

# SENGOKU YUGI : Quick Start Guide I

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## (1) What kind of game is it?

SENGOKU YUGI is a card game with SRPG elements. Players collect cards that become their allies, build a deck, and work with those allies to capture the opponent's Stronghold.

## (2) Game Modes

### 《Standard Mode》

Play using only Character Cards. The Stronghold's starting HP is 6. If you're new to the game, we recommend starting with this mode. Please refer to Quick Start Guide I for the rules.

### 《Ultimate Mode》

Play using both Character Cards and Familiar Cards. The Stronghold's starting HP is 8. Once you've mastered Standard Mode, try your hand at this mode. Please refer to Quick Start Guide II for the rules.

## (3) Setup

The following items are required for one player during a match.

- Character Deck : 1
- Familiar Deck : 1
- ※The Familiar Deck is used only in Ultimate Mode.
- Playmat : 1
- Various tokens and dice : 1 set
- ※Used for managing HP/AP, applying Status Ailments, and granting Blessings.

## (4) Card Types

### 《Character Cards》

#### ● Main Cards

Character cards with Levels 1 through 4.

#### ● Support Cards

Character cards with only Level 2 or 3.

#### ● Nameless Cards

Level 1 character cards that bear the epithet "Nameless ~". (Black illustration)

### 《Familiar Cards》

Cards featuring illustrations of creatures or eggs.

## (5) How to Build a Character Deck

You can include up to 3 copies of each level of a card with the same name in your deck.

Select Main Cards and Support Cards to create a total of 50 to 60 cards.

Then add 2 Nameless Cards to complete your deck.

## (6) Character Cards



- ① Name
- ② Epithet
- ③ Gender  
(Male: Light Blue / Female: Pink)
- ④ Deployment Cost (= Max HP)
- ⑤ Charge Value
- ⑥ Level
- ⑦ Weapon Icon
- ⑧ Ability Name and Description
- ⑨ Attack Power : ATK/MAT  
(Physical/Magic Attack)
- ⑩ Self-Boost  
(Physical/Magic Boost)
- ⑪ Defense Power : DEF/MDF  
(Physical/Magic Defense)



Portrait orientation  
= Attack Stance



Landscape orientation  
= Defense Stance

## (7) Types of Weapons and Attributes

《Weapons》 There are 10 types.

They are displayed as icons in the lower-right corner of the card.

Greatsword Longsword Dual Blades Dagger Greatshield



Battle Axe

Warhammer

Magic Stone

Spear

Bow



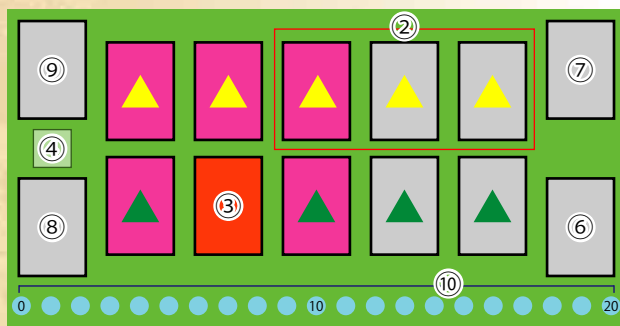
《Attributes》 There are 7 types.

Fire (red), Water (blue), Lightning (yellow), Earth (brown), Wind (green), Dark (purple), Holy (silver).

You can identify each attribute by the color of the numbers and weapon icons in the four corners of the card.

## (8) Field

- ① Battlefield (Frontline ▲ / Backline ▲)
- ② Invasion Zone
- ③ Stronghold
- ④ Stronghold HP Track
- ⑤ Stronghold Perimeter
- ⑥ Standby Zone
- ⑦ Banish Zone
- ⑧ Command Zone
- ⑨ Summoning Zone
- ⑩ AP Track



## (9) How to Start the Game

- ① Place both playmats facing each other.
- ② Choose one Level 1 Main Card from your Character Deck and place it face-down in Attack Stance in the “Command Zone.”
- ③ Place two Nameless Cards face-down in Attack Stance anywhere in the “Stronghold Perimeter.”
- ④ Shuffle your Character Deck and place it face-down in the “Stronghold.”
- ⑤ Choose one “Familiar Egg” card from your Familiar Deck and add it to your hand, then place the Familiar Deck face-down in the “Summoning Zone.”

※ This step is performed only in Ultimate Mode.

⑥ Place either 6 or 8 square tokens on the “Stronghold HP Track.”

※ Use 6 for Standard Mode and 8 for Ultimate Mode.

- ⑦ Each player draws 5 cards from the top of their Stronghold and adds them to their hand.
- ⑧ Each player rolls a die once; the player with the higher number goes first.  
Alternatively, play rock-paper-scissors to determine the first player.
- ⑨ The first player places a round AP token on the “AP Track” at AP 0, and the second player places one at AP 5.  
These are your starting AP values.
- ⑩ After exchanging the opening greeting (“Let’s play”), the game begins.
- ⑪ The first player reveals all face-down cards except those in the deck and proceeds to the Active Phase.  
※ In Ultimate Mode, during this step, the first player must reveal any Familiar Eggs in their hand once.  
The second player reveals theirs only when their first turn begins.

