

## GAME TIPS

RAIGO is about predicting the actions of your friends and making careful -and sometimes bold- decisions along the way. You can always try and bluff your opponents. When you are playing in teams, it's a good idea to share secret codes or hand signs to share your plans. Build your own strategy to become Raijin!

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If you have any questions about the game, please send a message to our twitter account.

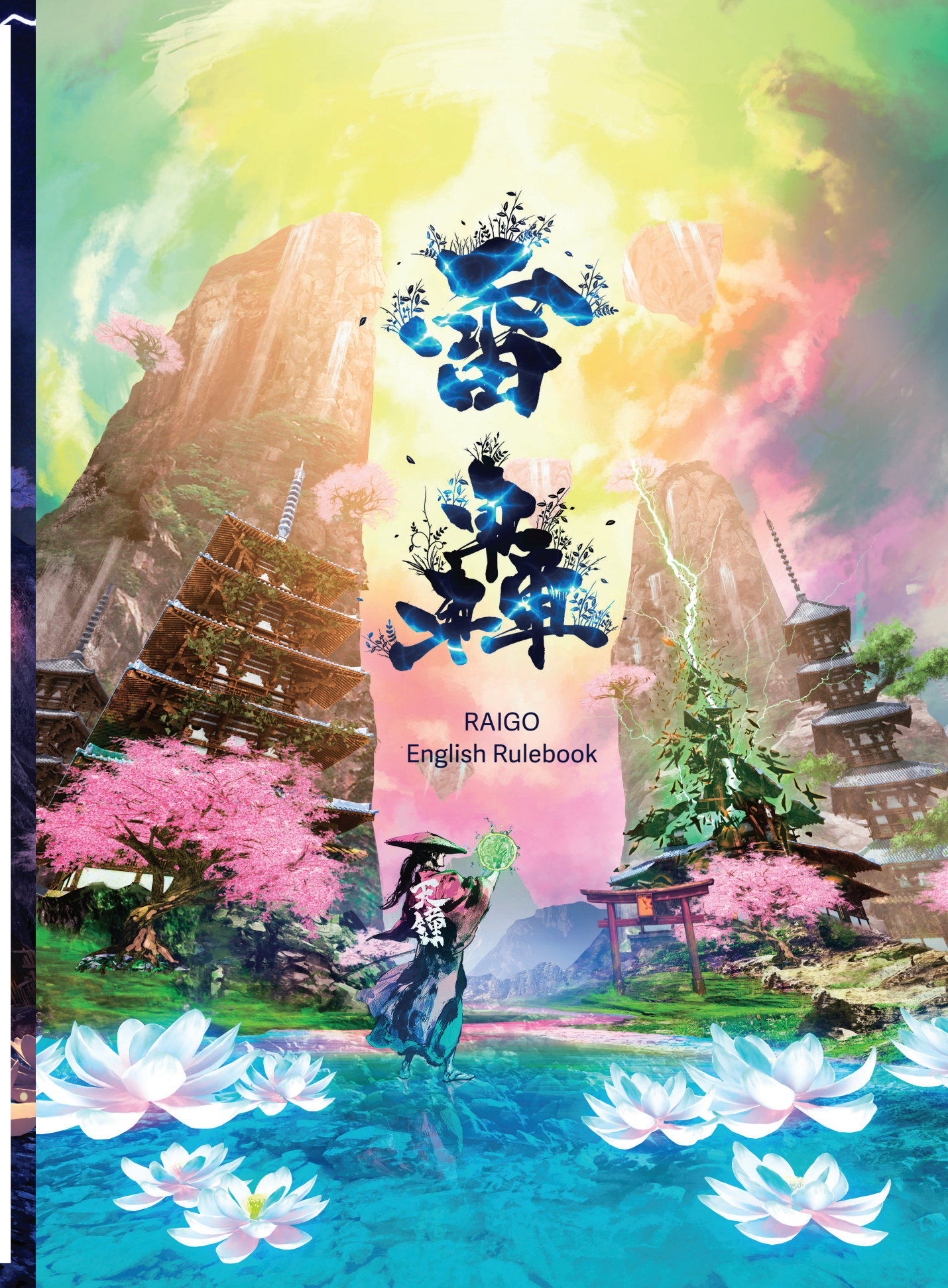
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[RAIGO Official Website]

Check here for the game rules video / digital rulebook



RAIGO  
English Rulebook





# 雷轟

The power of the sun, Yang Power, had kept the world in peace and order.

However, in recent years, Yang Power in the air had been drained and the era of constant war and chaos began all over the world.

Yang ball is a precious stone that creates Yang Power.

Only the Raizan Clan know the secret Art of Raigo to produce Yang Power.

You are one of the descendants to perform the Art of Raigo and engage in the battles to gain Yang balls and save this world.

However, you are not the only one who seeks Yang balls.

The Raizan Clan is a group of five families

-Kuze [空晴], Rakura [雷藏], Yakumo [八雲], Shigure [時雨] and Hisetsu [飛雪].

The battle among the descendants of these five families also serves as a fight to decide the future leader to govern the thunder mountain, Raizan - and to become the thunder god, Raijin.

Produce as many Yang balls as possible and win the game. The one who brings peace and order back to the world becomes the Raijin of the coming era.

