

ガニメデ戦記

The War Chronicles of Ganymede

2-3 players | Difficulty: Normal (Ages: 10+)
Instruction Time: 5 min | Play Time: 10min

In the year 210X, a great war broke out and divided the world over the resources discovered on Jupiter. As a result, Earth's fossil fuels were depleted and battles started not only on Earth but also in various regions out of Earth. In particular, fierce battles took place on the satellite Ganymede, the foothold for mining the resources on Jupiter. In this game, the players each fight in the war as the captain of a platoon. The game is a deck-building battle game based on the Blackjack system.

Components



2-Player Battle Game

- ### Components Needed
- 32 cards
 - 6 Red cards, 6 Green cards, 18 Black cards
 - 2 summary cards
 - 1 game board
 - 1 Start Player token (blue disc)
 - 2 player tokens (red and green cubes)

Setup

- Place the game board with its Red & Green side face up in the center of the table.
- The players each choose a color between Red and Green and take all the cards of that color.
- Take the player token of your color and place it in cell "15" on the game board. The player token indicates the player's remaining "Hit points" (HP).
- Sort the Black cards by number (including "A") and place each group of the same number cards face up separately in stacks in the center of the table.
- Determine the start player by rock, paper, scissors.
- The start player takes the Start Player token and places it in their Start Player cell (marked "First Strike") on the game board. During the game, the Start Player token will not move.
- Beginning with the start player, the players each choose one of the face-up Black cards and add it to their cards. Then they each shuffle all the 7 cards in their hand face down to form their Battle deck.
- The players each receive 1 summary card and place it in a visible spot.



How to Play

- #### ①Initial Phase
- The players each draw 1 card from their Battle deck and place it face up in front of them.
 - In any phase, if the cards in your Battle deck run out when you need to draw one, shuffle the discard pile (to be described later) face down to form a new Battle deck.
- #### ②Draw Phase (Start Player)
- The start player draws 1 card face down from their Battle deck. After checking the number on the card without showing it to your opponent, place the card face down on your initially-placed face-up card with the numbers on the cards beneath visible.
 - You may draw up to 3 cards face down. However, each time you draw a card, add the number on it to those on the cards drawn in the Initial Phase and in the Draw Phase. If the total exceeds "21", you cannot draw any more cards. The card drawn might be flipped face up due to some effect.

③Draw Phase (Non-Start Player)

- The non-start player draws 1 card face down from their Battle deck. After checking the number on the card without showing it to your opponent, stack the card face down on your initially-placed face-up card with the numbers on the cards beneath visible.
- You may draw up to 3 cards face down. However, each time you draw a card, add the number on it to those on the cards drawn in the Initial Phase and in the Draw Phase. If the total exceeds "21", you cannot draw any more cards. The card drawn might be flipped face up due to some effect.

④Showdown Phase

- After both players have finished drawing cards, they simultaneously reveal all of their face-down cards. The players each add up the numbers on their cards. This total number is their Strength.
- Beginning with the Start Player, the players each resolve the effects of their Black cards ("3", "10", and "A") triggered when revealed.

⑤Damage Calculation Phase

- The player with more Strength deals damage to their opponent.
- Deal damage equal to the number of cards you have played. However, if your Strength is "22" or more, your Strength is nullified to "0" and you cannot deal any damage.
- If you win by the Strength of exactly "21", deal an additional 1 damage to your opponent.
- If both players have the same Strength, they both deal damage to their opponent. If both players have exceeded the Strength of 21, neither of them can deal damage to their opponent.
- (E.g.) If you play 3 cards and your Strength is higher than your opponent's, reduce your opponent's Hit points by 3 HP. Move your opponent's player token down by 3 cells on the board.

- The game ends when a player's HP drops to 0 or below. Then the player with any HP remaining wins. If both players' HP drop to 0 or below at the same time, the player with the Start Player token wins.
- Continue the game if both players have 1 or more HP remaining.

⑥Cleanup Phase

- The player who has received damage chooses one of the cards they have just played and removes it from the game.
- The players each discard the cards they have just played (except for the removed card) face up next to their Battle deck as the discard pile.

⑦Reinforcement Phase

- Beginning with the player who has received damage, the players each choose and take one of the Black cards from the center of the table and place it on their discard pile. If both or neither of the players received damage, they each choose and take a Black card, beginning with the player with the Start Player token. If there are no Black cards remaining, proceed without taking a Black card.