## (10) Victory Conditions

You win if you successfully land an attack on the opponent’s Stronghold (dealing combat damage) after reducing its HP to 0.

## (11) Game Flow

Please follow the instructions on the “Turn Sequence” Reference Card.

### ① Active Phase

Switch all your allies in Defense Stance to Attack Stance.

### ② Charge Phase

You may perform AP Charge and HP Charge in any order.

#### 《AP Charge》

You gain 10 AP.

Additionally, you may choose any number of Character Cards from your hand and send them to the Standby Zone until you have 5 or fewer cards in hand.

You then gain AP equal to the total Charge Value of the cards you sent.

※ AP stands for “Action Point” and represents your action capacity.

### 《HP Charge》

Choose an ally on the Battlefield or in the Command Zone.

By spending AP equal to that ally's Deployment Cost, that ally gets +1 HP.

However, **the minimum cost for HP Charge is 5**, so characters with a Deployment Cost of 5 or less still require 5 AP.

※HP stands for "Hit Point" and represents a character's durability.



HP is tracked by placing square tokens or dice on the card.

When HP changes, adjust the token or die accordingly to update the value.

**A character's HP cannot exceed its maximum HP (Deployment Cost).**

### 《HP Charge》 ※Ultimate Mode Only

Choose any number of Familiar Cards from your hand and send them to the Summoning Zone until you have 3 or fewer cards in hand.

One ally gets +HP equal to the total Charge Value of the cards you sent.

### ③ Draw Phase

Draw cards from the top of your Stronghold until you have 5 Character Cards in hand.

If your deck runs out, shuffle all cards in the Standby Zone and reset them as your new Stronghold.

### ④ Main Phase

You may perform the following actions—excluding Ability Declaration—in any order and as many times as you like:

- Deployment, Growth, Focus, Move, Swap, Attack Declaration
- Contract, Evolution, Release ※Ultimate Mode only

### 《Deployment》

Choose one Character Card from your hand.

Spend AP equal to that card's Deployment Cost to place it in Attack Stance either within the Stronghold Perimeter or in the Command Zone.

This action is called "Deployment."

Characters of all Levels can be deployed.

A deployed character's HP becomes 1 immediately after deployment.

You cannot have two or more cards with the same name on the Battlefield.

**Only Level 1 Character Cards may be deployed to the Command Zone.**

### 《Growth》

Choose a card from your hand with the same name and a higher Level than an ally on the Battlefield or in the Command Zone, and place it on top of that ally.

This is called "Growth."

The grown ally gets +1 HP.

You gain AP equal to that ally's Charge Value.

※When Character Cards are stacked, all cards except the topmost one are called "Growth Sources."

※Nameless Cards may grow into any Character Card as long as the gender and weapon match.

### 《Focus》

Choose a card from your hand with the same name and same Level as an ally on the Battlefield or in the Command Zone, and place it on top of that ally.

This is called "Focus."

You gain AP equal to that ally's Charge Value.

※You may place a Level 1 Character Card on top of a Nameless Card, but you cannot place a Nameless Card on top of a Level 1 Character Card.

### 《Move》

By spending 1 AP, you may move an ally in Attack Stance one space up, down, left, or right.

**It cannot move diagonally.**

**It cannot move over the Stronghold or other allies.**

An ally in the Command Zone may move to the Stronghold Perimeter by spending 1 AP.

Moving from the Battlefield back to the Command Zone is not allowed.

### 《Swap》

By spending 2 AP, you may swap two adjacent allies in Attack Stance.

※Adjacent = next to each other in the same row or column.

### 《Attack Declaration》

Details are explained in (12) Normal Combat.

## 《Ability Declaration》

Details are explained in (14) Character Abilities.

### ⑤ End Turn

Your turn ends and the opponent's turn begins.

## (12) Normal Combat

### 《Combat Procedure for Characters on the Battlefield》

#### ① Attack Declaration (Attacker's Perspective)

Select one ally in Attack Stance and declare an attack with that ally.

At the same time, declare whether the attack will be a physical attack(ATK) or a magical attack(MAT).

Use the black value for physical attacks and the white value for magical attacks.

The first player cannot declare an attack on their first turn.

#### ② Self-Boost: Attack Power (Attacker's Perspective)

Only Level 3 and Level 4 characters can Self-Boost their Attack Power.

You may choose whether to apply a Self-Boost to the ally that declared an attack until the end of combat.

(Level 3 may Self-Boost once; Level 4 may Self-Boost up to twice in a single combat.)

#### Cost per Self-Boost:

Send a card with the same name as the ally that declared an attack from your hand or Growth Sources to the Standby Zone.

For physical attacks, refer to the black value to the left of the ◇ symbol.

For magical attacks, refer to the white value to the right of the ◇ symbol.

For Level 4 characters, use the value on the left of "/" for the first Self-Boost and the value on the right for the second.

