

Warriors of Susanoo

Relive the myth of Orochi as Susanoo or one or several other divine beings from Japanese mythology! Defeat Yokai, gain powerful items, outwit your enemies, and aim to ascend to Godhood by defeating Orochi and stopping its reign of terror over the countryside!

Elements

For Transformation cards, it may be helpful to have a few design guidelines on how their effects line up with their elements. This gives a bit of consistency, and lets players gravitate towards a playstyle that is appealing to them just by knowing the element of a transformation.

Fire

The flame consumes all! This element is characterized by trading flexibility for raw power. Players may also be able to discard cards from their hand to activate special effects.

Water

Able to erode mountains and carve new valleys, water is not the most powerful element, but is well-equipped to handle any of life's events. Water cards are flexible and useful in a variety of situations. On their own, water cards are not too powerful, but over time, they build up card advantage. Water cards may be used to avoid enemy attacks, choose the next card they draw, or restore health.

Wind

Great windfall awaits you! Wind cards are for those who consider themselves lucky - wind cards may bring great strength, but there's no guarantee they'll occur when you want them to!

Earth

Unlike wind, earth cards are reliable and steady. These cards may focus on more defensive effects, or may reward persistence and hard work over time, similar to farming.

Void

Also known as the Heaven or Sky element, Void cards are tricky but as powerful as the gods themselves. Their effects may only be useful in a few rare situations, but a strategic player can take advantage of these effects to swing the game around in their favor.

Setup

3 to 5 players can play. Divide the cards into the Event (Black back), Reward (Blue back) and Transformations decks. Shuffle each one separately. Deal 3 cards from the Event deck and 3 cards from the reward deck. From the Heavenly Being (Half blue and black backs) Deck, each player gets to choose one Heavenly Being to represent them, and puts said Heavenly Being

next to them, on the table, face up.

Card Management

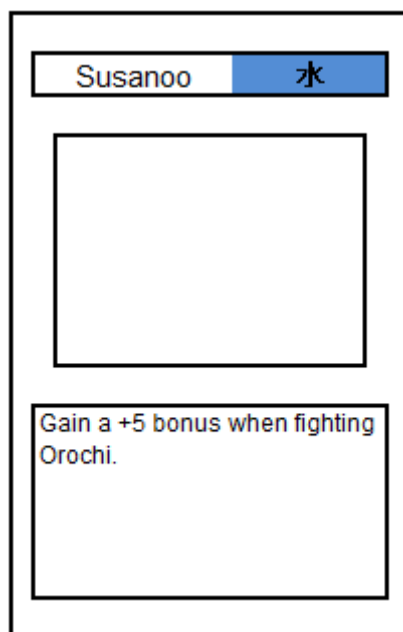
Event, Rewards and Transformation decks: Place the Event and Treasure decks face-down in the middle of the table. Above them put the Transformations deck face-down. From the Transformation deck reveal the top 3 cards and put them on the table next to each other face-up (Those three cards are considered the Transformation Pool). Keep separate face-up discard piles for the Rewards and Events decks. When either the Rewards or the Events deck runs out reshuffle its discards.

Cards in Play: These are the cards on the table in front of you, showing your Heavenly Being, any other transformations you might have, and the items you are carrying whether equipped or not. Persistent Events and some other cards might also stay on the table after you play them. All card in play must be visible to the other players.

Cards in your hand: Cards that are not in play. At the end of your turn, you may not have more than five cards in your hand. Any extra card you may have must be discarded. Cards you have in play may not be returned to your hand, they must be discarded or traded if you want to dispose of them.

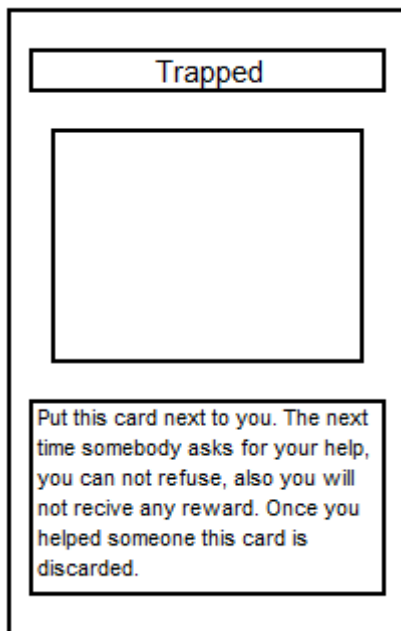
Card Types

Heavenly Being:



