

I Made a Contract With a Devil To Serve My Country, and it Went Horribly Wrong!!

(aka "Kunitame")

Advanced Rules

Designed by 138games

Time: ~20 minutes

Players: 3-5

Ages: 10+

Game Setting

In another world where devils exist, the leaders from each political party assemble for an election campaign to determine their next president. The election campaign is a 4 week struggle where the party leaders must display their wealth, military power, and intelligence in order to win the support of the people, and prove they are the most qualified to be president.

However, the people won't blindly follow anyone with power, so each week the candidates announce and fulfill a new pledge. Occasionally, the party leaders may have to resort to the forbidden Devil's Power for assistance.

When the campaigning is over, which party leader will gather the most popular support and become the next president of their country?

Game outline

Objective

Each player is a political leader who will use their abilities, and maybe borrow power from a devil, to fulfill their pledges. Whoever gains the most popular support will become the next president.

Victory

The player who has the most Popular Support points at the end of the game wins.

End Condition

The game will end after the 4th week of election campaigns.

Game Over

If you run out of Life Gems, you are eliminated.

Components

Playing Cards

- Priest Cards (x5)
- Devil Cards (1~13)
- Ability Cards (1~13 for each of 3 suits)

Contract Cards

- Devil's Contracts (5)
- Government Pledges (7)

Tokens

- 45 Gems (15 for each of 3 colors)

These tokens are used in the game as "Life Gems", "Promise Gems", and "Victory Gems", but players may decide which color to represent each type.

Not included: dealer token, poker chips or pen & pencil to keep track of scores.

Game Setup

1. Lay out the Government Pledge cards in the middle of the playing area. (In a 3 player game, return the card marked "4+" to the box, it is not used)
2. Each player gets 3 Life Gems and 3 Promise Gems.
3. Each player gets 1 Devil's Contract card.
4. Shuffle the 13 Devil Cards together to form the Devil Deck.
5. Take the 39 Ability Cards, add in Priest Cards equal to the number of players, and shuffle these together to form the Strength Deck.
6. Put the Victory Gems in a supply to the side.
7. Decide the first Dealer any way you like.

Election Week Outline

1. Deal out cards
2. Contract actions
3. Gain Devil Cards

4. Campaign for 7 rounds
5. Liquidation
6. Prepare for the next Election Week
(steps 1 to 6 is one week, repeat 4 times)
7. Determine Game Winner

How to Play Tricks [MUST FOLLOW]

The first player to play a card is the “lead”, and the color of that card is the “lead suit”. Each player after the first must play a card matching the lead suit if possible. If they do not have any cards of that suit, they may play any card they like.

Devil Cards

Can be played any time, regardless of Must Follow.

If the lead card is a Devil Card, that is the lead suit, and players must follow with a devil card if possible.

Priest Cards

Can be played any time, regardless of Must Follow.

Has no suit, if it is the lead card then the next player can play any card, until the first non-Priest card determines the lead suit.

Strength of Played Cards

Black > Lead Suit > Other Suits > White

For cards of the same suit, the higher number is stronger.

White is the weakest suit, but wins if any black card was played.

In case of a tie, the card played FIRST is stronger.

About the Contract Cards

Devil's Contract Card

You can make a contract by placing a Life Gem in a square. You may place multiple Life Gems in the same square, or split them up.

You will gain 1 Devil Card per placed gem.

If the contract is fulfilled, you will get those Life Gems back.

If the contract is not fulfilled, you will lose the Life Gems placed there.

During weeks 1~3, you can not make a contract with your last Life Gem (no elimination until week 4).

Devil's Contracts are optional, you can choose 0.

Government Pledge Card

You can make a contract by placing a Promise Gem in a square. You may place multiple Promise Gems in the same square, or split them up.

If the contract is fulfilled, you gain Popular Support points as indicated on the card.

If the contract is not fulfilled, you lose Popular Support points instead.

You are required to make at least 1 contract each week.

Examples of contract scoring:

Your Government Pledge Card scores 1/3/5 points.

You place 3 Promise Gems to make 3 contracts.

If you fulfill all of them, you get 5 points.

If you fulfill only one, you get 1 point, minus 3 for the failures, for a total of -2 points.

If you fulfill two contracts, you get 3 points, minus 1 for the failure, for a total of 2 points.

Your Government Pledge Card scores 2/4/6 points.

You place 2 Promise Gems on the same square.

If you fulfill this contract, you get 4 points.