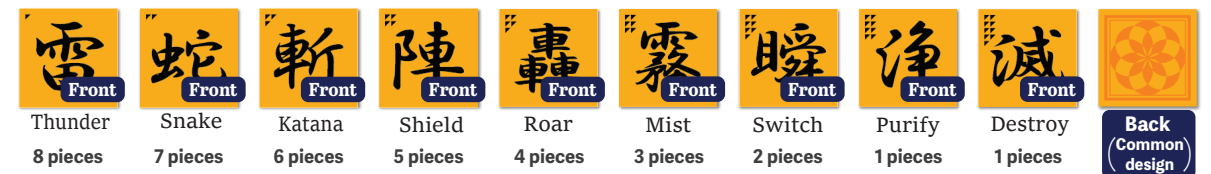
## COMPONENTS



5 Character boards (five colors, one each)



15 Sakura Circle boards (five colors, three each)



37 Spell tokens



32 Silent tokens (One to Eight) (eight tokens, four each)



50 Yang balls (Point tokens)



1 Dong token



4 Player Aids (Summary)



1 Rulebook

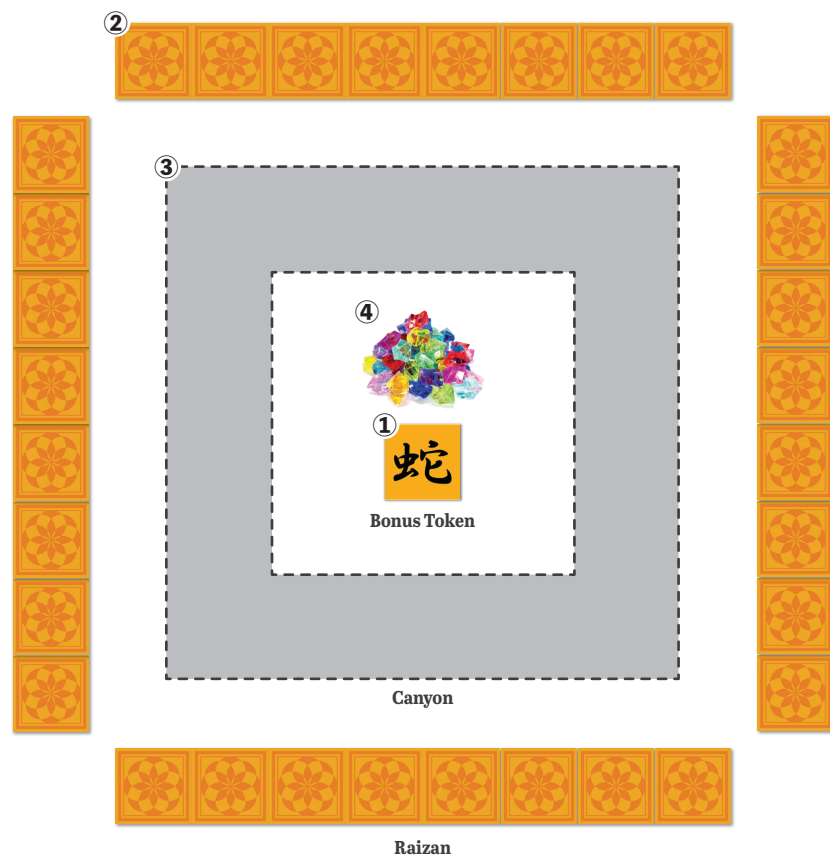


## GAME SETUP

In RAIGO, the rules vary depending on the number of players. From onwards, the rules for 3 to 4 players will be explained. If you wish to start a two-players game, please refer to "2 PLAYER RULES" on P27.

### FIELD SETUP

1. Place all **Mallow tokens** face down and shuffle thoroughly. Pick **one** token, reveal it, and place it at the center of the table. This token is called the Bonus Token and it will be used later in the scoring phase. All the remaining Mallow tokens will simply be referred to as **Tokens**.
2. Divide the Tokens into four piles of two stacks. These four piles of Tokens are called **Raizan** (Thunder Mountain).
3. Designate a space to discard Tokens during the game. This place is called the **Canyon**.
4. Place the **Yang balls** (point tokens) on the table where it is easy for all players to pick up.



## PLAYER SETUP

5. Each player picks one **Character board** they wish to use and two **Sakura Circle boards** of the corresponding color. From now onwards, the Character boards will be referred to as **Boards** and Sakura Circle boards; **Sakura Circle**.
6. Each player receives **two Yang balls**. These are placed on their respective Sakura Circle to indicate their victory points.
7. Determine the first player in the game with rock-paper-and-scissors.
8. Starting from the first player and moving on clockwise, draw Token(s) from anywhere in **Raizan**. The first player draws **one Token**, and the following players draw **two Tokens**. Then, the players place the Tokens drawn on their Body of each Boards. Each Token has "**weight**" which determines the order to be placed on the Body. Refer to the chart to check the weight of tokens and place them in the order so that **the heaviest comes at the bottom**.
9. The first player receives **Dong token (player token)** and places it beside their Board.
10. In a game with four players, the player gets into a pair with another player sitting face-to-face, which makes a two-on-two team match. When the game has three players, all players compete individually.



### WEIGHT OF TOKENS

	Lightest → Heaviest								
	1	2	3	4	5	6	7	8	9
Spell	雷 Thunder	蛇 Snake	斬 Katana	陣 Shield	轟 Roar	霧 Mist	瞬 Switch	淨 Purify	滅 Destroy
Silent	一 One	二 Two	三 Three	四 Four	五 Five	六 Six	七 Seven	八 Eight	

Now we are ready to start the game!



# GAME OBJECTIVE

Each player builds their Tower(s) of Tokens on their Sakura Circle(s) during their turn. Then, a player resolves their Tower to collect Yang balls. The game ends when all Tokens at the center of the table are depleted. The player who gained the most Yang balls wins the game and becomes the glorious Raijin. Be the master in the Arts of Raigo and aspire to become Raijin of the game!

# HOW TO PLAY

In this game, players act on the following **four steps** in order during their turn. Once the player finishes these steps, their turn ends and passes their turn to the player sitting on the left. This process is repeated until the end condition is fulfilled.