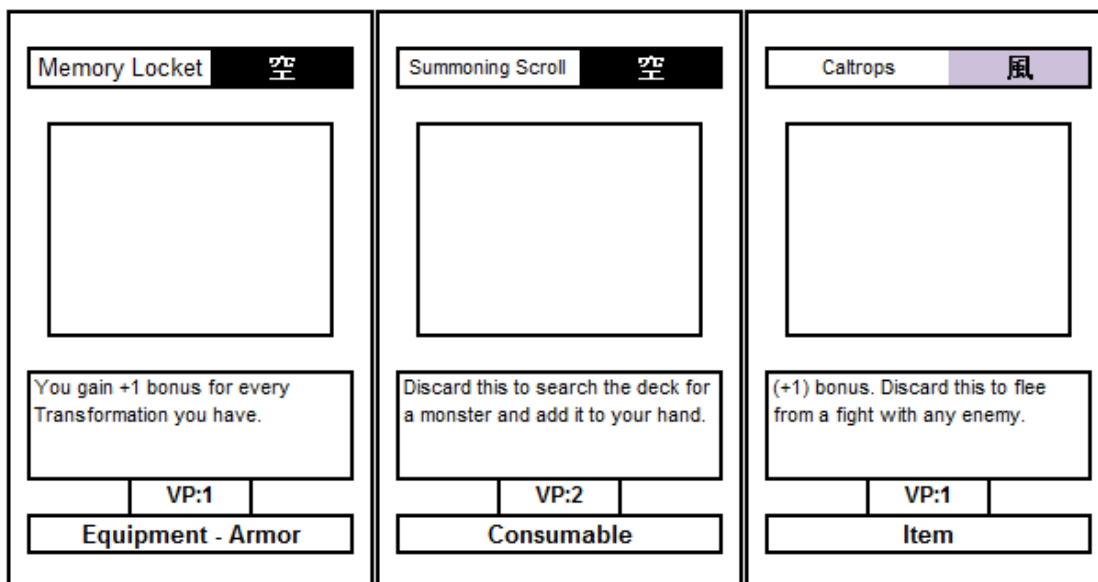
Picked at the beginning of the game, with the card's ability and element always active (A player can have a second element using a transformation).

Event:



These cards can either occur when picking a card from the event pile face up or inflicted by another player. These cards can be used any time unless specified by the card itself.

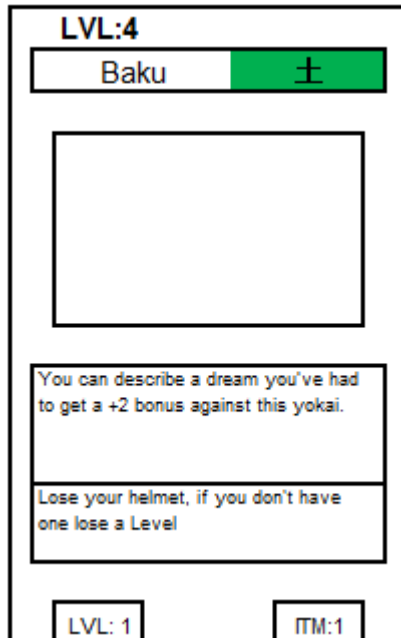
Item:



Item cards, usually drawn from the Rewards deck after defeating a Yokai. An item card's name is displayed on the top left side. On the top right the element type (Water, Fire, Air, Earth and Void) is displayed. In the middle is the type of advantage the item cards gives. Under is displayed the amount of Value Points its worth, used later to determine the winner. Finally at the bottom, the type of item is displayed. A player can have multiple **Item** cards in play. **Consumable** must stay in the player's hand until used, once used they are discarded. **Equipment** cards can only be used one of each (**Helmet**, **Armor** and **Weapon**). So while all

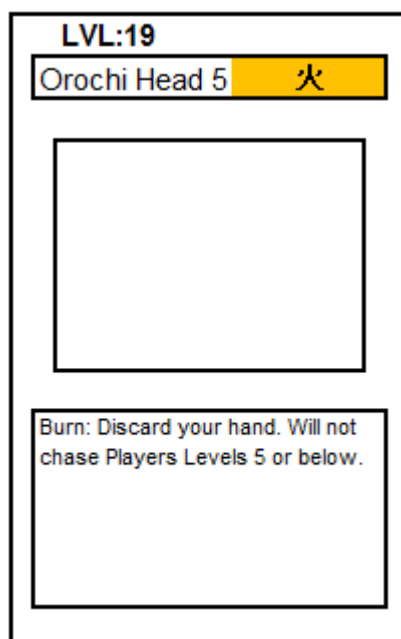
Equipment cards the player has, can be put on the table, only one of each type of equipment card can be used in combat.