※If a Nameless Card is in the Growth Sources, it is treated as having the same name as the character and may be used as Self-Boost cost.

If it is in your hand, it has no name and cannot be used as Self-Boost cost.

#### ③ Selecting an Attack Target (Attacker's Perspective)

Choose a target within the attack range of the ally that declared an attack, choosing either an enemy in Defense Stance or the opponent's Stronghold.

Enemies in Attack Stance cannot be chosen.

All characters have an attack range.

The Common Attack Range refers to the 1–2 spaces directly in front of a character's space and is shared by all characters. (●)

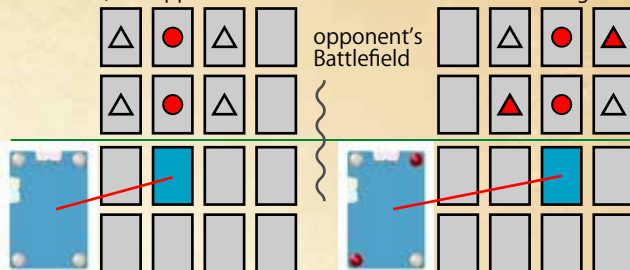
The Unique Attack Range refers to the spaces one space to the left and/or right of the Common Attack Range. (▲)

Each corner gem on a Character Card corresponds to one of these directions, and if a gem is colored, that direction is included in the character's Unique Attack Range.

● and ▲ in the diagram indicate the character's attack range.

If the ally is placed in the Backline, their attack range is shifted back by one space.

As a result, the opponent's Backline is outside the attack range.



※A newly deployed ally may attack during the same turn,

but may only target enemies in Defense Stance and cannot target the Stronghold.

The Stronghold becomes a valid target starting from the next turn.

#### ④ Self-Boost: Defense Power (Defender's Perspective)

The defending player may choose to apply a Self-Boost to the Defense Power of the ally targeted by the attack until the end of combat.

Each targeted ally may Self-Boost Defense Power.

For each Self-Boost, that ally gets +1 Defense Power.

#### Cost per Self-Boost:

Send a card with the same name as the ally targeted by the attack from your hand or Growth Sources to the Standby Zone.

The maximum Defense Power an ally can get through Self-Boost equals its Level.

#### ⑤ Damage Calculation

Damage is calculated using the attacker's Attack Power and the defender's Defense Power.

Use the black values for physical attacks and the white values for magical attacks.

If the attacker's Attack Power is greater than the defender's Defense Power, the attacker deals Combat Damage to the defender.

The amount of damage depends on how many times the attacker's Attack Power exceeds the defender's Defense Power. If the attacker's Attack Power is equal to or lower than the defender's Defense Power, the attacker does not take Combat Damage.

**(Example) Defender's Defense Power = 6:**

- Attack Power 0–6 → Combat Damage 0
- Attack Power 7–11 → Combat Damage 1
- Attack Power 12–17 → Combat Damage 2
- Attack Power 18–23 → Combat Damage 3
- Attack Power 24–29 → Combat Damage 4

After determining the Combat Damage, update the character's remaining HP by adjusting the square HP tokens.

If a character's HP reaches 0, that character is defeated and sent to the Standby Zone.

If a defeated character (or a character that leaves the battlefield for any reason) has Growth Sources, the owner may choose one of them to add to their hand.

The remaining cards are sent to the Standby Zone.

**⑥ End of Combat**

Switch the ally that declared an attack to Defense Stance to indicate that combat has ended.

**(13) Combat against Last Guards**

《Combat Procedure When the Stronghold Is Chosen as a Target》

**① Choosing Whether the Commander Will Enter Combat (Defender's Perspective)**

A character placed in the Command Zone is called the Commander.

When the Stronghold is chosen as an attack target, the defending player chooses whether to have their Commander enter combat in Attack Stance.

If the Commander enters combat, place them in the Stronghold Perimeter in Attack Stance and add their Attack Power to the Last Guard's Attack Power.

If the Commander is capable of Self-Boosting, the defending player may, after placing the Commander in the Stronghold Perimeter, pay the required cost to apply a Self-Boost and add the Self-Boosted Attack Power to the Last Guard's Attack Power.

※The cost for a Commander's Self-Boost is the same as in "Self-Boost: Attack Power" during Normal Combat.

**② Revealing the Last Guard (Defender's Perspective)**

The defending player reveals the top card of their Stronghold and places it as a Last Guard with 1 HP to engage in combat.

If the revealed Last Guard is capable of Self-Boosting, the defending player may pay the required cost (a same-name card from their hand) to apply a Self-Boost and add the Self-Boosted Attack Power to the Last Guard's Attack Power until the end of combat.

**③ Damage Calculation**

Because both the Last Guard and the character that declared the attack are in Attack Stance, damage is calculated by comparing their Attack Power.

**● If the Last Guard's Attack Power is lower than that of the character that declared the attack**

The Last Guard takes Combat Damage, is defeated, and is sent to the Standby Zone.

At the same time, the Stronghold takes 1 damage.

Update the Stronghold's HP by adjusting the square token.