- Each Black card's special effect is written on the card, but a more detailed description is provided on Page 4.

⑧End Phase

- The player with more HP remaining will be the one to start the next round (the start player). If both players have the same HP remaining, the player with the Start Player token is start player. After determining the start player for the next round, return to the Initial Phase.

Ending and Victory Conditions

The game ends when a player's HP drops to "0" or below. Then the player with any HP remaining wins. If both players' HP drop to 0 or below at the same time, the player with the Start Player token wins.

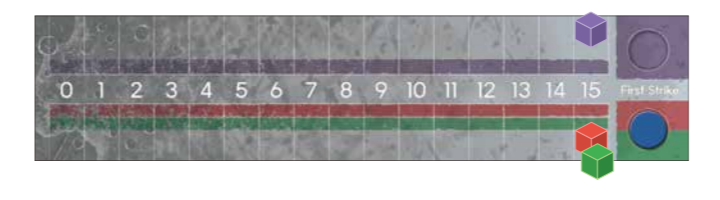
Cooperative Game for 2 Players

In the middle of a battle between 2 camps, a new camp has suddenly come to attack them. The new camp, clad with the latest weapons, overwhelms the other 2 camps. "Why do they possess such new weapons?" Thus, another war has broken out with an unanswered mystery.

This is a cooperative game where the Red and Green camps together fight against another (Purple) camp. The basic rules are the same as those for the 2-player battle game.

Components Needed

- 44 cards
 - 6 Red cards, 6 Green cards, 12 Purple cards
 - 18 black cards, 2 summary cards
- 1 game board
- 3 player tokens (red, green and purple cubes)



How to Play

- #### ①Initial Phase
- The Red player draws a card from the Purple camp's Battle deck and places it face up. Then both players each draw a card from their Battle Deck and place it face down in front of them.
 - In any phase if the cards in your Battle deck run out when you need to draw one, shuffle the discard pile face down to form a new Battle deck.
- #### ②Draw Phase (Red & Green)
- Both players may each draw up to 3 cards from their Battle deck. (Thus, you can draw up to 4 cards in total of the Initial and Draw Phases.) However, if the total numbers on the cards exceed "21", you cannot draw any more cards. Place all cards face up.
- #### ③Draw Phase (Purple)
- The Red player draws cards one by one from the Purple camp's Battle Deck. Keep drawing until the Purple camp's Strength exceeds 17 or has revealed up to 3 cards. (Thus, up to 4 cards can be drawn in total of the Initial and Draw Phases.) However, if the total numbers on the cards exceed "21", do not draw any more cards.
- #### ④Showdown Phase
- After drawing cards for the Purple camp, the players each add up the numbers on their cards. This total number is their Strength.
 - Beginning with the start player, resolve the effects of Black cards ("3", "10", and "A") triggered when revealed.
- #### ⑤Damage Calculation Phase (Red)
- Compare the Strength between the Red and Purple camps.
 - The camp with more Strength deals damage to their opponent. Deal damage equal to the number of cards played.
 - However, if one's Strength is "22" or more, the Strength is nullified to "0" and one cannot deal any damage.
 - If a camp reaches the Strength of exactly "21", that camp deals an additional 1 damage to their opponent.
 - If both camps have the same Strength, they both deal damage to their opponent.
 - The game ends when the Purple camp's HP drops to 0 or below. If the HP of either the Red or Green player is remaining, the players win.
 - If the HP of the Purple camp and both players drop to 0 or below at the same time, the players win.
- #### ⑥Damage Calculation Phase (Green)
- Compare the Strength between the Red and Purple camps. The Red camp's card effects applied in "5) Damage Calculation Phase (Red)" are not applied in this phase.
 - The camp with more Strength deals damage to their

- opponent. Deal damage equal to the number of cards played.
- However, if one's Strength is "22" or more, the Strength is nullified to "0" and one cannot deal any damage.
- If a camp reaches the Strength of exactly "21", that camp deals an additional 1 damage to their opponent.
- If both camps have the same Strength, they both deal damage to their opponent.
- The game ends when the Purple camp's HP drops to 0 or below. If the HP of either the Red or Green player is remaining, the players win.
- If the HP of the Purple camp and both players drop to 0 or below at the same time, the players win.
- If both players' HP drop to 0 or below while the Purple camp's HP is remaining, the players lose. If the HP of the Purple camp and one of the players are remaining, continue the game between the camps with their HP remaining.