Yokai:



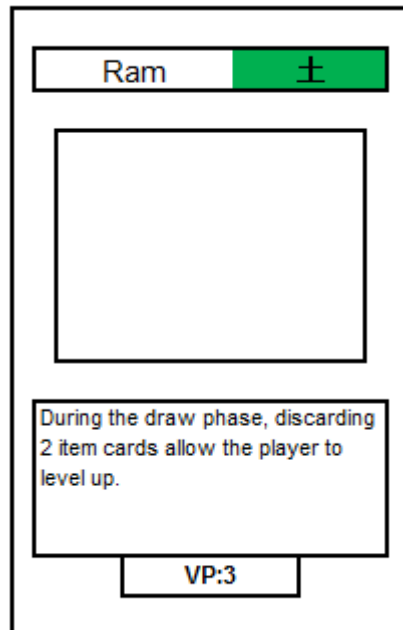
When a player draws a card from the Event Deck they might encounter a Yokai, and will need to fight it. Each Yokai has a starting level that might change depending on the use of other cards. A Yokai also has an element (Water, Fire, Air, Earth and Void). Some Yokai might have a battle condition that will give them an additional bonus. Under the battle condition there is also a loss condition in the case a player fails to escape the Yokai. Under that is displayed the amount of rewards and levels one gains if they beat the Yokai. Once a Yokai is defeated, it is kept next to the player and can be used as a sake potion during a fight with an Orochi head.

Orochi Head:



An Orochi Head is very similar to a Yokai, and in most cases should be treated as such, unless specified otherwise. On the card is displayed Orochi's level, element and Battle conditions. If a player fails to defeat and escape Orochi, all of Orochi's heads losing condition is identical, Death (explained in the combat section). If a player manages to defeat an Orochi head, the player gains 2 levels, gets to pick a transformation from the Transformation Pool, and keep the Orochi Head next to him, to later count for the total amount of value points.

Transformation:



A player is able to pick-up a transformation card by either using an event/item card or by defeating one of Orochi's head.

Only one transformation card can be active along with the Heavenly Being (The player declares which Transformation is active for the round at the beginning of the turn)

The active Transformation is the ability and element the player has for that round (Along with the Heavenly Being's ability and element).

Beginning the Game

All players start at level 1 (**Max level 12**), with a special ability as described by their Heavenly Being card.

The first player to start is the player who most recently drank tea/sake, and the player who would go next is then the one sitting clockwise.

Turn Structure

Drawing phase

Event Phase

Battle phase

End Phase

At the beginning of every turn (Also known as the **Drawing Phase**), if a player has more than one transformation (Not including Heavenly Being) that player must declare what transformation they are going to use for the rest of the round (until their next turn).

The transformation they chose (Along with their Heavenly Being), will decide the abilities and elements they have for that round.

Drawing Phase

Once, a player chooses their transformation they will draw a face-up card from the Event Deck. Depending on what the draw they will enter the event phase or the battle phase.

Event Phase

If a Player draws an event card the following may occur:

- The cards effect is immediate unless specified otherwise.
- If the card's effect is not immediate it will go to the players hand for later use (Time of use as specified on the card, if not specified can be used at any time).
- The player then will be to choose to either, fight a Yokai from their hand and continue to the battle phase, or pick up another face-down event card, add it to their hand and continue to the end phase.

Battle Phase

If a player draws a Yokai the following may occur:

- When Fighting a Yokai the player compares their total level (Current level + Bonuses from any items, transformations and Heavenly Being), Against the Yokai's Level and its battle conditions appearing above the losing conditions.
- Each Yokai has an elemental strength and weakness.
- If a player is using a transformation containing an **element the Yokai is weak against**, the player will roll a die to see how much an **advantage bonus** the player gets against the Yokai (which will be added to the player's total level).
- If a player is using a transformation containing an **element the Yokai is strong against**, the player will roll a die to see how much an **advantage bonus** the Yokai gets against the Player (Added to the Yokai's total level).
- If the player has both/none of the elements the Yokai is affected by, no bonus or penalty will be added
- The element cycle is the following:
 - **Water** is strong against **Fire**.
 - **Fire** is strong against **Air**.
 - **Air** is strong against **Earth**
 - **Earth** is strong against **Water**
 - **Void** is neither strong nor weak against any element.
- Other players can assist or handicap the player during battle using other event and item cards.
- A player can try to escape battle by rolling a die and getting either a 5 or 6, if the player succeeds the Yokai is discarded and the player continues to the end phase, if a player fails, they will receive the losing conditions specified on the bottom of the Yokai card.
- If the Yokai is defeated, the player keeps the Yokai card face down, representing a **Sake Drink** (specified later). Also, the player levels up by the number specified on the Yokai card, and draws a number of items from the Reward deck, face-down, as specified on the Yokai card.
- If a player is too weak to face a Yokai alone they may ask for from other players to help them fight (only one player can join a battle).