Even if the Attack Power of the character that declared the attack is double or more that of the Last Guard, the Stronghold still only takes 1 damage from a single attack.

**● If the Last Guard's Attack Power is higher than that of the character that declared the attack**

The character that declared the attack takes Combat Damage. Damage is calculated in the same way as in Normal Combat; if the Last Guard's Attack Power is double, triple, and so on, the character takes that much more damage.

A Last Guard that survives the combat is added to the defending player's hand, and the Stronghold's HP remains unchanged.

**● If the Last Guard's Attack Power is equal to that of the character that declared the attack**

Both sides take 1 Combat Damage.

Send the defeated Last Guard to the Standby Zone and update the Stronghold's HP by adjusting the square token.

**④ End of Combat**

Switch the ally that declared an attack to Defense Stance to indicate that combat has ended.

## (14) Character Abilities

Characters on Main Cards of Levels 1–3 share a common ability called “Signs of Growth.”

Since this ability is not printed on the card itself, please refer to the Reference Card for its details.

Individual abilities are printed on each card:

the ability name appears on the right side, and the ability text appears at the bottom.

Below is an explanation using the ability

[Request Reinforcements I] as an example.

### Troop Request I

【 ① Your ② ◇ ③ BF 】

【 ④ TRG 】 When this character performs Deployment

【 ⑤ CST 】 AP3

⑥ You draw a card from the top of your SH, then add it to your hand.

### ① Turn (When the ability can be used)

【Your】 Your turn

【Your / Opp’s】 Either player’s turn

【Opp’s】 Opponent’s turn

### ② Ability Category (Other symbols such as ☆ or ♠ also exist.)

◇ = Card Acquisition

♥ = recover / Cure

♣ = Disruption

…etc.

### ③ Usable Locations & After-Resolution Handling

【 BF 】 = 【 Battlefield 】

Can be used on the Battlefield.

After the ability resolves, the character remains in the same space and in the same Stance.

【 BF\_Stance:Atk→Def 】

= 【 Battlefield\_Attack Stance → Defense Stance 】

Can be used while in Attack Stance on the Battlefield.

After the ability resolves, the character remains in the same space but switches to Defense stance.

【 Hand 】

Can be used from the hand.

After the ability resolves, the card remains in your hand.

【 Hand → Standby 】 = 【 Hand → Standby Zone 】

Can be used from the hand.

After the ability resolves, the card is sent to the Standby Zone.

【 Hand → Banish 】 = 【 Hand → Banish Zone 】

Can be used from the hand.

After the ability resolves, the card is sent to the Banish Zone.

【 Hand → SH 】 = 【 Hand → Stronghold 】

Can be used from the hand.

After the ability resolves, the card is placed under the Stronghold.

【 Hand → GS 】 = 【 Hand → Growth Sources 】

Can be used from the hand.

After the ability resolves, the card is added to the Growth Sources of an ally with the same name.

### ④ Ability Conditions (Triggered / Activated / Continuous)

【 TRG 】 = Triggered Ability

This ability takes effect only at the specified timing.

【 ACT 】 = Activated Ability

You may activate this ability at any time during your Main Phase, as long as the specified conditions are met and you are not currently resolving combat or another ability.

【 CNT 】 = Continuous Ability

As long as the specified conditions are met, the ability remains continuously in effect.

### ⑤ Required Costs

【 CST 】 = Cost

【 CST 】 Hand → Standby\_1 card

= Send a card from your hand to the Standby Zone.

【 CST 】 SH → Banish\_1 card

= Send a card from the top of your Stronghold to the Banish Zone.

【 CST 】 Standby → Banish\_1 card [Fire]

= Send a card [Fire Attribute] from the Standby Zone to the Banish Zone.

### 【 CST 】 Stance:Atk→Def \_ 1 ally [Longsword]

= Choose an ally [Longsword] with in Attack Stance on the Battlefield and switch it to Defense Stance.

### ⑥ Ability Details

Please resolve the ability exactly as written.

If the ability cannot be resolved as described, complete its resolution by following the instructions under “After-Resolution Handling.”

#### 《Rules Regarding Abilities》

- An ability on the same card may be used only once per turn.
- For abilities that can be used from your hand:  
If the method for choosing the target is not specified, you may generally choose any valid target on the Battlefield.  
For example, the ability [Rations I] follows this rule.

#### Rations I

【 Your♥Hand→Standby 】

【 ACT 】 No condition

【 CST 】 SH→Banish\_1 card. AP 3

You choose an ally [HP<Lv].

That ally gets +1 HP.

- For abilities used on the Battlefield:  
If the player must choose an enemy as the target, the enemy must be chosen according to the attack range of the character possessing the ability.  
For example, the ability [Intimidation I] follows this rule.  
Some abilities include the notation “Counter.”  
**This indicates that the opponent may negate the ability by paying the cost listed under Counter.**  
This also applies to [Intimidation I].

【 CTR 】 = Counter

#### Intimidation I

【 Your♣BF 】

【 TRG 】 When this character performs Growth in the FL

【 CST 】 AP 3

【 CTR 】 Hand→Standby\_1 card [Lv2-3]. AP 1

You choose an enemy [ATK≤9] in Attack Stance in the FL, then roll the die once.

