

ONMITSU

The card game of Japanese spies, intrigue, and not killing the messenger... you hope.

For 2-4 players, ages 10+, game time 30 minutes.

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ONMITSU

It's a turbulent time, Japan controlled by feudal lords, those under control of the **Daimyo**, the supreme Liege Lord. You are one of the **Onmitsu**, a spy and messenger, transporting valuable messages from your Lord to the Daimyo. You get paid in points on successful delivery. The real message gets the most points for success - so everyone is trying to deliver the real message, stop the others from doing the same, and trying to avoid the "Poisoned" scroll, the one that secretly tells the Daimyo to "kill this messenger".

You win by successfully delivering your 'seemingly' unopened scroll, not dying, and getting other players to deliver the wrong message.

SETUP Take the cards with a Scroll and remove all Daimyo scrolls and one Poison scroll card.

Shuffle the remaining Poison and Decoy cards. Take one Daimyo, one Poison, and random Poison/Decoy Scroll cards to form a pile equal to the number of players. Shuffle this pile, then give one card from it to each player, face down. This is a **Sealed Scroll**: Don't look at it!

Take all the remaining scroll cards (including the extra Daimyo card) and place them in the middle of the table, face up—this is the **Scroll Pile**.

Shuffle the remaining non-scroll cards to form a **Main Deck** and deal one card to each player's hand (you may look at cards in your hand). Draw one card per player in the game from the main deck and place them face up next to the Main deck to make a **Discard Pile**. Play begins.

PLAY SEQUENCE

Play is in **Turns**, each with an **Action Phase** and a **Draw/Discard** phase. If a specific **Location** card is played, the **End Game** phase begins, ending the game.

Action Phase: A turn starts with an Action Phase involving a simultaneous choice by all players: either **Crack your Scroll** or **Play a Card**. Players Playing a Card throw down their card of choice from their hand to the table, face up. Players cracking their scroll pick up their scroll. Both of these happen at the same time.

Cracking Your Scroll: these are resolved first. Once you've looked at your scroll (i.e. "broke the seal" or "Cracked" it) it can no longer be turned in to the Daimyo, and is in effect a "Poisoned" Scroll (presenting it will get you killed and score zero points.) Open scrolls stay in your hand.

TERMINOLOGY/CARD RULES

REVERSIBLE: Any action either with a Target or specifically labeled REVERSIBLE can be **reversed**. Actions with a Target reverse the effects (treat it like the Target played the card against the person who played it against them). Other cards may have specific REVERSIBLE effects noted. However, some cards also say to do things to a player, or any player, or your choice of player, etc., but don't specifically say TARGET. In those cases, the card isn't REVERSIBLE unless it specifically says so.

DESTROY: Cards that are Destroyed are removed from the game. Other cards can possibly bring them back.

BLOCKED: Some Actions BLOCK a location. Leave the Action card on the Location. From now on the Location is considered as if it was in the deck (not in play). Cards that require it can't be used, its Effects are not played, and it doesn't count as a Location in Play to bring in the Daimyo's Castle.

PLAY SEQUENCE CONT.

Play a Card: After any scrolls are cracked, cards resolve in order from lowest to highest using the number in the top left (their **Order**).

Some cards can play "AT ANY TIME". A card playable AT ANY TIME used during **Play a Card** plays in its numerical Order; if pulled from the hand in response to another card action or situation, the card takes effect instantly. If more than one AT ANY TIME card are played together, resolve which goes first using their Order.

There are several kinds of cards in the game: **Scrolls**, **Locations**, and **People**.

Scrolls: The game comes with two **Daimyo**, two **Poisoned**, and three **Decoy** scrolls. Scrolls have no specific effects except for earning points (or your death) in the **End Game** phase. Scrolls that are facedown on the table are **Sealed**; the ones in your hand are unsealed or **Cracked**.

TERMINOLOGY/CARD RULES

Keywords: Cards may say "Cancels Combat", "Stops Peasants", etc. The cards indicate if the person is a peasant/engaging in combat/etc.

An Action that says "take a card" means from a player's hand if not specified. If a card says to **replace it with one from your hand**, the original card is discarded unless specified.

If an Action **lets you play a new card**, that card resolves immediately, not in the new card's Order.

