

SAKURA ARMS (Beta Edition)

Players: 2 Play Time: 10-20min Age: 12+



How to make components;

- 1) Please print out the data and prepare 32 same tokens, 3 types of card sleeves and cards of another game. The playing card size is of 88*63mm.
- 2) Cut printed materials into card-size. Put each cut paper into a card sleeve with a card. Use one type of card sleeve for normal cards and another type for special cards. Use a third type of sleeve for Megami tarot, vigor and summary cards.
- 3) Have fun!

Card List

The following is the card list for a single player. This set contains cards for 2 players.

Yurina

Normal cards

- Slash
- Brandish
- Gash
- Art of Drawing
- Footwork
- Spirit of Fire
- Overawe

Special cards

- Tsukikage Clush
- Uranami Storm
- Ukifune Serene
- AMANE Yurina's Final Blow

Mimika

Normal cards

- Shoot
- Burst
- Fire
- Barrage
- Leap Back
- Blaze
- Smoke

Special cards

- Red-bullet
- Crimson-zero
- Scarlet-imagine
- Vermilion-field

Tokoyo

Normal cards

- Polite Return
- Grazing Strike
- Rabbit Step
- Singing Dance
- Break the Point
- Sense of Beauty
- Windy Stage

Special cards

- Immortal Flower
- Everlasting Migratory
- Perpetual Wind
- Eternal Moon

- Vigor card

- Summary card

Quick rules (for the first game)

1) Quick rules are not complete. If in doubt of a rule, check the rule book for details.

Game Setup

Prepare the following cards as decks of each players.

Player A: Rapid Red Blade (Offensive type)

Megami: Yurina, Himika

Normal cards: Slash, Brandish, Art of Drawing, Shoot, Burst, Barrage, Leap Back

Special cards: Tsukikage Clush, Crimson-zero, Scarlet-imagine

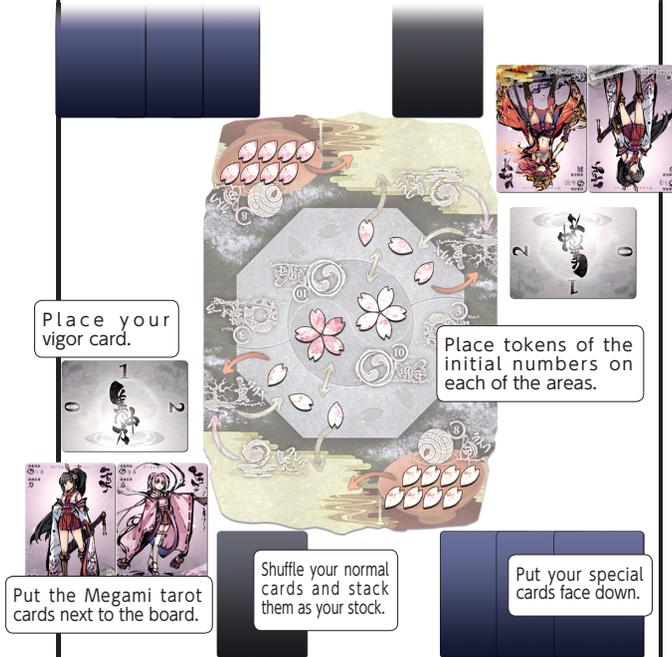
Player B: Sword Dance Blooming (defensive type)

Megami: Yurina, Tokoyo

Normal cards: Slash, Gash, Art of Drawing, Footwork, Polite Return, Grazing Strike, Rabbit Step

Special cards: Ukifune Storm, Immortal Flower, Eternal Moon

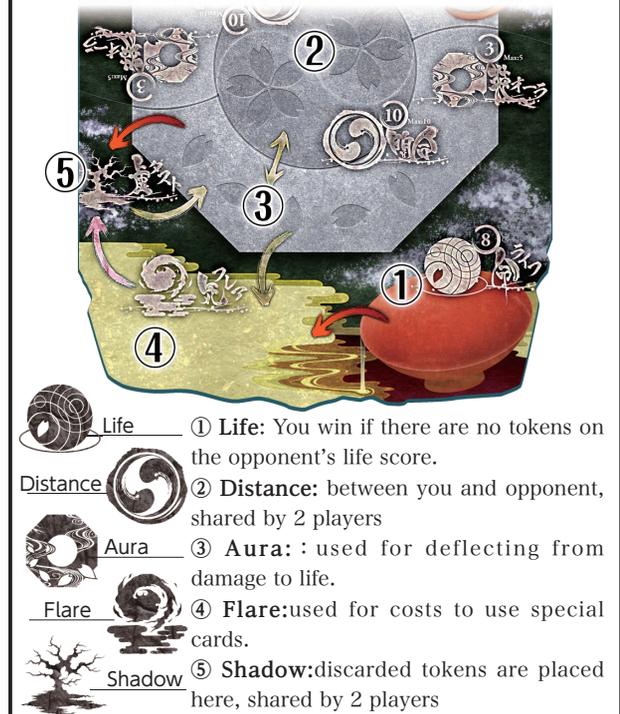
Boards setup:



- 1) Decide who will be the first player.
- 2) Each player draws 3 cards and may change any number of cards from their hand: Put them on the bottom of your stock and draw cards to have 3 cards.
- 3) The first player has no vigor and the second has 1 vigor.



- ① **Stock:** normal cards, lengthways, face down
- ② **Up card pile:** normal cards, lengthways, face up
- ③ **Down card pile:** normal cards, sideways, face down
- ④ **Enhance cards:** cards with tokens, lengthways, face up
- ⑤ **Hand:** hold in your hand
- ⑥ **Special cards:** available ones are face down, devoted ones are face up



- Life** ① **Life:** You win if there are no tokens on the opponent's life score.
- Distance** ② **Distance:** between you and opponent, shared by 2 players
- Aura** ③ **Aura:** used for deflecting from damage to life.
- Flare** ④ **Flare:** used for costs to use special cards.
- Shadow** ⑤ **Shadow:** discarded tokens are placed here, shared by 2 players

How to win?

Do basic action or use action cards to get well distance.
Use attack cards to deal damages to opponent.
You win if your opponent's life becomes zero.

Basic Action

Move a token as the following:

- Forward movement; Distance → your Aura
 - Backward movement; your Aura → Distance
 - Dressing; Shadow → your Aura
 - Holding; your Aura → your Flare
- You should pay either one as the cost:
- 1 Vigor
 - Put a card in hand to the facedown pile.

Damage

If getting damage to Aura, markers are discarded to Shadow.

If getting damage to Life, markers are heaped up on Flare.

How to use cards

Action cards

Get its effects.

Enhance cards

Place the same number of markers as its charge on it. It is available as long as it has markers.

Attack cards

You can use it only if you're in well distance. Opponent chooses to take either damage to Aura or to Life (Left number is damage to Aura and right one is to Life).

Flow of each turn

Summary cards tell. CAUTION! Both players skip the beginning phases in their first turns.

Irritation

If there are no cards in your stock, you get 1 damage to Aura or to Life instead of (each) drawing.

SAKURA ARMS (Beta Edition) Rule book

Players: 2 Play Time: 10-20min Age: 12+

§1 Overview of this game

The world view

The Time of the Duel

You are facing your rival. Without fate and destiny, you devote all your attention to the battle.

You have flowers in your hands, beliefs in your heart. SAKURA becomes your ARMS!

The Age of SAKURA

There exist Megamis since an ancient age. They are supernatural existence, dwell in mysterious SAKURA trees, whose flowers are crystal. Their origin is forgotten. But human exists with Megamis. They dance with infinite petals and live with SAKURA. Then, the age is called The Age of SAKURA.

Mikoto, who is a people with special ability make the age. Mikoto is a knight of Megami(s). They can call to Megami and ask their supernatural help with SAKURA petals planted on their hands. They run the world as a privileged class. You and the rival are ones of it.

Components

- **Megami Tarots (6 pcs)**
Cards of Megamis (characters). There are 3 Megamis in beta edition.
- **Cards (70 pcs)**
 - » **Normal cards (42 pcs)**
Cards of skills derived from help of Megami. Each Megami has 7 normal cards.
 - » **Special cards (24 pcs)**
Cards of special skills. Each Megami has 4 special cards.
 - » **Vigor cards (2 pcs)**
Cards to count vigor of players.
 - » **Summary cards (2 pcs)**
Cards for summary.
- **Board (1 pc)**
A board showing the colosseum for players. There are some areas to place SAKURA-tokens.
- **SAKURA tokens (32 pcs)**
SAKURA petals, pieces of power from Megamis, they are placed on the board. I am afraid that you should prepare substitutes for them.
- **A rulebook**
Hopefully.

CAUTION! There are two sets of cards (Megami tarots and all cards). They each are for 2 players. One player never use 2 SAME cards.

