

愚者の園

The Fool's Field

A card game for 2 players, 20-30 min

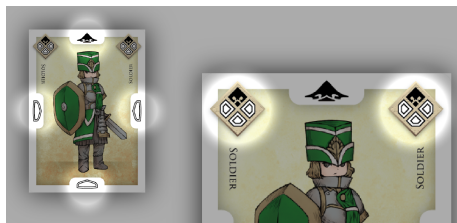
Overview

In this game, the players, as kings of two neighboring countries, aim to quickly end the war between their countries.

Deploy Soldier cards to the Field to reduce the cards in your hand. The first player to use up the cards in their hand wins.

Components

- 23 Soldier cards: with "Sword", "Shield", and "Flower" symbols on all 4 sides. Each card also has "index" on its top right and left corners to indicate the symbols on the 4 sides.



- This rule book

Soldier Card Composition

In this game, there are 16 cards with **Sword and Shield** symbols as follows:

- 1 card with 4 Shields



- 4 cards with 1 Sword and 3 Shields



- 6 cards with 2 Swords and 2 Shields



- 4 cards with 3 Swords and 1 Shield



- 1 card with 4 Swords



And there are 7 cards with **Flower and Shield** symbols as follows:

- 6 cards with 2 Flowers and 2 Shields



- 1 card with 4 Flowers

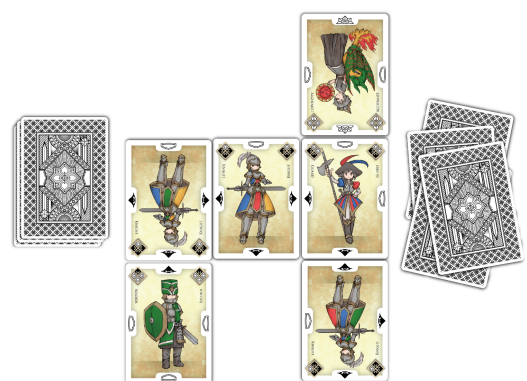


These 23 cards are all the cards used in this game. **All the cards in this game are of different types.**

Order of Play

In this game, **battle** takes place repeatedly. In the battle, take **turns** alternately from the start player. On your turn, you can deploy a card from your hand to the Field. The battle ends when one of the players announces "**Retreat**" on their turn.

The player who has announced a Retreat takes all the cards from the Field and the other player takes cards from the deck to replenish their hand. Repeat the battle this way. After the deck runs out of cards, do not draw cards from the deck to replenish your hand. After reaching such a situation, the first player to use up the cards in their hand wins the game.



(Gameplay Example)

Gameplay Tips

There are two strategical factors in this game, to avoid Retreats and secure powerful cards.

To avoid Retreats, you need to part with powerful cards. Meanwhile, to secure powerful cards, you need to Retreat repeatedly. This leads you to a disadvantageous position, because the player who Retreats will become the non-start player in the next battle.

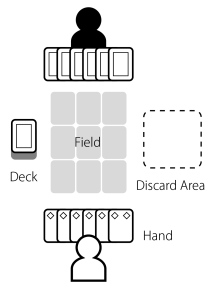
Setup

First, the players sit facing each other. The area between the players is called the "Field".

Then, determine the start player in whatever way you like. If one of the players has lost the previous game, that player shall be the start player.

Shuffle the cards face down to form a **deck** and place it within the reach of both players. Also, set up a **Discard Area** within the reach of both players.

Lastly, starting from the start player, each player draws 6 cards face down as their hand from the top of the deck one by one in alternate order. Hold the cards in your hand with the **index positioned at the top**. After the setup, start the first **battle**.



Battle Procedure

Each battle is comprised of several "turns". In the initial turn, the start player places a card from their hand face up in the space in the **center of the Field**. Then the turn of play shifts to the non-start player, and then the two players take turns alternately.

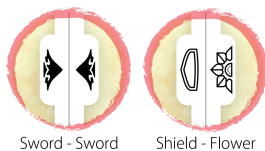
In each turn, choose to take one action between **Deployment** and **Retreat**.

"Deployment" Action

By the Deployment action, choose a card from your hand and place it in the Field **without changing its orientation**.

You must place the card according to the following criteria:

- Place the card in a **3 × 3 grid space** centered on the card in the middle of the Field.
- Place the card with **one or more of its sides** adjoining other cards already placed in the Field.
- The adjoining sides must have **2 "Sword" symbols** or **1 "Shield" and 1 "Flower" symbols facing each other**.



Thus, according to these criteria, you **cannot** have adjoining sides with "Sword and Shield", "Shield and Shield", "Sword and Flower" or "Flower and Flower" symbols facing each other.



"Retreat" Action

Announce to your opponent that you will "Retreat", **collect all the cards in the Field, and then add them to your hand**. Then **discard the cards in your hand face down** in the Discard Area until the cards in your hand are reduced to **6** cards. If the number of cards in your hand is already 6 or less, do not discard them.

At the same time, the other player draws cards **from the deck** to replenish their hand to **6** cards. If the deck runs out of cards, just draw the cards up to that point. After the deck runs out of cards, you cannot draw any more cards.

The battle ends at this point. Start the next battle whereby the player **who did not Retreat becomes the start player**.

Note that you **must** announce to Retreat **if you cannot place any card in the Field**.

Game End Conditions

After the deck runs out of cards, **the first player to place in the Field the last card from their hand wins the game**.

In some cases, the battle may start after the deck runs out of cards with both players having the same number of cards in their hand. In such a case, if the start player uses up their hand of cards but the non-start player also manages to use up their hand of cards in the next turn, the game ends in a tie.

A player can announce to give up the game at any time. Also, if both players agree, they can end the game in a tie at any time. If playing multiple games to determine the winner, the first player to win 2 games wins.

In case of a tie in such a case, count it as the start player has won 1 game and the non-start player has won half a game.

Credits

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