[4]-[6] That enemy switches to Defense Stance.

※The player who uses [Intimidation] must show the Counter cost and ask the opponent whether they wish to negate the ability.

The ability is applied only if the opponent does not negate it.

- You cannot use an ability multiple times during the same trigger timing.
- If the ability name is written vertically:  
It indicates the ability can be used while the character is in Attack Stance.  
If the ability name is written horizontally:  
It indicates the ability can be used while the character is in Defense Stance.  
(As long as the ability name is readable, the ability may be used.)

### 【Glossary】

Some terms are shown in abbreviated form.

BF : Battlefield

SH : Stronghold

FL : Frontline

BL : Backline

GS : Growth Source

ES : Evolution Source

D-Cost : Deployment Cost

C-Cost : Contact Cost

S-Chain : Silver-Chain

### (15)Q&A

Q: Is there a limit to the number of cards I can hold in my hand?

A: Yes. You may hold up to 5 Character Cards and 3 Familiar Cards.

If you exceed this limit, you must use the excess cards as costs during the Charge Phase.

Q: During HP Charge in the Charge Phase, if I spend 10 AP, can I get +2 HP for an ally with a Deployment Cost of 5?

A: No. The ally only gets +1 HP, regardless of how much AP you spend.

Q: Ability names appear in black or white text.  
Is there a difference?

A: Yes. Ability names are normally written in black, but abilities related to MAT or MDF are written in white.

Q: Besides “declaring an attack,” are there any other restrictions on the first player?

A: Yes. During the first player’s first turn, the opponent’s Character Cards on the Battlefield remain face-down. Until they are turned face-up, they cannot be selected as targets for attacks or abilities.

Q: When the Stronghold is chosen as an attack target, does the defending player need to spend 1 AP to have their Commander enter combat?

A: No. The defending player places their Commander in the Stronghold Perimeter without spending AP.

Q: What types of damage exist?

A: Damage caused by combat consists of Physical Damage and Magic Damage, collectively called Combat Damage. Damage dealt by abilities varies by attribute (for example, Fire Damage, Water Damage) and is collectively called Elemental Damage.

※Damage without an attribute (Neutral Damage) is also considered Elemental Damage.

Q: I dealt Combat Damage and defeated an enemy. If I use an ability like “Signs of Growth,” which triggers “when Combat Damage is dealt,” can I also use an ability that triggers “when defeated in combat”?

A: No. These are treated as the same trigger timing, so you may use only one of them.

Q: Can status ailments be stacked on the same character?

A: Yes.  
If the same status ailment is applied multiple times, the character also takes Elemental Damage starting from the second application.  
For example, if a character already suffering from Burn receives Burn again, they take 1 Fire Damage.  
Each status ailment has its corresponding Elemental Damage:  
Burn → Fire Damage  
Silence → Water Damage  
Mute → Dark Damage  
Poison → Neutral Damage  
If different status ailments are applied simultaneously (for example, Burn + Mute), no Elemental Damage is dealt.  
Please refer to the Reference Cards for details on status ailments.

Q: Can Blessings be stacked on the same character?

A: Yes.  
Blessings of any type may be stacked without limit.  
Please refer to the Reference Cards for details on Blessings.

Q: How should an ability with the notation “BF\_Stance:Atk→Def[1]-[4]” be resolved?

A: This represents that after the ability is applied, you roll the die once, and if the result is 1–4, the character switches to Defense Stance, while if the result is 5–6, it does not switch and remains in Attack Stance in the same space.

Q: What do the terms enclosed in 『 』 within an ability’s Effect section represent?

A: Names of characters are written inside 『 』 for clarity. If an ability specifies a character name, only the name that matches exactly is treated as the valid target. If an ability specifies an Epithet, any card whose Epithet contains that term is treated as a valid target. (Example: If the Epithet “Elf” is specified, a card like “Elf Swordsman” also qualifies.)

Q: How should abilities that have numbered options such as ❶ or ❷ in their Cost or Effect section be resolved?

A: You choose either ❶ or ❷ and apply that option. If both the Cost and Effect sections contain ❶ and ❷, choosing ❶ as the Cost requires you to also apply ❶ as the Effect.

Q: There is an instruction in the Effect section that says “add it to the Growth Source.” How should this instruction be resolved?

A: The Growth Source refers to the stack of cards placed under a character card on the Battlefield.  
Follow these rules when adding to the Growth Source:

- Only cards with the same name may be added to the Growth Source.
- Cards must be stacked so that higher Levels are placed above lower Levels.

Q: What area does “this character’s surroundings” refer to?

A: It refers to the spaces one space away from this character in all eight directions: up, down, left, right, and all four diagonals.

# SENGOKU YUGI : Quick Start Guide II

- (1) Ultimate Mode
- (2) How to Build a Familiar Deck
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- (4) How to Add Familiar Cards to Your Hand
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- (6) Evolution
- (7) Release
- (8) Familiar Self-Boost
- (9) Familiar Abilities
- (10) Q&A
- (11) Social Media

## (1) Ultimate Mode

Ultimate Mode is played using both Character Cards and Familiar Cards, and adds new Main Phase actions such as Contract, Evolution, and Release.