Fetch

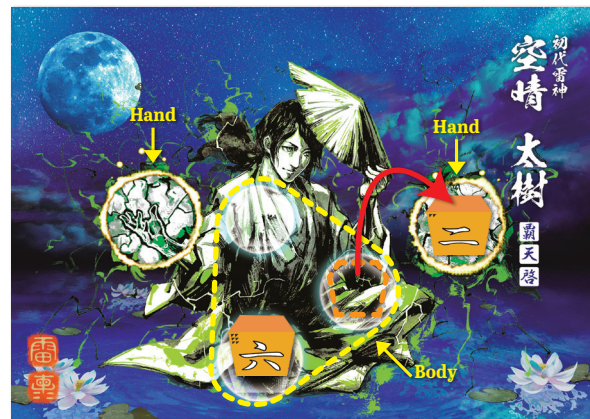
Select

-Pile  
-Chant

Handover  
Dong token

## 1. Fetch

Choose **zero to two** Tokens from your Body on the Board and move your Token(s) to the right or left **Hand** of your Board.



### Notes on Fetch:

- **Only one** Token is placed at a time on your left or right Hand. On your Body, you can place up to **three Tokens**. This means that you can only place a **maximum of five Tokens** on your Board, Body and Hands together. These Tokens placed on your Body and Hands of Board are called **Inner Tokens**.



- If there is a Token already placed on your Hand, you cannot move the Token.



- Once you have moved your Token to your Hand, you cannot move it back on your Body.

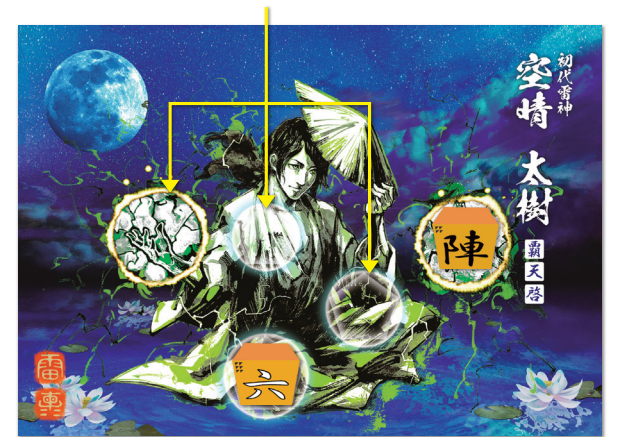


- You cannot switch the Tokens placed on your Hand to your other Hand.



## 2. Select

The player declares whether to draw **one or two** Token(s) from the center of the table. Then, draw Token(s) from Raizan as declared. Immediately place the Token(s) drawn on any of your empty space(s), Body or Hands. Then, sort the Tokens on your body **in the order of weight** if necessary. The weight of each Token is indicated below.



### WEIGHT OF TOKENS

	Lightest → Heaviest								
	1	2	3	4	5	6	7	8	9
Spell	雷 Thunder	蛇 Snake	斬 Katana	陣 Shield	轟 Roar	霧 Mist	瞬 Switch	淨 Purify	滅 Destroy
Silent	一 One	二 Two	三 Three	四 Four	五 Five	六 Six	七 Seven	八 Eight	



## Notes on Select:

- The number of Token(s) you draw from Raizan cannot exceed the number of empty spaces on **the five spaces of your Body and Hands** of your Board. (e.g. You cannot draw two Tokens when four spaces out of five on your Board are already occupied.)



- When you have declared to draw two Tokens, draw them at the same time. You cannot draw and see one Token and refuse to draw another when you have declared to draw two Tokens.

## Forbiddance related to Select

If you have reached Step 2. Select with all five spaces on your Body and Hands already occupied on your Board, you cannot draw any Token. Instead, you must pay **one Yang ball** immediately and return it to the Reserve. Then, choose two Tokens from one of **the five spaces on your Body and Hands**, and move it to the Canyon. Now, you go back to 2. Select.

If the player is left with no Yang ball in this procedure, the player (team) is out of the game and loses. When any player (team) is **out of the game**, the game ends at the spot and the players move onto scoring.



## 3. Pile/Chant

For each Token placed on the Hands on your Board, choose and perform **one of the three following actions**:

### A: Pile

**Pile your Token face down on your Sakura Circle.** This pile of Tokens is called the **Tower**. The player is free to choose which Sakura Circle to stack their Token. Here, the Tokens must be piled in the order of their weight with **the heaviest at the bottom**.



The maximum number of Tokens on each Tower is **six**. When the sixth Token is stacked on a pile, the action **Resolution of Tower must be executed** immediately. Please refer to "Scoring section" on P12 for details.

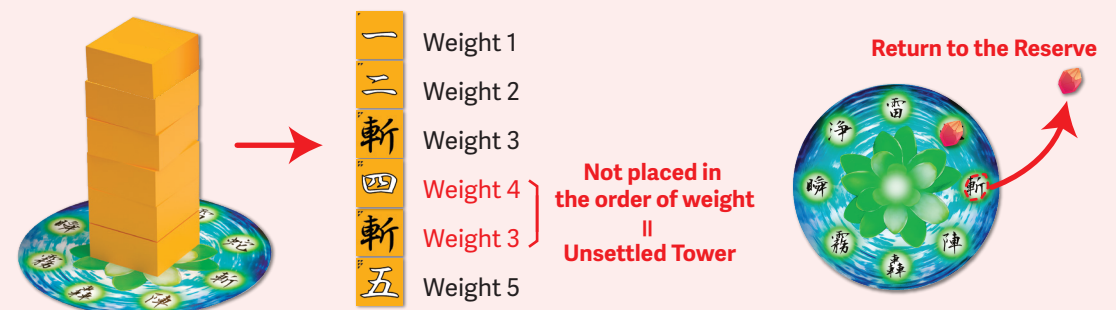


## Forbiddance related to Tower Resolution phase

When a player piles their Tokens on their Sakura Circle, they must pile them in the order of weight so that **the heaviest Token comes at the bottom**. If a player resolves their Tower with any heavier Token piled on top of a lighter Token, the Tower is referred to as Unsettled Tower and gets a penalty.