Overview of this game

"SAKURA ARMS beta edition" is dueling board game for 2 players. There are 3 steps to duel, Flowers in the hands, Construct under confronting each other, Duel under the SAKURA.

Flowers in the hands

You choose 2 Megamis who grant their power to your hands.

Construct under confronting each other.

Each player construct his or her deck after they each look at Megamis the opponent uses. You may use cards of the Megamis you chose.

Duel under the SAKURA

You duel the opponent with your deck. 32 SAKURA tokens placed on some areas of the board realize a condition of the duel. For example, if there are 5 SAKURA-makers on Distance, The distance between you and the opponent has 5. You should move to get well distance and attack the opponent.

Victory Condition

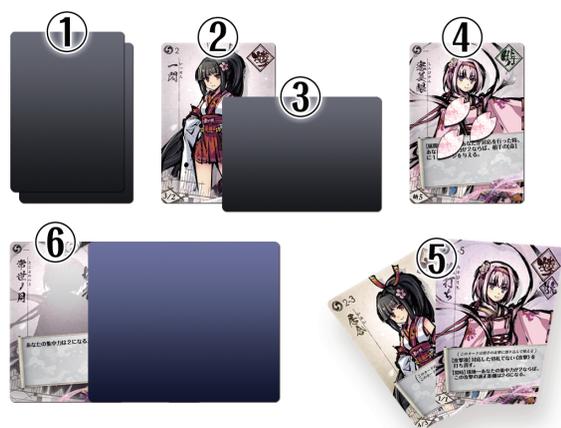
Subtract opponent's Life to zero to WIN the duel.

§2 Explanation of key words

In this section, we will explain some key words, card condition, areas on the board. These are slightly complicated to understand everything at once.

2-1 Conditions of cards

Cards with several conditions are placed your side of a board. You may put them in any suitable location. But please keep the condition of card(lengthways or sideways, face up or face down).



① Stock

Stack normal cards lengthways and face down.

② Upcard pile

Put normal cards lengthways and face up.

③ Downcard pile

Put normal cards sideways and face down. They are similar to upcard pile but the opponent can't peek at face up side. For example, Card payed for basic action (4-2-3) joins downcard pile.

④ Enhance card

Put card lengthways and face up. They have the same conditions as upcard pile but SAKURA tokens are placed on them.

⑤ Hand

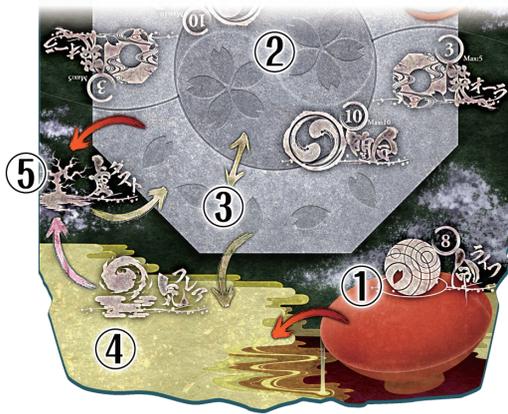
Keep them in your hand or merge them into your stock or your downcard pile.

⑥ Special card

Line up special cards lengthways. Cards placed face down are available and cards placed face up are devoted.

2-2 The board and its areas

Areas in the board are listed. The numbers of SAKURA tokens placed on each areas show a condition of the duel.



① Life

It indicate life of a player. You win the game by making opponent's life to zero.

② Distance

It means distance between you and the opponent. You can use attack card only in well distance. It never holds SAKURA tokens more than 10.

③ Aura

It means SAKURA pedals you are dressing. You may use them to defend from opponent's attack. It never holds SAKURA tokens more than 5.

④ Flare

It means the power of SAKURA pedals you hold . You pay them to use a special card.

⑤ Shadow

It means Waned SAKURA-makers. Technically, this area isn't in the board. The area denotes out of the board. SAKURA-tokens placed out of the board nor any cards are considered as SAKURA-tokens placed on this area. Once You use SAKURA-tokens from Aura or Flare or others , you move them to this area.

CAUTION! Each players(you and the opponent) have their own Life, Aura, and Flare. On the other hand, there are only one Distance and one Shadow. They are shared by two players.

2-3 Vigor

You may use it for basic actions(4-2-3). Place a Vigor card at the side of the board to count your Vigor point by its direction.

2-4 Damage

Damages are usually dealt from an opponent's attack cards . There are two types of damage, which are damage to Aura and damage to Life.