By forming a Contract with a Familiar, a Character gets the Familiar's power, and Familiars can be made even stronger through Evolution.

Furthermore, once a Familiar is Released, it can move and attack just like a Character.

In Ultimate Mode, victory is achieved by reducing the opponent's Stronghold HP (starting HP: 8) to 0 and then successfully attacking the Stronghold (dealing Combat Damage).

## (2) How to Build a Familiar Deck

You may include only one copy of each card in your deck.

Please Choose Familiar cards so that your deck contains a minimum of 10 and a maximum of 20 cards.

Also, be sure to include at least one copy of the "Familiar Egg" card.

## (3) Familiar Cards



- ① Name
- ② Epithet
- ③ Evolves From
- ④ Contract Cost (= Max HP)
- ⑤ Charge Value
- ⑥ Level
- ⑦ Ability Cost
- ⑧ Evolution Ability
- ⑨ Combat Ability
- ⑩ Dice Result
- ⑪ Support Ability
- ⑫ Attack Power : ATK/MAT (Physical/Magic Attack)
- ⑬ Self-Boost (Physical/Magic Boost)
- ⑭ Defense Power : DEF/MDF (Physical/Magic Defense)

Released Familiars also have both a Common Attack Range and a Unique Attack Range.

You can identify the Unique Attack Range by the attribute-colored arrows at the four corners of the Familiar Card. If a corner has an arrow, the Familiar has an attack range in that direction.

## (4) How to Add Familiar Cards to Your Hand

You can add Familiar Cards to your hand in the following way:

- When your Stronghold takes Combat Damage and the combat ends
- The player whose Stronghold took the Combat Damage may choose a number of cards from their Summoning Zone equal to the amount of Combat Damage, then add them to their hand. Each chosen card must have a Contract Cost of "10 minus the Stronghold's remaining HP" or less.

- ※Familiar Cards in your hand cannot be targeted by abilities.
- ※If a Familiar Card leaves your hand for any reason other than Contract or Evolution, it is sent to the Summoning Zone.

## (5) Contract

The player chooses one Familiar Card from their hand. After paying its Contract Cost (AP), chooses one Character in Attack Stance on the Battlefield or in the Command Zone, and place the Familiar Card beneath that Character. This is called a "Contract."

The Character becomes the Contract Holder for that Familiar, and while in Attack Stance, the Familiar's Attack Power is added to the Contract Holder's Attack Power.

When making a Contract, place the Familiar Card at the bottom of the Character Card so that the Familiar's Attack Power remains visible.

If the Contract Holder is switched to Defense Stance, keep the Familiar Card in portrait orientation and rotate only the Character Card to landscape orientation so that the Familiar's Attack Power becomes hidden.

Additionally, only when the Contract Holder is contracted with a "Familiar Egg," you may rotate the Familiar Egg together with the Contract Holder when switching to Defense Stance. Doing so allows the Familiar's Defense Power to be added to the Contract Holder while in Defense Stance.

## How to Place Cards (During the Contract)

### ● Attack Stance



### ● Defense Stance



When placing a Familiar Egg in Defense Stance, stack it so that only its Defense value is visible, as shown on the right.

If a Familiar Egg is in Defense Stance, its abilities cannot be used.



※You may contract a high-level Familiar immediately as long as you pay its Contract Cost, but you cannot contract a Familiar whose Level is higher than that of the Contract Holder.

## (6) Evolution

To evolve a Familiar under Contract, the Contract Holder must be in Defense Stance.

The player chooses one Familiar under Contract as the target, chooses one card from their hand that represents its evolved form, and places it between the Character Card and the current Familiar Card.

This is called "Evolution."

※You cannot evolve a Familiar to a Level higher than that of the Contract Holder.

※When Familiar Cards are stacked, all cards except the topmost one are called "Evolution Sources."

※Familiars may also evolve through their own abilities.

Details are explained in (8) Familiar Abilities.



Before Evolution



After Evolution



Familiar Cards in Your Hand

- ① Confirm that the Contract Holder is in Defense Stance.
- ② Check the Familiar Card to confirm that it can evolve.
- ③ Place Raibee on top of Harbee to evolve it.

## (7) Release

Familiars under Contract, except for "Familiar Eggs," can be separated from their Contract Holder and placed independently on the Battlefield. This is called "Release."

By spending 1 AP, a player may move either the Contract Holder in Attack Stance or the Familiar under Contract one space in any of the four directions (forward, backward, left, or right).

By placing them separately in this way, the Familiar transitions from the Contracted State to the Released State.

Additionally, if the Contract Holder leaves the Battlefield—for example, by being defeated—any Familiar other than a "Familiar Egg" remains on the field independently and automatically enters the Released State.