The player who is responsible for building Unsettled Tower must return **one of their Yang balls** to the Reserve. Also note that any Unsettled Tower will not be counted in scoring and will not score in Bonus Token phase. Then, place the Unsettled Tower to the Canyon.

If the player is left with no Yang ball in this procedure, the player (team) is **out of the game** and loses. When any player (team) is out of the game, the game ends at the spot and the players move onto scoring.





## B: Chant

Turn the Token face up and reveal it, then place it in the Canyon. Then, apply **the Token Spell effect**. After resolving the effect of the Spell, the Token is discarded. For details on each effect of the Tokens, refer to "The Effect of Token Spells" from P20 onwards.

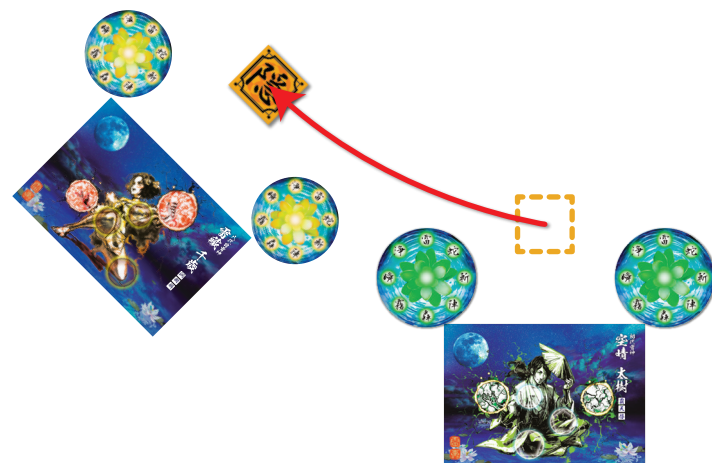


## C: No Action

A player can keep the Tokens placed on their Hands by not resolving Pile or Chant. However, remember that if you move on to 2. Select in your next turn with all your five spaces on your Body and Hands occupied, there will be a penalty. (Refer to P8 for the details on penalty.)

## 4. Passing on Dong token

Once a player finishes their steps from 1 to 3, pass Dong token to the player on their left. When you have passed on Dong token, end your turn and the player on your left begins the steps.



## END CONDITIONS/VICTORY CONDITIONS

There are two end conditions in this game.

### 1. When the Tokens at Raizan are depleted

When a player draws the last Token from Raizan at the center of the table, it triggers the game's end. Once the player who drew the last Token plays one more turn after all the other players, the game ends. In the last turns of each player, they do not resolve 2. Select if there is no Token left at Raizan.

### 2. When Forbiddance is violated and a player loses all of their Yang balls as a result

The game ends immediately. (Refer to P8&9 for details on Forbiddance.)

Following the occurrence of 1 or 2, we move on to the scoring phase. Please refer to "Scoring" on P12 for details on calculating the scores. Once the scoring is finished **the player with the most Yang balls** wins the game in 2 to 3 players game, and **the team with the most Yang balls in total** win in 4 players game. When the number of Yang balls are in a tie, the player (or the team) with the **least number of Tokens placed on their five spaces in their Body and Hands** wins the game.



# SCORING

In this game, there are two ways to gain Yang balls (point tokens). The number of Yang balls gained through these two manners becomes each player's victory points.

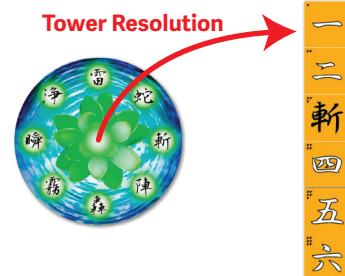
## 1. Resolving Tower (during game)

### 2. Resolving All Towers/Bonus Token (when the game ends)

## 1. Resolving Tower (during the game)

During the game, when a player places their sixth Token on their Tower in Pile/Chant step, you must take Resolving Tower action immediately. Resolving Tower pauses the ordinary steps for a moment, and is carried out in the procedure below:

- (a) Reveal all Tokens piled in a Tower where the sixth Token is stacked. Make a row of Tokens along your Board in the order of how it had been stacked, starting with the heaviest on the right.

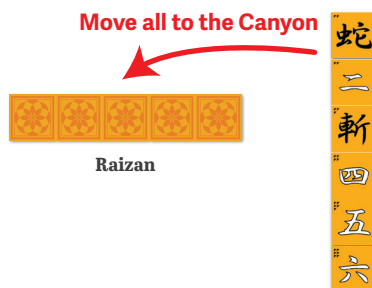


- (b) Refer to P14 and onwards to check if you have made any hands with the Tokens placed on the right of your Board.

- (c) If you have made a hand, gain Yang balls of the corresponding points, and place them on your Sakura Circle.



- (d) If there were no completed hands, move all Tokens placed along your Board to the Canyon.



Once you have followed the steps above, resume the game.

Note that if we spot a heavier Token piled on a lighter Token during Resolving Tower action, the Tower is treated as **Unsettled Tower** and a penalty is applied. For the details on penalty, refer to **"Forbiddance in Resolving Tower"** on P9.

## 2. Resolving All Towers/Bonus Token (when the game ends)

When the game ends, we move on to Resolving All Towers phase regardless of the number of stacks in each Tower. Resolving All Towers is processed in the steps below:

- (e) Each player reveals all Tokens piled in their Towers. Make a row of Tokens along your Board in the order of how it had been stacked, starting with the heaviest on the right.