- The player asked to join may refuse or negotiate terms. Such as receiving some of the items from the Yokai, or keeping the defeated Yokai as a Sake Drink. The only thing that cannot be negotiated is who receives the Level-Up, as it automatically goes to the player who initiated the battle.
- If a player agreed to help the other player the joining player's total level is added to the currently fighting player's total level. Also, if the joining player has an elemental advantage/disadvantage, she/he will need to roll a die as well.
- If the 2 players manage to defeat the Yokai any items given from it are shown face-up.
- If the 2 players still cannot defeat the Yokai, they each must try to escape battle individually.
- If the player is battling 2 or more Yokai at the same time their total level is added together (along with any elemental Bonus they might have)
- If a player is too low level to defeat them they can try to escape , and must roll individual escape from each Yokai
- If the player decides to escape, they must try to escape from all the Yokai.

Once the Battle is over the player will go to the End Phase.

Battling Orochi

If a player draws an Orochi Head, all Battle rules against Orochi are identical to those of fighting a Yokai, except for the following things:

- The player may use any face down Yokai they might have as **Sake Drinks**. For every sake Drink they use, the Orochi head will receive a -3 penalty. A player can use up to 3 Sake Drinks per Orochi head. Once the battle is over the face down Yokai that were used as Sake drinks are discarded.
- Other players can use Sake Drinks against the player in battle. For each Sake Drink used, the player will receive a -3 penalty (A Player's total level cannot get lower than 1). Up to 3 Sake Drinks can be used on the fighting player. Any Sake Drinks used are discarded at the end of the battle.
- If a player has An Orochi head, while there is another Orochi head in battle, they may add it without needing to use any other cards.
- If a player defeats an Orochi head they will gain 2 levels, can pick a transformation from the transformation pool and will get to keep the defeated Orochi head face-up, to be used later for their total score.
- If a Player loses to Orochi they will receive the Death losing conditions (Specified later)

Once the battle/Event is done with the player will move to the end phase, unless they died (A Death losing condition).

End Phase

- If the player was in battle they will either receive the rewards from the battle or the losing condition, depending if they won or lost.
- They can use any event or item card they wish to use/equip.

- If they have more than 5 cards they must either discard the extra card in their hand or give the extra cards to the lowest level player.

Death

- If a player receives the death losing condition they will show all their cards to the rest of the players.
- Each player may pick up one card from the player who died, starting with the lowest level player.
- Then the rest of the cards will be discarded.
- The player who died keeps their level and transformation, but may switch their Heavenly Being, if they would like.
- Once it's their turn again, they will pick up 2 card from each the Reward deck and the Event deck. They will then return to normal play.

Once the End phase is done the player to the left starts again at the Drawing Phase.

Transformation Pool

- A player is able to choose a transformation card by either using an event/item card or by defeating one of Orochi's head.
- A player can choose from one of the 3 available face-up cards
- Once the player picked a transformation, they will put it next to them for later use.
- They will then flip the top card of the Transformation deck face-up and add it to the Transformation Pool.
- At any point a player may discard cards that their total value is at least 5 VP, the player will then put the Transformation Pool cards back into the Transformation deck and shuffle it. Then, said player will pull 3 new, face-up cards which will now be the new Transformation Pool.

Winning the Game

The game ends either once all of Orochi's heads are defeated & collected by the players, or once the Transformation deck has run out.

At that point, each player will calculate the amount of Value Points they have accumulated and add the following bonuses:

Orochi head: +5 VP

for every additional Orochi Head the player has they will gain +1 VP. For example if a player

has 3 Orochi Heads she/he will gain a total of 17 VP, +5 for each head and +1 for each additional head(5+5+5+1+1).

For each defeated, face-down Yokai, the player has and not used for Sake during combat the player will gain +1 VP. **Extra Bonus:** If a Player has the most defeated, face-down Yokai, he will gain +5 VP as well.

The level the player ends as converts to VP (If a player finishes as Level 7, they will add +7 VP to their total amount). **Extra Bonus:** If a player is the highest level among all player he/she gains +5 VP as well (if 2 or more player are tied for the highest level all of them gain +3 Extra Bonus **instead**).

For every 2 transformations with the same element a player gains +2 VP.

If a player has a set of equipment (Helmet, Armor and Weapon) of the same element they gain +5 VP.

Don't forget to add the Value Points from your items and transformation to your total score.

The player with the highest amount of Value Points wins.