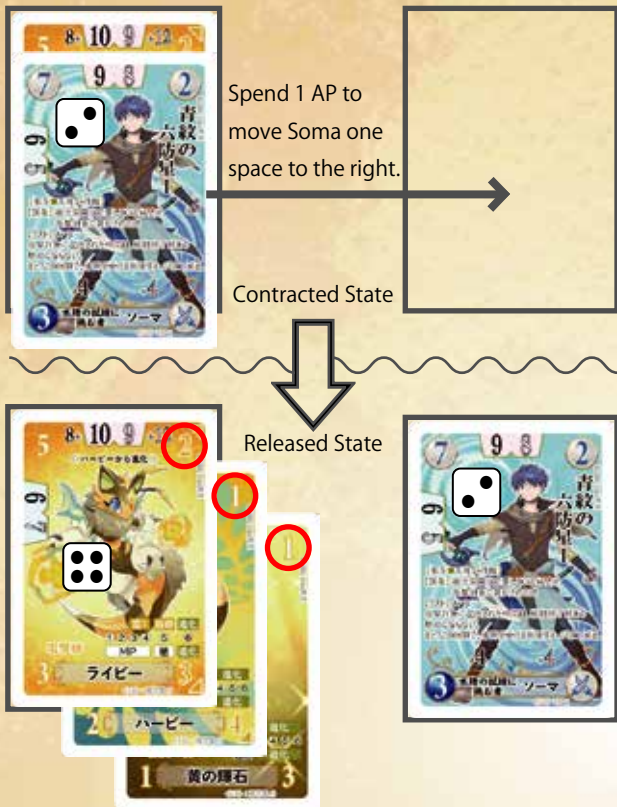
When a Familiar is Released, its HP becomes the total Charge Value of the Familiar and all of its Evolution Sources.

A Familiar in the Released State can perform actions such as moving, swapping, and declaring attacks, just like a Character.

**(Example)**

**Releasing Raibee by moving Soma, the Contract Holder**

※Soma has 2 HP. Raibee's Evolution Sources are "Harbee" and "Radiant Stone of Yellow."



Check the total Charge Value of the stacked Familiar Cards, place a 4-HP square token on Raibee, and then align and stack the Familiar Cards together.

**(Example)**

**If Soma, the Contract Holder, is defeated, Raibee is released**

※Raibee's Evolution Sources are "Harbee" and "Radiant Stone of Yellow".



When Soma is defeated, he is sent to the Standby Zone, and Raibee enters the Released State.

Because the total Charge Value of Raibee and all of its Evolution Sources is 4, place a 4-HP square token on the Released Raibee. If you have a Familiar Card in your hand that can evolve into the next form, you may evolve a Familiar in the Released State by placing that card on top of it.

**When you evolve a Familiar in the Released State, increase its HP by an amount equal to the Charge Value of the Familiar Card it evolves into.**

(Evolving a Familiar in the Contracted State does not increase its HP.)

※If the Familiar under Contract was a "Familiar Egg," it does not remain on the Battlefield and returns to your hand (it cannot be Released).

※You cannot increase the HP of a Released Familiar beyond its maximum HP (its Contract Cost).

※You cannot place a Familiar in the Command Zone.

※Released Familiars can be targeted by abilities. For example, if a Character's ability states "Choose an ally (or enemy)," "Released Familiars may also be chosen as allies (or enemies). In this case, interpret "an ally (or enemy)" as including a single Familiar as well.

Additionally, for Released Familiars, their "Contract Cost" is treated as their "Deployment Cost."

※If a Released Familiar whose Evolution Source includes a "Familiar Egg" leaves the Battlefield—for example, by being defeated in combat— all Familiar Cards, including their Evolution Sources, are sent to the Summoning Zone, but the Familiar Egg returns to your hand.

**(8) Familiar Self-Boost**

All Familiars in the Released State can perform Self-Boost.

《Self-Boost: Attack Power》

- Costs for Self-Boosting Attack Power
- ① The player chooses a Familiar Card from their Evolution Sources or from their hand, then sends it to the Summoning Zone.
- ② The player chooses 2 Character Cards from their hand, then sends them to the Standby Zone.

※Attack Power Self-Boost may be used only once per combat.

After paying either cost ① or ②, apply the following effects:

For Physical Attacks, refer to the black value to the left of ATK.

For Magic Attacks, refer to the white value to the right of MAT.

This Familiar gets +ATK / +MAT equal to that value until the end of combat.

## 《Self-Boost: Defense Power》

### ● Costs for Self-Boosting Defense Power

- ① The player chooses a Familiar Card from their Evolution Sources or from their hand, then sends it to the Summoning Zone.
- ② The player chooses a Character Card from their hand, then sends it to the Standby Zone.

※The maximum amount of Defense Power you may gain through Self-Boost is equal to the Familiar's Level.

After paying a cost, apply the following effects:

- ① This Familiar gets +2 DEF / +2 MDF until the end of combat.
- ② This Familiar gets +1 DEF / +1 MDF until the end of combat.

## (9) Familiar Abilities

### 《Ability Conditions and Application》

The conditions under which a Familiar's abilities can be used, and the range of effects, differ between the Contracted State and the Released State.