- If you are dealt damage to Aura, you move SAKURA tokens from your Aura to Shadow.
- If you are dealt damage to Life, you move SAKURA tokens from your Life to your Flare.

§ 3 Construct under confronting each other

3-1 Preparing your deck

At your first game

At your first time of this game, we recommend you that you use the following decks instead of doing 3-1-1 and 3-1-2.

Player A: Rapid Red Blade

Megami: Yurina, Himika

Normal cards: Slash, Brandish, Art of Drawing, Shoot, Burst, Barrage, Leap back

Special cards: Moon the life-time away, Crimson-zero, Scarlet-imagine

Player B: Sword Dance Blooming

Megami: Yurina, Tokoyo

Normal cards: Slash, Gash, Art of Drawing, Footwork, Polite return, Grazing strike, Rabbit step

Special cards: The calm in the storm, Immortal

3-1-1 Choosing Megamis

Each player chooses two Megamis and opens them at the same time(you can't choose same megami twice as Yurina and Yurina).

3-1-2 Constructing your deck

Each player constructs a deck after looking at Megamis the opponent choose. A deck consists of 7 normal cards and 3 special cards. You must use cards of only your Megamis. (You can't use others.) Please choose 7 normal cards from 14 normal cards(each Megami has 7 normal cards, then there are 14 cards totally). Please choose 3 special cards from 8 special cards(each Megami has 4 special cards, thus there are 8 cards totally). Players construct their decks in secret.

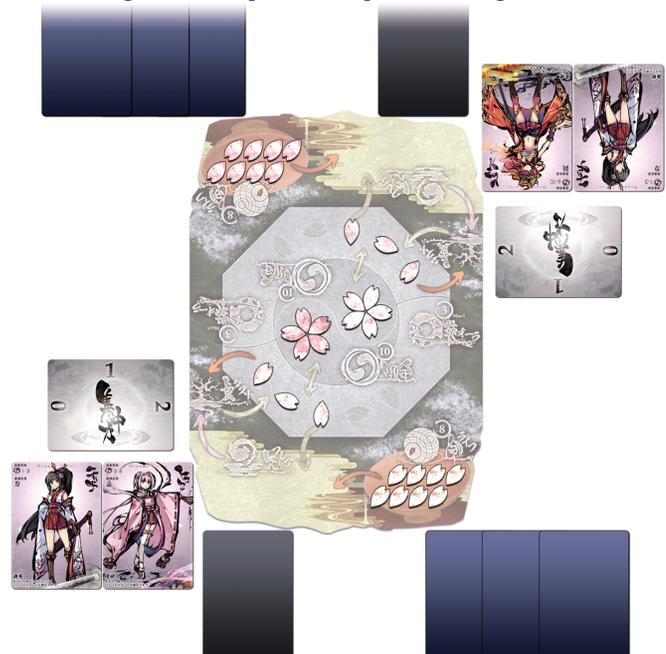
3-2 Preparation of a board

Place a board and SAKURA tokens on it. Numbers written on each areas mean numbers of SAKURA tokens placed on the areas at the beginning of the game.

3-3 Placing your deck

Place two Megami tarots and a vigor card at the side of the board. Place a constructed deck in your side of the board. All normal cards become a stock and all special cards become available special cards.

This figure of completed setup is following;



§ 4 The Duel under the SAKURA

Preparation of the duel

- 1) Decide a first player in any suitable fashion.
- 2) Each player shuffles his or her stock and draws 3 cards.
- 3) Each player may change his or her hand ONCE. If you want, choose cards of any number from your hand and place them on the bottom of your stock in any order. Then, you draw cards of the same number .
- 4) The first player has no vigor and the second player has a vigor.

This game proceeds by players taking turns alternately. Flow of each turn is the following but both players skip their beginning phases at their first turns.

Flow of each turn

• Beginning Phase

- » Get vigor
- » Remove SAKURA tokens from Enhance cards
- » May regain your stock
- » Draw cards

• Main Phase

- » Play normal cards
- » Play special cards
- » Do basic actions

• Ending Phase

- » Adjust your hand

4-1 Beginning Phase

You do 4 actions in the following order.

4-1-1 Get vigor

You get a vigor. You never have vigors more than 2.

4-1-2 Remove SAKURA tokens from Enhance cards

If there are Enhance cards, remove a SAKURA token from each Enhance card to Shadow. Then, Enhance cards without SAKURA tokens put onto Upcard pile.

