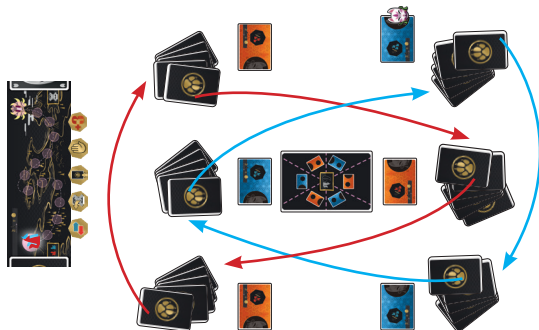
Setup for 2



Setup for 4



Setup for 6



TURN SEQUENCE

ON YOUR TURN

Starting with the player who has the Leader token, do one:

- **MANDATORY ACTION:** play a card from your hand, face up, in front of you (this card may be from your clan, the opposing clan or special).
- **OPTIONAL ACTION:** you may play a Power token at the same time as your card if you have one.

Then, the next player in a clockwise direction plays, and so on until everyone has played one card face up in front of them.

> In a 2-player game, each player plays 1 card alternately until they have 2 cards in front of them.

END OF THE TRICK

- > In a 2 or 4-player game, a trick is over when 4 cards have been played.
- > In a 6-player game, a trick is over as soon as 6 cards have been played.

The values of the cards of the same colour are added up. The clan with the highest value wins the trick. Calculate the difference between the 2 colours, then move forward the Kitsune marker of the victorious clan by the amount of the difference towards the right side of the board.



Example: Blue has a total of 6 and Orange has 8. Orange wins the trick and moves their marker of 2 spaces ($8 - 6 = 2$).



The cards of this trick are discarded on the dedicated spot on the right side of the board.

ATTENTION: the discard cannot be checked.

> In a 2-player game, if cards remain in the Draw pile, each player draws 2 cards and adds them to their hands of cards.

Pass the Leader token to the next player in the clockwise order. They will start the next trick.

You have no more cards in hand and the round is still ongoing?

Shuffle the discard pile and deal all the cards. Proceed to an exchange of cards between members of the same clan and continue the round.

> In a 2-player game, deal 6 cards only to each player, do not proceed to an exchange and continue the round.

END OF THE ROUND

The round is over as soon as one Kitsune marker lands on the last space of the wisdom track.

- Your remaining cards are discarded.
- Keep the Power tokens you may have.
- Proceed to the **preparation of a new round** (cf. page 2).
- Start a new round

END OF THE GAME

If your clan has won a second round, you win the game. Use the Round Victory cards to keep track of which clan already won a round.



SPECIAL CARDS



The Katana cards (x2) : The player who played this card destroys immediately a numeral card (1 to 6), played face up in front of another player. The destroyed card is put face down and will not count for the current trick.

Clarification: If this card is played without any numeral card in the current trick, it has no effect.



The White Kitsune cards (x2) swap the colours of the numeral cards for the current trick. The blue cards become orange and vice-versa.

Clarification: If the two cards are played in the same trick, they cancel each other.



The Black Kitsune cards (x2) compel the next player, clockwise, to play a card of the colour of your clan. If this player does not have any card of the colour of your clan, they may play a card from their clan or a special card. It is forbidden to lie or bluff.

Example: You are from the Blue clan, the player before you has played a Black Kitsune card, you must then play an Orange card if you have any in your hand.

POWER TOKENS



If the opposite clan moves its Kitsune marker by 4 spaces or more on the wisdom track: your clan receives a Power token.

- Choose one amongst the available tokens at the bottom of the Wisdom board and decide which player from the clan gets it.
- That player places it on their Clan cards.
- Once used, the tokens are discarded (you may place them above the Wisdom board).
- They will be available again in the next round.



IMPORTANT: a team cannot have more than one Power token in their possession.



Double-sided: The player who played this token chooses a side to add +3 to the Orange clan or the Blue clan.

Clarification: This token is affected by the change of colour with the White Kitsune card.



When this token is played, the clan that wins the trick does not move (regardless of the clan who played it).



The player who played this Power token plays its card face down and puts its token above, this card is protected from the Katana card. This card will be revealed at the end of the trick.

Clarification: This token cannot be played on top of the Katana or Black Kitsune cards.



The player who played this Power token can look at the discarded cards from the last trick, pick one card of their choice and add it to their hand. (These X cards in the discard, X is 4 for a 2 or 4-player game and 6 in a 6-player game).

Clarification: This player will then have 1 more card than the other players for this round. As soon as the other players run out of cards, the round will end and this player will discard their remaining card.



When this token is played, the colours of the numeral cards are swapped. The blue cards become orange and vice-versa.

Clarification: If this token is played after a White Kitsune card, its effect is cancelled and vice-versa.

CARDS DISTRIBUTION

TYPE OF CARDS	NUMBER OF CARDS PER COLOUR for 2 and 4	NUMBER OF CARDS PER COLOUR for 6
1	3	4
2	2	3
3	1	2
4	1	1
5	1	1
6	1	1
White Kitsune	2	2
Black Kitsune	2	2
Katana	2	2

• CREDITS •

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Designer's acknowledgement

I will use these few lines to thank my usual and tireless testers, especially Yohann, Julie, Florentin & Maeva, didn't we have some epic nights? I want to thank the GRRRE GAMES team for their trust and of course, my wife Valérie for her support who has become almost (and I do mean almost) unbeatable. I am proud to see one of my games illustrated by Naïade. So, thank you.