#### ● Contracted State

Only when the Contract Holder is in Defense Stance can the ability be used as a "[Activated] No conditions" ability.

The player pays the Ability Cost (AP) shown in the lower-right corner of the card to use the ability.

The player then rolls the die once and applies either a "Support Ability" or an "Evolution Ability" based on the result.

#### ● Released State

The ability can be used as a "[Trigger] When this Familiar deals Combat Damage to an enemy."

The player pays the Ability Cost (AP) shown in the lower-right corner of the card to use the ability.

The player then rolls the die once and applies a "Support Ability," "Combat Ability," or "Evolution Ability" based on the result.

### 《How to Apply Abilities》

When you use a Familiar's ability, roll the die once.

Then apply any and all effects whose numbers are less than or equal to the result, in any order you choose.

#### (Example)

Combat Ability → 炎1 火傷 進化  
Dice Result → 1 2 3 4 5 6  
Support Ability → MP 兵力 進化

← Evolution Ability

### 《Contracted State》

- If the die roll is 1 or 2, apply "MP".
- If the die roll is 3, apply "MP and Soldiers".
- If the die roll is 4–6, apply "Evolution" or "MP and Soldiers".

### 《Released State》

- If the die roll is 1, apply "MP".
- If the die roll is 2, apply "MP" or "Fire 1".
- If the die roll is 3, apply "MP and Soldiers" or "Fire 1 and Burn".
- If the die roll is 4–6, apply "Evolution," "MP and Soldiers," or "Fire 1 and Burn".

※After using an ability, you choose which effect to apply after the die roll.

### 《Support Abilities》

**治癒** Cure

Cures one type of status ailment.

**全治** Full Cure

Cures all status ailments.

**HP** Hit Point

Gets +1 HP.

**MP** Mental Point

Mental Point: You choose a card from your StandbyZone, then add it to the Growth Source.

**加護** Blessing

Gain a Blessing of the same attribute as this Familiar.

※The target of Cure, Full Cure, HP, MP, and Blessing must be chosen from either "this Familiar's Contract Holder" or "one ally placed in this Familiar's surroundings."  
(You must apply all of the effects to a single target.)

**兵力** Troop

You look at the top X cards of your Stronghold, where X is this Familiar's Level.

Choose a card from among them, then add it to your hand. Put the rest on the bottom of your Stronghold in any order.

**長剣** Longsword

You choose the designated Weapon from your Standby Zone, then add it to your hand.

※When applying multiple Support Abilities, you may apply them in any order.

### 《Combat Abilities》

You choose an enemy in Defense Stance and apply the following effects:

**炎1** 1 Fire

The chosen enemy takes 1 Fire damage.

※Each attribute deals its own type of damage.

The number indicates the damage amount.

**火傷** Burn

The chosen enemy suffers Burn.

※Other status ailments include Silence, Slow, Paralysis, Collapse, Mute, Poison, and Silver-Chain.

### 《Evolution Ability》

**進化** Evolution

You choose a card in the Summoning Zone that represents this Familiar's evolved form, then place it on top of this Familiar to evolve it.

※ If there is no card in the Summoning Zone that this Familiar can evolve into, you cannot evolve.

## (10) Q&A

Q: How many Familiars can a character have under Contract?

A: One Familiar per character.

Q: Can a Familiar in the Released State form a Contract with another Familiar?

A: No.

Q: When a Familiar in the Released State is defeated, can I choose one of its Evolution Sources and return it to my hand?

A: If one of the Evolution Sources is a "Familiar Egg," you may return that card to your hand.

All other Evolution Sources are sent to the Summoning Zone.

Q: During the Charge Phase (HP Charge), can I send one Familiar Card with a Charge Value of 2 from my hand to the Summoning Zone and have two allies each get +1 HP?

A: No. You may choose only one ally.

Q: Can a Familiar's ability be used multiple times during the same turn?

Also, if a Familiar evolves after using its ability, can the evolved Familiar use its ability again?

A: A Familiar's ability can be used only once per turn.

Furthermore, if the ability was used before evolving, the evolved Familiar cannot use its ability again during the same turn.

Q: My Stronghold was chosen as the target of an attack, so I had my Contracted Commander join the battle by placing them in the Stronghold Perimeter.

When placing the Commander in the Stronghold Perimeter, does the Familiar remain contracted?

A: Yes. The Familiar remains contracted when the Commander is placed in the Stronghold Perimeter.

The total Attack Power of the Commander and their Familiar is added to the Guards.

Q: Can "Familiar cards in the hand" or "Familiars in the Released State on the battlefield" be used as costs for abilities?

A: Familiar cards cannot be sent to the Standby Zone or the Banish Zone, nor can they be added to the Stronghold. Therefore, they cannot be used as costs for effects such as "Hand → Standby: 1 card," "Hand → Banish: 1 card," or "Hand → SH: 1 card."

However, if the cost is "Stance:Atk→Def\_1 ally," a Familiar in the Released State may be used as the cost.

## (11) 各種SNS

● SENGOKU YUGI (HP)



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