- (a) Check whether their Tokens include Bonus Token revealed in the game setup in the beginning. A player gains one Yang ball for each Bonus Token they own and places them on their Sakura Circle.



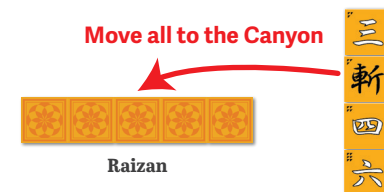
E.g. When Bonus Token is "Three"

- (b) Refer to P14 and onwards to check if you have made any hands with the Tokens placed on the right of your Board.



- (c) If you have made a hand, gain Yang balls of the corresponding points, and place them on your Sakura Circle.

- (d) If there were no completed hands, move all Tokens placed on the right to the Canyon.



Once you have followed the steps above, resume the game.

Note that if we spot a heavier Token piled on a lighter Token during Resolving Tower action, the Tower is treated as **Unsettled Tower** and a penalty is applied. For the details on penalty, refer to **"Forbiddance in Resolving Tower"** on P9.

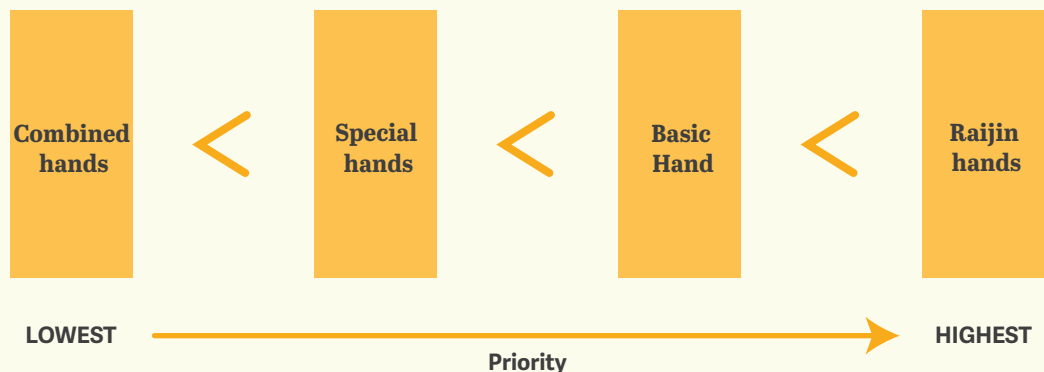


# About hands

Add up 1. Basic Points and 2. Additional Points to calculate the scoring of hands made in Towers.

## Priorities among hands

Each hand explained below may overlap in the calculation process. In such case, follow the priority list and only count the hand with higher priority on the list.



## 1. Basic Points

### Basic hands



#### Sakura

A Tower with more than three Tokens of the same weight piled up.

2 basic points



#### Lotus

A Tower with more than three Tokens piled up in a continuous sequence.

1 basic points



#### Even Lotus

A Tower with more than three Tokens piled up with in an even number sequence.

1 basic points



#### Odd Lotus

A Tower with more than three Tokens piled up with in a odd number sequence.

1 basic points

## Combined hands

The Combined hands are the following four types of hands. Note that the combined hands are always found in a six-story Tower.



#### Sakura-Lotus

A Tower with Sakura in its upper 3 stacks and Lotus in the lower 3 stacks.

3 basic points



#### Lotus-Sakura

A Tower with Lotus in its upper 3 stacks and Sakura in the lower 3 stacks.

3 basic points



#### Double Sakura

A Tower with Sakura in its both upper and lower 3 stacks.

4 basic points



#### Double Lotus

A Tower with Lotus in its both upper and lower 3 stacks.

2 basic points



## Special hands

For the special hands, the additional points later explained does not apply (refer to P18). Note that the special hands are always found in a six-story Tower.

**White Camellia**  
A Tower with a total of 6 Tokens, and 3 pairs of Token of the same weight is piled up.

4 basic points

**Red Camellia**  
A Tower with total of 6 Tokens, and 3 pairs of the same Token are piled up.

6 basic points

## Raijin hands

For Raijin hands, the additional points later explained does not apply (refer to P18). Note that Raijin hands are always found in a six-story Tower.

**Shigure-Lotus**  
A Tower with a total of 6 Tokens piled up as specified in the figure on the left.

10 basic points

**Kasumi-Double Lotus Head**  
A Tower with a total of 6 Tokens piled up as specified in the figure on the left.

11 basic points

**Sakura-Dance Macabre**  
A Tower with 3 Roar Spell Tokens and 3 "Five [五]" Silent Tokens each piled one after another.

\*Including the order starting with a different Token from the figure on the left.

11 basic points

**Justice of Bishamonten**  
A Tower with a total of 6 Tokens piled up as specified in the figure on the left.

12 basic points

**Phantom Samsara**  
A Tower with 3 Mist Spell Tokens and 3 "Six [六]" Silent Tokens each piled one after another.

\*Including the order starting with a different Token from the figure on the left.

12 basic points

**Rikka-Snow White**  
A Tower with a total of 6 Tokens piled up as specified in the figure on the left.

12 basic points



## No hand

If none of the hands apply, the Tower makes no hand. When there is no hand in the Tower, the Tower scores zero points.

For example, when a part of the stack resembles a hand but still includes an extra Token that is irrelevant to the hand, it is not counted as any hand.

**E.g. 1**

The bottom three stories are three tokens of the same weight piled which makes Sakura hand. However, an extra Weight I token is piled on top, therefore the Tower counts as **no hand**.

**E.g. 2**

The bottom three stories are more than three tokens piled in the series of weight which makes Lotus hand. However, an extra Weight I token is piled on top, therefore the Tower counts as **no hand**.

