

Game name [Kirin]

At first

The game is a card game themed around the legendary four gods (Blue Dragon, Suzaku, White Tiger, and Xuanwu). Each player declares a divine beast they believe in and compares the strength of their cards to collect points. Which divine beast is strong changes at a dizzying pace, so situational judgment is the key to victory.

Game Overview

item substance

Time required Approx. 30 minutes

Age 10 years old and older

Number of Players 4 people only

Objective of the game Collect cards of the divine beast (color) you declared to score points.

Victory conditions At the end of the third round, the player with the most total points is the winner.

Contents

kind substance Number of Sheets/Pieces

card It consists of four divine beasts (colors): Blue Dragon, Suzaku, White Tiger, and Genwu 36 sheets in total

- Number card: 1 ~ 6 6 pieces of each color

- Trump Card: A card with only a picture of a divine beast drawn on it. 1 piece of each color

- Kirin Card: A special card that changes the strength and weakness rules 2 pieces of each color (ascending / descending)

Kirin Marker Indicates the current parent and the order of strength and weakness of the divine beast and number (ascending / descending) 1 piece

Scorers Four colors: Blue Dragon, Suzaku, White Tiger, and Genbu 27 each.

Preparing for the game

1. Deal the cards: Mix all 36 cards well and deal 9 cards to each player to make it your hand. Don't show your hand to others.

2. Decide which Divine Beasts to Collect (Declaration): Each player chooses one card from their hand and places it face down in front of them so that no one else can see it. The Divine Beast (color) of this card will be your target for collecting in this round.
3. Decide on parents: Decide on your first parent the way you like. Parents place the "Kirin marker" in front of them so that the "ascending order" is in the table\*\*.

#### How to proceed in the game

I used one card for the declaration, so I have 8 cards in my hand. The game consists of a single round of 8 card games (tricks).

##### 1. How to proceed with tricks (single game)

1. Parent plays a card: The parent player plays one card of their choice from their hand and places it in the center of the field. This card will be the "standard card" of this match.

2. Everyone plays cards: Clockwise from the parent, everyone plays one card at a time according to the rules.

3. Determining the winner: Once everyone has played one card at a time, the player with the strongest card is the winner.

4. Card Acquisition and Next Parent: The winner wins all four cards played and becomes the parent of the next game. When the parent changes, move the "Kirin marker" to the front of the new parent.

5. Repeat until you run out of cards: Repeat the above game of 1-4 until you run out of cards (8 times in total).

##### 2. End of round and scoring calculation

The round ends when the 8 games are over and all the cards in your hand are gone.

1. Reveal the declaration card: Everyone faces the declaration card face down.

2. Winning Pieces: From the cards you acquired in that round, you will receive a number of cards of the same color as the declaration card, corresponding to the corresponding color.

3. Move on to the next round: After the first round, start the second round again from "Preparing for the game". This is done for a total of 3 rounds, and the winner is the one with the most points in the total of the 3 rounds.

#### Rule Details

##### Card Strength

The strength of the card is determined by (1) the type (color) of the divine beast and (2) the rank of the card. The strength rule changes depending on the direction of the "Kirin Marker" (ascending / descending).

rule	The strength of the divine beast	Strength of numbers
ascending order	Qinglong> Suzaku> Baihu> Xuanwu	6>5>4>3>2>1
descending order	Xuanwu > White Tiger> Vermilion Bird> Azure Dragon	1>2>3>4>5>6

Card Rank Strength: Among the same divine beasts (colors), the "trump card" is the strongest, followed by the number card according to the above rules.

#### Important rules for playing cards

Players other than the parent are limited by the "standard card" played by the parent.

If you have a card in your hand that meets at least one of the following conditions, you must choose one of them.

1. A card that is stronger in both [Divine Beast Type] and [Rank] than the "Standard Card".
2. A Kirin card with a [Divine Beast Type] that is stronger than the [Divine Beast Type] of the "Standard Card".

If you don't have any cards in your hand that meet the above criteria, you can play any card. In this case, the cards you play will also participate in the game as usual, and if you are the strongest in the match, you can win the trick.

#### How to determine the winner of the trick

1. First of all, compare by "rank": "trump card" is the strongest. Otherwise, compare the strength of ranks according to the current ascending/descending rules.
2. If the rank is the same: If multiple cards of the same rank are played, the person with the strongest "Divine Beast Type" among them wins.

#### Special case: When everyone plays a Kirin card

- There will be no winner in this match.
- No one gets the cards that are put into the field and they are put aside (discarded cards).
- The parents do not change, and the same player becomes the parent of the next match.
- Even in this case, the ascending/descending order switching process will be performed as usual. (See "Kirin Card Effects" below)

## Effects of Kirin cards

Kirin cards have the effect of changing the strength and weakness rules of the divine beasts and numbers in the field.

### - Activation of effects

If even one Kirin card is played in a single match, the effect will be activated after the match is resolved.

### • Content of the effect

Among the Kirin cards that have been issued, we will check which one has the strongest "Divine Beast Type" under the current rules.

• If only one Kirin card of the strongest divine beast is played, the "ascending order" or "descending order" indicated by that card will be the new rule from the next match. Turn the "Kirin marker" in front of your parents over to fit the new rules.

• If two Kirin cards of the strongest Divine Beast (both in ascending and descending order) are played at the same time, the effect will be canceled and the rules will not change.

### • Notes

If the rules shown by the strongest Kirin card were the same as the current rules, the rules will not change as a result. (Example: If the strongest Kirin card shows "ascending order" at the time of ascending, the next rule will remain in "ascending order")