

Kitsunedo — Quick Start

This is the Quick Start Guide to learn as you play. If you however seek the darker arts of Kitsunedo, to plot the downfall of your naive friends who should have read the rules themselves, we recommend the full Rules Booklet in a cosy armchair with a hot beverage...

Objective

Kitsunedo is a game where Foxes, Tanuki and other immortal Lords of the Spirit World trick, terrorise and take each other’s lives. The last Spirit Lord standing wins.

Setting Up

This section has been updated from the Rules Booklet. Game rules remain unchanged.

1. The person who has most recently seen a fox is the first player. Turn order proceeds in a clockwise direction.
2. Starting with the last player, each player chooses 1 Spirit Lord, moving anti-clockwise around the table until everyone has one.

For your first game, we recommend choosing from the four Foxes.

3. Shuffle the item and Lantern cards separately to create two decks. Flip the top item card to create the discard pile. See **Game Layout** on back of this page as a guide.

4. Deal each player 1 Lantern card (face down).
5. Deal the first and second player 1 item card. Any other players get 2 item cards.
6. Share out the double-sided Game Guide cards as helpful references.
7. The first player starts.

Turn Structure

Start — Draw 1 card from the item deck

Main Phase — Perform as many actions as you want, in any order:

- Attack another player
- Play a Sake card to force trade an item card from another player
- Use Lantern powers (you can claim to have any Lantern, whether or not you actually do)
- Use your Spirit Lord’s abilities, if they’re usable here (see the back of your Spirit Lord card)

After resolving an action, any item cards left on the table move to the discard pile.

End — Discard down to the **Hand Limit** which is 4 item cards

Then play passes to the next player.

Attacking

At the bottom of each Spirit Lord card are two symbols, known as their **Health Cost**.

To make a **basic attack**, play cards down on the table that match the symbols on your target’s Health Cost.

Example: if their Health Cost shows 2 Sun symbols, play a set of 2 Sun Scroll cards to make a basic attack against them.

Basic attacks can be **Evaded** if the target claims the Ash Lantern (see Claiming Lanterns).

To make a **pre-emptive attack**, play one extra matching card at the same time as your attack. This stops your target from Evading with the Ash Lantern.



Example: if their Health Cost shows 2 Sun symbols, play a set of 3 Sun Scroll cards to make a pre-emptive attack against them.

You can’t attack if it is your first turn of the game.

Losing Lives

You start the game with two lives.

If you get hit by an attack, you lose a life.

When you lose your first life, rotate your Spirit Lord sideways to its Diminished State. This changes your Health Cost to a single symbol.



If you lose a life while Diminished, you **die**. Flip your Spirit Lord over, discard your Lantern to the bottom of the lantern deck, and discard the cards in your hand to the discard pile.

Reviving

While dead, flip one card from the top of the item deck at the start of what would be your turn. If it’s a Sake, you **revive** in your **Diminished State**. Add the Sake to your hand, draw a new Lantern, and start your turn.

You can keep attempting to revive as long as 2 or more other Spirit Lords are still alive.

Force Trading with Sake

Play a Sake card and ask another player for one item card.

If they have the requested card, they hand it over and take your Sake.

If they don’t have it, they give you one item card of their choice, and the Sake is discarded.

Claiming Lanterns

Everyone has one Lantern card face down on the table that only they can check. Each Lantern gives a special power:

- **Spirit** — Pick up 2 cards, add 1 to your hand and return the other to the top of the item deck
- **Shadow** — Steal 1 card from another player without looking
- **Mist** — Play Leaf cards as Sake or attack cards
- **Ash** — Evade a basic attack against you

You may claim any Lantern’s power, even if it’s not the one you’re holding. That’s where trickery comes in. You can even **claim a different Lantern later in the same turn**.



Challenges

If someone doesn’t believe you, they can challenge you. Reveal your Lantern.

- **If you were telling the truth**, you get to use the Lantern’s power first. You win the challenge and lastly they lose their hand (or a life if they have no cards).
- **If you were bluffing**, you don’t get to use the Lantern’s power. You lose the challenge and discard your hand (or lose a life if empty).

After revealing your Lantern, discard it to the bottom of the lantern deck and draw a new one.

If you lose a challenge on your turn, end your turn.

If you lose a challenge with no cards in hand at the same time you’re being attacked, you lose two lives—first, one from the attack, then one from the challenge.

If you are not challenged, you **keep your Lantern**.

Blocking a Challenge

Instead of revealing your Lantern, you can play a **Block card** to cancel the challenge. This lets you use the claimed Lantern power risk-free. You keep your Lantern, don’t reveal it, and nobody loses the challenge.

You can’t play a Block card to block an attack, or to cancel an opponent’s Block card.

Spirit Lord Abilities

Each Spirit Lord has their own unique abilities found on the back of their card. All base game Spirit Lords (except Tailed Shisu) can only use their abilities during their own turn. See page 42 in the Rules Booklet for the abilities in detail.



Ending the Game

When only one Spirit Lord is left alive, the game ends immediately. They are the winner... until a rematch is declared.

Example Turn — 2nd Turn

Start — Draw 1 card from the deck.

Main Phase — You perform the following actions:

1. **Force trade with Sake.** You play a Sake card and ask an opponent for a Leaf card. They have one, so they must hand it over. You give them the Sake card in return.
2. **Claim the Mist Lantern while attacking.** You have 2 Leaf cards in hand. You play both, Transforming them into 2 Sun Scrolls to attack an opponent whose Health Cost is 2 Suns. Your opponent doesn’t believe you have the Mist Lantern and challenges you.
3. **You reveal the Mist Lantern.** Your attack is therefore valid and they lose their first life. They have no cards in hand. As a result of losing the challenge they lose their second life and die. You discard your Mist Lantern and draw an Ash Lantern.
4. **Claim the Spirit Lantern.** You bluff and use the Spirit Lantern’s power: draw 2 cards from the deck and keep 1. No one challenges you so you keep your Lantern.

End — You have 1 card and decide not to discard.

Diagram — 4-Player Game Layout, with an Attack Example