## 2. Additional Points

**Height Bonus**

For each Token stacked beyond the fourth-story in a Tower, gain one point.

In the figure on the left, the lower three Tokens make Sakura hand with three Tokens of the same weight piled and one additional point is acquired as Height Bonus for another Weight III Token on top.

**1 point each**

**Spell/Silent Bonus**

When a Tower consists of only Spell or Silent Tokens, one additional point is acquired as Spell/Silent Bonus.

In the figure on the left, the Tower only consists of Silent Tokens to make Lotus hand, so one point for Spell/Silent Bonus is added.

**1 point each**

## Notes on Additional Points

- Additional points are only added when the Tower **includes a completed hand**.
- No additional points are acquired with a Tower with no hand.
- Spell/Silent Bonus for a Tower with Combined hands is only added when **all six Tokens** are either Spell or Silent.
- No additional points are acquired with Special hand or Raijin hand Tower.

## SCORING EXAMPLE

Player A has built the towers below by the game end.

一	<b>Basic Points</b>	蛇	<b>Basic Point</b>
一	<b>Basic Hand</b>	斬	<b>Additional Point</b>
蛇	Sakura=2 Points	陣	Spell Bonus= 1 Point
一	<b>Additional Point</b>		<b>Total= 2 Points</b>
	Height Bonus=1 Point		
	<b>Total= 3 Points</b>		

Player A scored 3+2=5 Points for their final score.

## The Names of Tower

In this game, the Towers are addressed by each name according to the number of Token(s) piled in the Tower.

雷	斬	陣	斬	斬	霧
<b>One-story Tower</b>	<b>Two-story Tower</b>	<b>Three-story Tower</b>	<b>Four-story Tower</b>	<b>Five-story Tower</b>	<b>Six-story Tower</b>



# The Effect of Token Spells



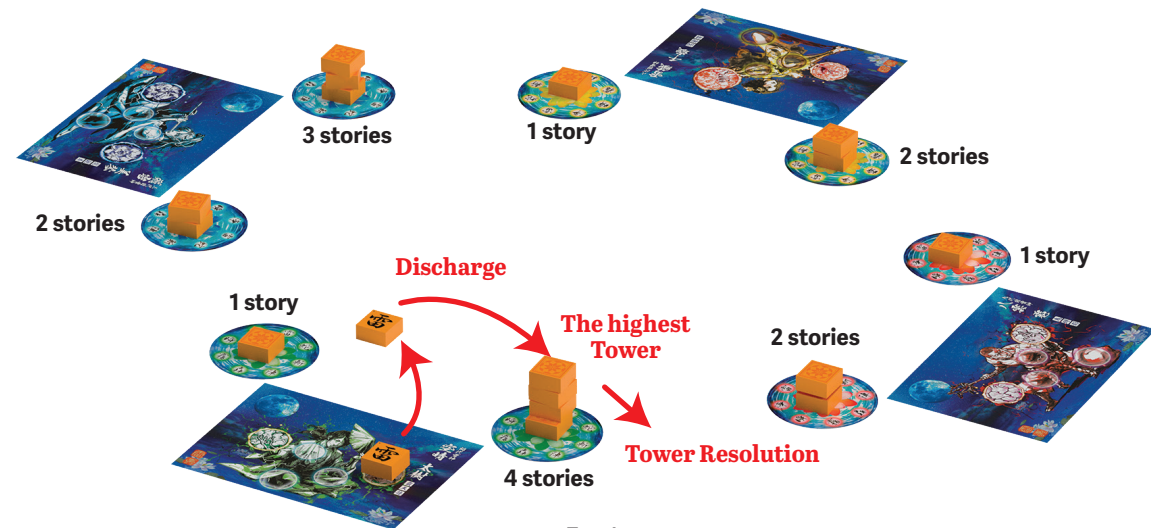
## Thunder [雷]

This Token has two types of effects. The player who has placed this Token face up on the Canyon chooses and resolves one of the effects.

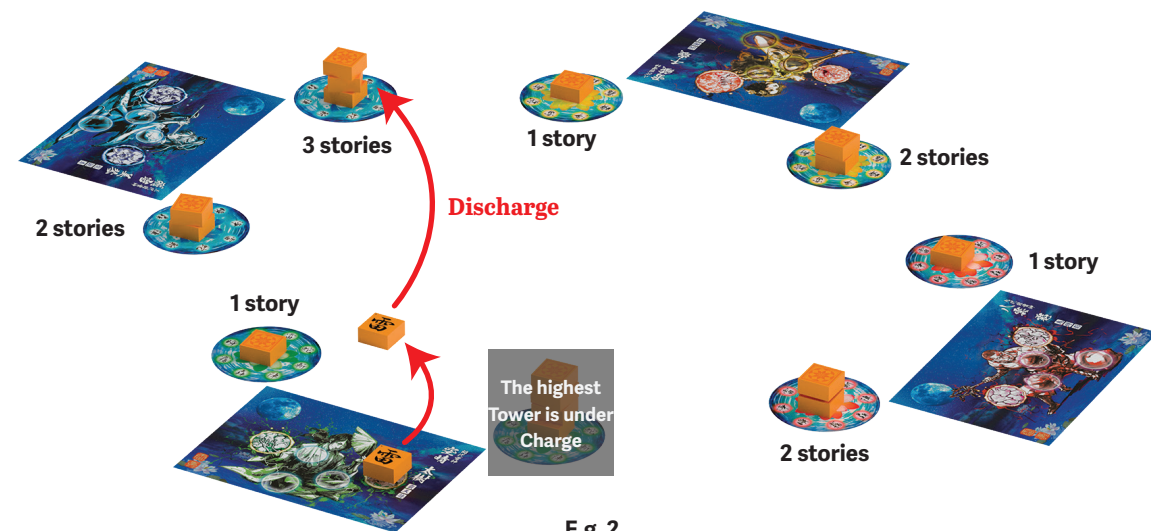
### 1. Discharge

The player who revealed this Token face up selects one of the highest story Tower among all Towers including their own. When there are several highest Towers, they can freely choose one. Note that they cannot choose a Tower lower than two stories.