If you fail this contract, you will get -4 points instead.

Game Phases

1. Deal Cards

- A. Deal 7 cards to each player.
- B. Set aside the remaining cards.

2. Contract Actions

- A. Starting with the Dealer, in clockwise order, each player chooses and takes one of the Government Pledge Cards.
- B. Place a Victory Gem on the leftover Pledge cards. (If a player takes a card with Victory Gems on it in a future week, they will score 1 point for each and return the gems to the supply)
- C. Each player makes contract(s) in secret.
- D. All players reveal their contracts at the same time.

3. Gain Devil Cards

(skip players who did not make a Devil's Contract)

- A. Begin with the Dealer, or the player closest in clockwise order who made a Devil's Contract.
- B. Draw 2 cards from the Devil Deck, pick one to add to your hand, return the other to the bottom of the Devil Deck.
- C. The next player clockwise takes a turn.
- D. Repeat until the Devil Deck is empty, or all players have received their Devil Cards.

- E. Set aside the rest of the Devil Deck.
(If you made more than one Devil's Contract, you will get multiple turns)
(If there is only 1 card left in the deck, you take that card without choosing. If you made a Devil's Contract but the deck is empty, cancel the excess contracts of your choice)

4. Campaign for 7 rounds

- A. (Dealer leads on the first round) The lead player plays one card face up in front of them.
- B. In clockwise order, each player takes a turn to play one card face up (Must Follow)
(For the second round and onward, the new card is splayed on top of the previous cards so they are all visible)
- C. When all players have played a card, determine the winner.
- D. Place a Victory Gem on the winning card.
- E. The winner leads the next round.
(Repeat steps A to E for 7 times)

5. Liquidation

- A. Earn 1 Public Support point for each Victory Gem on tricks.
- B. Gain or Lose points according to contracts on the Government Pledge Cards.
(scores can not go below zero)
- C. If the "No Tricks" contract is fulfilled, that player also earns points for Victory Gems owned by the player who won the most tricks.
(copies what that player scored during step A)
- D. Lose Life Gems on failed Devil's Contracts.

6. Prepare for the next Election Week

(during Weeks 1 to 3)

- A. Return all Government Pledge Cards to the middle of the table.
- B. Pass the Dealer clockwise to the next player.
- C. Shuffle all Ability Cards, including those that were set aside.
- D. Shuffle all Devil Cards, including those that were set aside.
- E. Return to the Deal Cards Phase.

7. Determine Game Winner

- A. Count the total Popular Support points for each player.
- B. The player with the most points wins the game.
- C. If there's a tie, the tied player with the most remaining Life Gems wins.
- D. If there's still a tie, shuffle the 13 cards of any one suit. Each tied player draws a card, the highest card wins.

Reference for Contract Cards

Devil's Contract

- Win exactly 1 trick.
- Win exactly 2 tricks
- Win exactly 3 tricks
- Win exactly 4 tricks
- Win exactly 5 tricks

Government Pledges

- Win a trick with a card 1~5
- Win a trick with a card 6~8
- Win a trick with a card 11
- Win a trick with a card 12
- No Tricks (can not be combined with other contracts)

(Scoring: 1/3/5)

- Win the trick on Round 1
- Win the trick on Round 2
- Win at least one trick in Rounds 3 or 4
- Win at least one trick in Rounds 5 or 6
- Win the trick on the Final Round
- No Tricks (can not be combined with other contracts)

(Scoring: 1/3/5)

- Win a trick with blue
- Win a trick with red
- Win a trick with yellow
- Win a trick with black
- Win a trick with white
- No Tricks (can not be combined with other contracts)

(Scoring: 1/3/5)

- Win tricks ONLY with cards 1~10
- Win tricks ONLY with cards 11~13
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)

- Win tricks ONLY with even numbers (2, 4, 6, 8, 10, 12)
[from FAQ: The Priest Card 0 is not included and will fail the contract!]
- Win tricks ONLY with odd numbers (1, 3, 5, 7, 9, 11, 13)
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)

- Win tricks ONLY with blue
- Win tricks ONLY with red
- Win tricks ONLY with yellow
- Win tricks ONLY with black
- Win tricks ONLY with white
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)

- Win the fewest number of tricks (At least one trick required. Ties are OK)
- Win the second fewest number of tricks (Ties are OK)
- Win the second most number of tricks (Ties are OK)
- Win the most tricks (Ties are OK)
- No Tricks (can not be combined with other contracts)

(Scoring: 2/4/6)