⑦Cleanup Phase

- The players (Red, Green or both) who have received damage each choose one of the cards they have just played and remove it from the game. Do not remove any cards from the Purple camp.
- The players (Red, Green and purple) each discard the cards they have just played (except for the removed card) face up next to their Battle deck as the discard pile.

⑧Reinforcement Phase

- Beginning with the Red player, the players each choose and take one of the Black cards from the center of the table and place it on their discard pile. If there are no Black cards remaining, proceed without taking a Black card. After the Red player, the Green player takes a Black card. The Purple camp does not take any Black cards.
- Each Black card's special effect is written on the card, but a more detailed description is provided on Page 4.

⑨End Phase

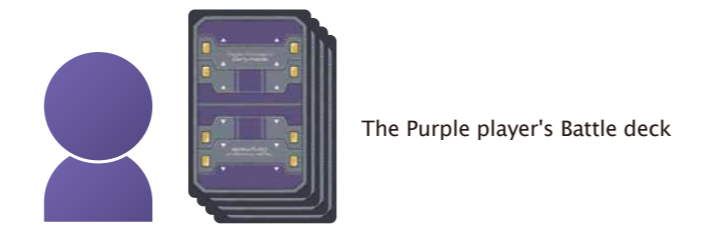
- Return to the Initial Phase.

Ending and Victory Conditions

The game ends when the Purple camp's HP drops to 0 or below. If the HP of either the Red or Green player is remaining, the players win. If the HP of the Purple camp and both players drop to 0 or below at the same time, the players win. If both players' HP drop to 0 or below while the Purple camp's HP is remaining, the players lose.

3-Player Game

One player plays as the Purple camp against 2 other players (Red and Green). The requirement to keep drawing cards until the numbers on them exceed "17" (stated for the Cooperative Game) is NOT applied to Purple player. And the Purple player can also apply the card effects of "2", "3", and "4". Except for these rules, the game procedure is the same as that for the Cooperative Game for 2 Players.



FAQ

- Q:** Can I see and check the cards removed and the cards in the discard pile?
A: You can check such cards if they are yours. However, you cannot see or check such cards of your opponent. You cannot even ask the number of such cards.
- Q:** If the start player plays "A" and "9" and the non-start player plays "7" and "10", how should I calculate the damage?
A: The start player chooses which number to play "A" as. The start player knows that the non-start player will apply the effect of "10" to "increase one's opponent's Strength by 2", so they play their "A" as "1" and announce "10" as their own Strength. The non-start player applies the effect of "10" to increase the start player's Strength to "12" and announces "17" as their own Strength. The non-start player deals damage to the start player. The damage, comprised of 2 damage for the 2 cards played and additional 2 damage for the effect of the card "7", adds up to 4 damage.

- Q:** If the start player plays "4", "6" and "7" and the non-start player plays "10" and "10", how should I calculate the damage?
A: The start player's Strength is 21(17+4) and the non-start player's Strength is 20, so the start player deals damage to the non-start player. The damage, comprised of 3 damage for playing 3 cards, 1 damage for reaching "21" and 2 damage for the effect of the card "7", normally adds up to 6 damage. However, since the non-start player has played the card "10" with the effect "the damage you take is limited to 3", the non-start player only takes of 3 damage.

Special Cards (Black & Purple Cards)

	<p>You may add 2 to the damage you deal to your opponent.</p>
	<p>Increase your opponent's Strength by 2. And if you take damage, the damage you take is limited to 3 at maximum. If you play two or more of this card, the numbers added to your opponent's Strength increase according to the formula "2 × number of the card '10' played", but the maximum damage you take is limited to "3" regardless of the number of cards.</p>
	<p>You may play this card as "1" or "11". After the Showdown, beginning with the start player, the player who played this card announces how they will use this card.</p> <p>In the Cooperative Game for 2 Players, count this card as "11" when played by the Purple camp, except for the case whereby the Purple camp's Strength exceeds "21" if counted as "11". In such a case count this as "1".</p>
	<p>In the Cooperative Game for 2 Players, count this card as "11" when played by the Purple camp, except for the case whereby the Purple camp's Strength exceeds "21" if counted as "11". In such a case count this as "1".</p>