Then, the player resolves Tower Resolution action.



E.g. 1  
When resolving Discharge on the highest story Tower



E.g. 2  
When resolving Discharge on the second highest story Tower

### 2. Charge

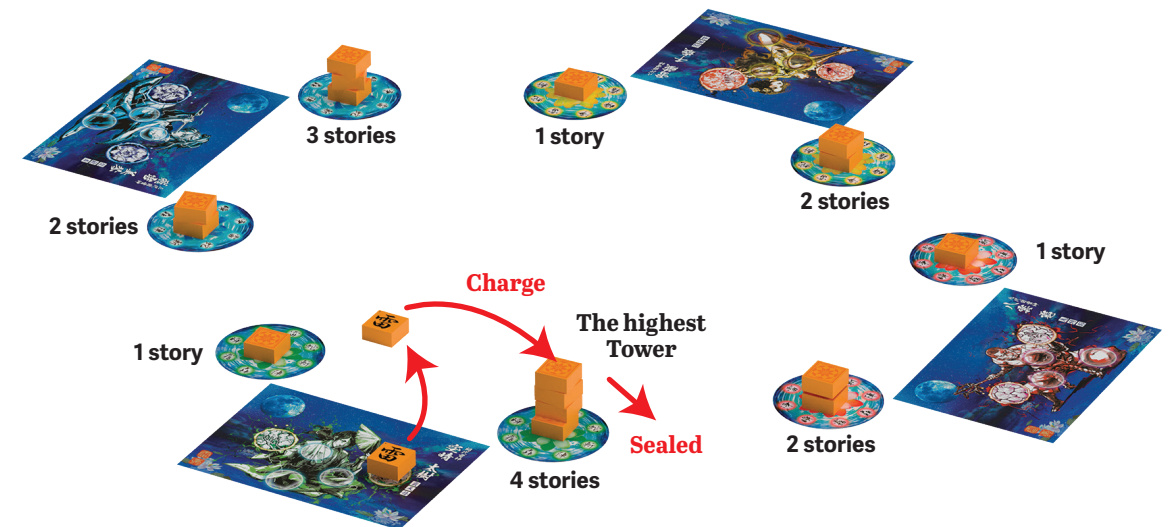
The player who revealed this Token face up selects one of the highest story Tower among all Towers including their own. When there are several highest Towers, they can freely choose one. Note that they cannot choose a Tower lower than two stories. Then, they place this Thunder Token beside the Tower.

The Tower with Thunder Token placed alongside it is now “sealed” and treated as nonexistent in the field.

Therefore, when a Tower is sealed, the second highest Tower acts as the highest Tower.

The Sealed Tower is excluded from the Pile step and will not be the subject of other players’ Spell Effect.

This sealing effect continues until the end of the next turn of the player who has their Tower sealed. When this player ends their next turn, Thunder Token is moved to the Canyon.







## Snake [蛇]

The player who revealed this Token face up and placed it to the Canyon selects one Token placed on five spaces of Body and Hands among all players including their own. Then, they acquire the Token and move it on the Hand where Snake Token had been placed. The player can also resolve Pile or Chant with the acquired Token. Alternatively, they can keep the Token in their Hand without resolving Pile or Chant.



## Katana [斬]

The player who revealed this Token face up and placed it to the Canyon selects one Tower among all players including their own. Then, they choose the top or bottom Token from the stack and move it to the Canyon.



## Shield [陣]

The player who has Shield Token on their Hand can place this Token in the Canyon face up to disable the Spell Effect when they are subjected to the effect of Thunder, Snake or Katana. This includes the effect of Thunder, Snake or Katana chanted by Mist Token. The player who has Shield Token on their Hand can freely choose whether to apply the Spell Effect of this Token.

When the Spell Effect is disabled, the Token is placed in the Canyon.



## Roar [轟]

A player who has Roar Token on their Hand can reveal this Token anytime when a player including themselves applies the effect of Thunder Token. Then, the player who revealed Roar can change the Tower subjected to the effect of Thunder to their own. The player who has Roar Token on their Hand can freely choose whether to apply the Spell Effect of this Token.

When choosing one of their Tower subjected to the effect of Thunder, the player can freely choose regardless of the number of stories of their Tower.

When the Spell Effect is disabled, the Token is placed in the Canyon.

When a Tower is discharged with the effect of Roar, it is called Raigo Discharge which is a special way of resolving a Tower. When the Tower consists of Hand(s) at the time of Raigo Discharge, the player gains an additional two Yang balls.

## RAIGO BATTLE

When there is more than one player who tries to apply the effect of Roar Token, it triggers Raigo Battle to determine which Tower to apply the effect of Thunder. Follow the steps below to resolve Raigo Battle:

1. When a player decides to apply the effect of Roar, confirm whether there are other players who wish to apply Roar.
2. The players who wish to apply their Roar Tokens each choose which Tower they wish to apply the effect of Thunder.
3. Together each player reveals the top Token of the Tower they wish to apply the effect of Thunder.
4. Look at all the Tokens revealed and confirm which of the below conditions apply:

### (a) When a single player revealed the heaviest Token

Apply the effect of Thunder on the Tower with the heaviest Token revealed. When the Tower consists of Hand(s) at the time of Raigo Discharge, the player gains an additional two Yang balls.