If a card **specifies a Discard of a specific type**, you cannot play the Action without it. If you don't have it, you can choose the alternate Action or the card does nothing.

If a card **uses a Discard as a way to do something** ("Discard up to 2 cards and draw two cards per Discard"), do not count the Action card's Discard unless it says so.

PLAY SEQUENCE CONT.

Locations: Once played, these stay in the play area, are not discarded, and only are removed with specific card actions. Locations have an **Action** (taking effect when the card plays and are handled like any action), and ongoing labeled **Effects** which influence game play for all players.

Locations also serve as a game timer: once the **Daimyo's Castle** card is played, the game enters the **End Game** phase.

People: Each Person/card is you enlisting their services to do **one of two Actions**. You choose which Action when you resolve the card. If an Action needs a **Target**, slap down the card pointing the arrow on top at the Target player.

Unless the card says otherwise, after resolving a Person card you Discard it. Card Discards/Draws due to an Action played are separate from those that happen during the Draw/Discard phase.

Draw/Discard: GAME PLAY

After Actions are resolved, all players draw and may discard additional cards. At the start of the game each player draws **one** card in this phase. Players draw cards in any order.

You start with a **Hand Limit of 5 cards** (not counting sealed scrolls); if you have more cards in hand then you must discard down to this after drawing new cards.

Other than resolving Hand Limits, the only other time you discard cards is either in response to an Action or due to the Temple Clearing effect. If you discard a Scroll, it goes face up to the Scroll pile.

Locations may change cards drawn in this phase, change the hand limit, or to force a mandatory discard every turn.

When the main deck is depleted, shuffle the discards to make a new deck. After everyone has resolved their Draw/Discards, a new turn is started.

When someone plays the Daimyo's Castle **END GAME** Location, the End Game phase starts immediately. Everyone turns over all of their in-hand cards (the thrown out regular actions no longer apply). Everyone can play any remaining "ANY TIME" cards in Order to resolve any last actions. After that, reveal the scrolls and calculate score.

Scoring: Any player with more than one scroll, a poison scroll, or any cracked scrolls is killed = 0 points. The Daimyo's scroll = 10 Points; One Decoy scroll = 5 points; and each other card in your hand is +1 points (only if you aren't dead).

When more than one player has an uncracked Daimyo's scroll the Daimyo scrolls are **CONTESTED**. Unless a player plays another Action card that resolves this, **both** players with Daimyo scrolls are killed. Two Daimyo scrolls where one is cracked and one is uncracked is not **CONTESTED** - the uncracked one is considered legitimate.

STRATEGY

First and Foremost: you need to always have an idea what scrolls are out, and who has them (including yourself). Finding a card that reveals a scroll without cracking is good; getting enough cards to quickly repair a scroll, then cracking it, is another.

Keep checking other player's cards so you know if anybody is planning anything. Another player with a few Craftsmen may be getting ready to crack and repair a scroll—someone with the Daimyo's Castle might be getting ready to end the game.

Learn how "chaining" cards lead to larger effects. For example, you can crack a scroll and play an AT ANY TIME card the same turn to possibly crack and repair a scroll the same turn.

When things are grim, cards with random effects are sometimes a worthy gamble.

ONMITSU PLAY REFERENCE

Setup: create a pile of scrolls (one Daimyo, one Poison, and random Poison and Decoys) equal to the number of players. Give each player a face-down "sealed" scroll. Leave the rest of the scrolls face up in a Scroll pile. Shuffle main deck, create a discard pile equal to the number of players. Each player draws one card from the deck and play begins.

Turns have two phases: Action phase and Draw/Discard phase.

Action phase: each player either cracks a scroll (puts it in hand) or plays a card. Put cracked scrolls in hand, then resolve the action cards in Order of their Order number, low to high. When resolving an action, you choose one of the two actions. Instructions on how to resolve the Action are on the card.

Draw/Discard: each player draws one new card and then discards down to the Hand Limit of 5. How many cards drawn/additional discards may be added by location cards in play.

If someone plays the Daimyo's Castle, start End Game phase. Turn all cards in hand over. Resolve any ANY TIME cards. Then reveal face-down scrolls and figure out score.