

# The Kitsune's Game

3-4 Players, Co-Operative  
Estimated Game Time: 15 Minutes  
Ages: 13+

Work together to unravel the mystery of the Trickster Kitsune's illusion in this 3-4 player memory based social deduction game.

## Objective

The goal of the game is to gather information to create pairs of evidence cards at specific locations through memory and discussion in order to escape the Kitsune's illusion.

## Components

- 16 Location Cards
  - 6 of which are Pair Holder's
- 12 Evidence Cards
  - 2 White Flowers
  - 2 Black Flowers
  - 2 Pink Flowers
  - 2 Orange Foxes
  - 2 White Foxes
  - 2 Purple Foxes
- 4 Role Cards:
  - 3 Citizen
  - 1 Kitsune
- 12 Objective Cards:
  - 6 Outcome
  - 6 Target Location
- 4 Player Pawns
- 1 Round Counter Dice

## Specific Vocabulary

- Evidence Cards: Cards indicating evidence for either reality or illusion magic. To be made into pairs at the drawn Target Location at the end of the Discussion Phase.
  - Flower Cards: Cards indicating evidence of reality.
  - Fox Cards: Cards indicating evidence of illusion magic.
- Location Cards: 16 cards marking different positions in the town.
  - Pair Holders: 6 marked with "Pair Holder" on the top right of those cards, indicating sites of Evidence.
- Role Cards: 4 cards indicating what role the player will have for that game. There are three citizens, and one Trickster Kitsune.
  - Citizens: The citizens play the game as normal, gathering evidence during the Investigation phase and make the appropriate pairs during the Discussion phase.
  - Kitsune: The Kitsune is a trickster, and their objective is to deceive the other players into making incorrect pairs at the end of the discussion phase.
- Objective Cards: There are two types of objective cards, Location and Outcome, Draw two pairs from each deck, indicating a combination that the players want to achieve, in a specific location.
- Action Points (AP): These are points players spend on their turns in order to perform one of the two possible actions.
- Round Counter: A six sided dice, used to indicate how many rounds have passed. At the start of every round turn the dice to indicate one additional number.



- On their turn, players can use their 2 Action Points for one of the following things in any combination:
  - Move (1 AP): The player may move their pawn one location card up, down, left or right from their current location. Players may occupy the same Location.
  - Check (1 AP): The player may draw one Evidence card from the location they are currently on and read its contents. They must then put that card back on the location card. They are not allowed to share this information.
    - **Make sure to remember the icon, its color, which card you checked, and its location.**
    - **Players may swap the position of one evidence card with another on the same Location in order to either help with memory or for the Kitsune to cause chaos.**
- The players must discuss amongst each other and attempt to create a pair of the evidence cards corresponding with the Objective cards by swapping them with cards at the Target Locations. The Kitsune can attempt to create disarray by sharing false information during this time.
- Players move cards by swapping them. Swap the positions of two evidence cards. Players may do this a total of five times.

## Game End Conditions

The game ends at the end of the Discussion Phase when a majority of players agree on the positions of the Evidence cards, or have swapped cards around on the table five times.

Here, reveal the Evidence cards placed on the Target Locations. The Citizens win if they matched both pairs successfully, and the Kitsune wins if one or more of the pairs is incorrect.

## An Example of Play

### Investigation Phase (1 Round)

**Player 1:** Moves one space forward and Checks one card, placing it back in the location.

**Player 2:** Moves 2 places

**Player 3:** Checks both cards on the location card they are on.

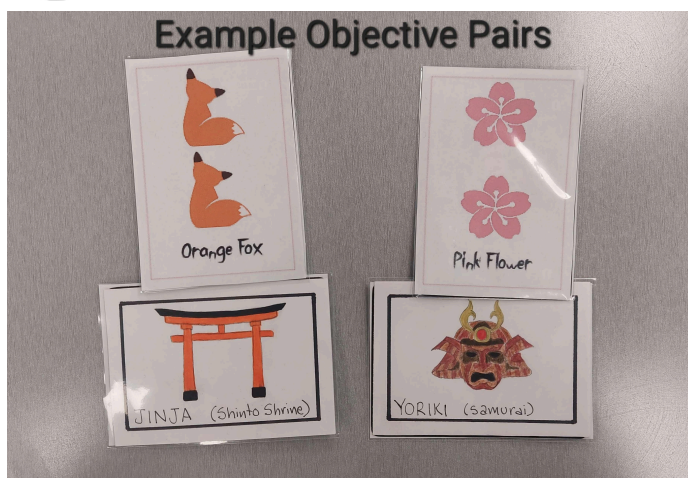
**Player 4:** Moves one space right to the same space as Player 1 and Checks one card previously checked by Player 1.

### Discussion Phase

**Objectives: Black Flowers on the Yorichi and Purple Foxes on the Onsen**

### Discussion Phase

- In this phase, the players draw one card from the Outcome deck and one card from the Target Location deck to create a pair. Repeat this process again to create a second pair.



(Example: Orange Fox at the Jinja & Pink Flower at the Samurai)

**Player 1:** Okay so I remember seeing a Black Flower on the Yorichi, so we don't have to move that one.

**Player 2:** Yeah I remember seeing that too! I also saw one at the Onsen

**Player 3:** And there is a Purple Fox here at the Sakura

**Player 4 (Kitsune, lying):** Wait, no it was the other one at the Sakura and not the one you just pointed at

**Player 3:** Oh really? Yeah, I must be mistaken then.

**Player 1:** I'm pretty sure this one here at the Jinja is a Purple Fox.

**Player 4 (Kitsune):** Awesome, so we know the position of all the cards we need. Let's swap them around!

*Players swap these cards around, and because of the Kitsune player's deception, arrive at an incorrect pair. The Kitsune wins.*

## Credits

The following people made this game possible.

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