### (b) When more than one player revealed the heaviest Token, and a single player revealed the second heaviest Token

Apply the effect of Thunder on the Tower with the second heaviest Token revealed. When the Tower consists of Hand(s) at the time of Raigo Discharge, the player gains an additional two Yang balls.

### (c) When more than one player revealed the heaviest Token and the second heaviest Token, or when more than one player revealed the heaviest Token, and no player revealed the second heaviest Token

Apply the effect of Thunder on the Tower specified by the player who applied their Thunder Token. No additional Yang balls are gained by the player even when the Tower consists of Hand(s).

5. Move all Thunder and Roar Tokens used in Raigo battle to the Canyon.





### Mist [霧]

The player who revealed this Token face up and placed it into the Canyon can choose and apply one of the effects of Thunder, Snake, Katana, Shield or Roar.



### Switch [瞬]

The player who revealed this Token face up and placed it to the Canyon selects two Tokens placed on five spaces of Body and Hands among all players including their own, and from the Canyon if they wish. Then, the player switches places of the two selected Tokens. Note that when selecting Token(s) from the Canyon, they cannot choose a Spell Token over a weight VII.

When the player has switched a Token on their hand, they can also resolve Pile or Chant with the switched Token. Alternatively, they can keep the Token in their Hand without resolving Pile or Chant.



### Purify [淨]

The player who revealed this Token face up and placed it to the Canyon selects zero to four Token(s) to discard from their Body and Hands. Then, they draw from Raizan the same number of Token(s) as placed onto the Canyon excluding Purify Token. The player can place the newly drawn Token(s) anywhere they wish on their Body or Hands including the spaces where there already are Tokens placed. Note that they must place the Tokens in the order of weight with the heaviest at the bottom when placing on their Body. In this process they cannot discard more Tokens than the number of Tokens remaining in Raizan.

If there is no Token left in Raizan, the player can only shuffle the places of Tokens placed on their Body and Hands.



### Destroy [滅]

When this Token is revealed and placed on the Canyon, the player resolves a special procedure. The player who revealed this Token face up follows the steps below:

#### - Applying Destroy

1. The player who revealed Destroy Token places the Token face up on the upper area of their board.
2. From onwards, anytime a player applies the effect of their Spell, the Token is placed beside Destroy Token in a row instead of onto the Canyon and the Tokens get accumulated in Destroy.



#### - Resolving Destroy

3. When the total weight of Tokens accumulated in Destroy reaches over X, the Destroy effect is immediately applied.
4. One of the entire Tower of the player on their turn when the total weight of Tokens accumulated in Destroy reached over X is moved to the Canyon. This is processed at the end of the player's turn. The Tower is selected by the player who revealed Destroy Token.
5. After processing the effect of Destroy, Destroy Token and all accumulated Tokens are moved to the Canyon.

When the total weight of accumulated tokens exceeds X

Move all to the Canyon





## The Rules of the Spell

In this game, there are rules you must follow in applying the Spell Effects.

1. During your turn, you cannot apply the effect of the same Spell twice.

Example 1: When you have acquired Snake Token with the effect of your own Snake Token, you cannot apply the effect of the newly acquired Snake Token.

Example 2: When you have Katana Tokens placed on both Hands, you cannot apply the effect of Katana twice.

Example 3: When you have applied the effect of Katana with your Mist Token, you cannot apply the effect of Katana again in the same turn.

Example 4: When you have Thunder Tokens placed on both Hands, you can apply the effect of Discharge with your right Hand and Charge with your left Hand.

Example 5: When you have Mist Tokens placed on your both Hands, you can apply the effect of Katana with your right Hand and Snake with your left Hand.

2. You cannot apply any effects during Raigo Battle until it finishes.

3. When both Shield and Roar Spell Effects are applied together against the effect of Thunder, the effect of Shield is disabled and the Token stays on the Hand.

Example 1: Player A has applied the effect of Discharge on the Tower of Player B. Player B has applied the effect of Shield Token on their Hand, however, Player C immediately applied the effect of Roar. In this case, Player B cannot apply the effect of their Shield and only the effect of Roar by Player C is applied.

Example 2: Player A applied the effect of Discharge on their own Tower. Player B changed the subjected Tower of the Spell to their own with the effect of Roar. In this case, Player B cannot apply the effect of Shield Token they had on their Hand.

4. A single player cannot apply the effect of two Roar Tokens against the effect of Thunder.

## 2 PLAYER RULES

When the game is played with two players, apply the below alternative rules during the game setup phase:

### FIELD SETUP

1. Among the Tokens, "Eight [八]" which is a silent Token will not be used in the game. Please put it back in the game box.
2. From the remaining face down Tokens, take out one Token and put it back in the game box without revealing it.
3. Divide the remaining 64 Tokens into two to make two piles.

### PLAYER SETUP

1. Each player freely chooses one character board and receives three Sakura Circle boards.

The rest of the rules are kept the same.

## Q&A

Q. When you have applied the effect of Katana on yourself, can you defend yourself by applying the effect of Shield?

A. Yes. You can also defend against the effect of Thunder and Snake with the effect of Shield.

Q. Do you sort the order of Inner Tokens by weight when it is interfered after applying the effect of Switch?

A. Yes. You can sort out the order of Inner Tokens anytime and in Select step so that the heaviest always comes at the bottom.

Q. At the end of your turn, which do you resolve first? The end of Discharge effect or application of Destroy effect?

A. The end of Discharge effect comes first. When the effect of Discharge has reached its end, Thunder Token responsible for the effect is also accumulated to the activated Destroy. Then, if the total weight of accumulated Tokens has reached over X, apply the effect of Destroy.

Q. Does Resolving All Towers phase at game end apply to the Discharged Tower?

A. Yes. All Spell Effects are deactivated at the end of the game. Then, we move on to Resolving All Towers phase.