CAUTION! Remove SAKURA tokens from not only yours but also opponent's.

4-1-3 May regain your stock

You may regain your stock. If you do, shuffle remaining stock, upcard pile and downcard pile together and put it as a new stock. If you regain your stock in this way, you get 1 damage to Life.

4-1-4 Draw cards

You draw two cards from your stock.

Irritation

If there are no cards in your stock, you get 1 damage to Aura or Life instead of drawing a card. You get it regardless of how to draw and you get it from each card you can't draw.

4-2 Main Phase

You may do the following actions in any order and in any times.

4-2-1 Play normal cards

You may play a normal card from your hand without any additional costs.

4-2-2 Play special cards

You may play an available special card. You have to pay SAKURA tokens(number equal to its cost) from your Flare to Shadow to play it. Played card becomes devoted.

4-2-3 Do basic actions

You may move a SAKURA token along your golden arrows (on the board). There are 4 basic actions as the following:

Forward movement

Move a maker from Distance to your Aura.

Backward movement

Move a maker from your Aura to Distance.

Dressing

Move a maker from Shadow to your Aura.

Holding

Move a maker from your Aura to your Flare.

You have to pay either cost to do a basic action.

- Lose a Vigor
- Put a normal card from your hand to downcard pile.

4-3 Ending Phase

You have to put cards from your hand onto your downcard pile to keep your hand 2 or less.

§ 5 About cards

Information on a card



① Name of the card

② User

It denotes that which megami has the card.

③ Card type

Each card has a type: "Action", "Enhance" and "Attack"(Derails are in 5-1, 5-2 and 5-3)

④ Sub type

Some cards have a sub type: "Reaction" and "Throughout"(Details are in 5-3 and 5-4)

⑤ Text

It's effects of the card. Some effects are painted with the following icons. They mean moving SAKURA tokens of painted number from the left area to the right area. Blue icons show your areas and red icons show opponent's areas.



⑥ range(only "Attack")

It means a range of the attack.

⑦ Damage(only "Attack")

It means damages dealt by the attack. The left number denotes damage to Aura and the right number means damage to Life.

⑧ Charge(only "Enhance")

It means how many SAKURA tokens are placed on the Enhance when it's played.

⑨ Cost(only special cards)

It means cost to play it. You have to pay SAKURA tokens of the number from your Flare to Shadow to use it.

5-1 How to play Action cards

You get the effects of the card and put it onto upcard pile.

5-2 How to play Enhance cards

You do the following;

1. Place SAKURA tokens onto the Enhance card from Shadow or your Aura. The number of them equal to its charge.
2. Its "Effective" effects are available while SAKURA tokens are on it.
3. Once it loses all SAKURA tokens, it's put onto upcard pile immediately. If it has "Disenchant" effects, get the effects.

5-3 How to play Attack cards

You are in well distance to play an attack card. Being in well distance means that the number of SAKURA tokens is in range of the attack card.

The opponent may play a card with "Reaction". It's called reacting. If the opponent react to your attack, he or she gets effects from the reacting card first.

CAUTION! If the "Reaction" card is an attack card, you can't react to it again.

You do the following;

1. You check you are in well distance again(you might lose well distance due to Reaction). If you are out of well distance, you fail to attack and get nothing. If you are still in well distance, you succeed to attack.
2. You get "Before attack" effects of it.
3. You deal damage. Opponent have to choose either damage to Aura or damage to Life.
4. You get "After attack" effects of it.
5. You put it onto upcard pile.

About choosing damage

An attacked player have to get damage, but he or she may choose either damage to Aura or damage to Life. However if he or she has SAKURA tokens less than damage to Aura on his or her Aura, he or she must choose damage to Life.

About -(bar) damage

If one of damage is -, an attacked player have to choose the other damage(this rule precedes shortage of SAKURA tokens). - damage never increase nor decrease.

5-4 About "Throughout"

If you use a card with "Throughout", you can't do any other actions during the Main Phase. Then you have to use the card at first and finish your Main Phase after the card. We remind you that you can't only play cards but also do basic actions.

§ 6 Fundamental rules

- If there aren't enough SAKURA-tokens when you move them for effects of cards or damages, move all SAKURA tokens as much as possible.
- Effects of cards precede a rule book.
- Effects that forbid to do something precede Effects that permit to do something.

§ 7 Credits

クレジット

SAKURA ARMS(Beta Edition)

Game Design: BakaFire

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