

## Gosu X – quick rules

2 players - 14+ - 20-40 minutes

### Components:

120 cards (15 per clan)



1 Wonder token



9 double sided Activation tokens



8 double sided Immortal tiles



3 Victory tokens



4 Ethereal tokens



### How to win?

- Be the first to win 2 Victory tokens.
- Be the first to control 15 face up cards.
- Be the first to control 5 Activation tokens (used or unused)

### Setup:

- 1) Sort the cards per clan, then form 8 piles and place the Immortal tiles face up below each corresponding clan deck.
- 2) Determine randomly a 1<sup>st</sup> player. This player chooses a clan and takes the Immortal tile. The other player chooses 2 clans and takes the corresponding tiles. The 1<sup>st</sup> player takes 2 clans + the tiles. The other player chooses a clan and takes the tile. Each player has now selected 3 clans and shuffles their cards into one deck of 45 cards, called their deck.
- 3) The 2 remaining clans returned to the box, but the tiles are flipped face down: their passive ability will influence the game with 2 lasting abilities.
- 4) Each player takes 2 Activation tokens and the Wonder token is placed between both players, in its Neutral position.
- 5) Place the 3 Victory tokens, the 4 Ethereal tokens and the 5 remaining Activation tokens next to the play area.
- 6) Each player draws 7 cards from their deck. They may choose to keep them or to mulligan. To mulligan, shuffle back your hand into your deck, draw 7 cards and discard one card for each mulligan you took, thus reducing your starting hand by one each time you do so.

### How to play?

On your turn, perform one action among 4, then it's your opponent's turn:

- Play a card
- Replace a card with a card of the same level by paying its shift cost
- Spend an activation token
- Pass

### 1) Play a card:

*Players build a tableau of 3 levels, with a maximum of 5 cards for each level, so 15 cards make the maximum size of your tableau.*

The first card you play during the game must be a level 1 card. Place it at the bottom left of your play area and resolve its ability (text written in **white**) if you want to.

The second card you play can be either a level 2 card of the same clan or another level 1 card:

- If this is a level 2 card of the same clan, place it on the top of the level 1 you played on your last turn. You cannot play a level 2 card if there is no level 1 card below it and if there is no level 1 card of the same clan in the level 1 area of your tableau.
- If this is a level 1 card of the same clan, place it to the right of your last played level 1 card and resolve its ability if you want to.
- If this is a level 1 card of a new clan, you must discard 2 cards from your hand to pay its cost. Resolve its ability if you want to.

### The tableau-building core rules are:

- You may play a level 2 card only if there is room for it (at least one level 1 card below it) and if you control a level 1 card of the same clan.
- You may play a level 2 card only if there is room for it (at least one level 2 card below it) and if you control a level 1 **and** a level 2 card of the same clan.
- You may play a level 1 card of a clan you do not control (in the level 1 row) by discarding 2 cards from your hand.

### 2) Replace a card with a card of the same level:

Discard cards from your hand to replace a card with another from your hand of the same level and pay its shift cost. This cost is indicated on the middle left of the card you want to replace and is reduced by one for each activation token  on it. You may replace a card with a card of a clan you do not control, even if you do not control level 1 of that clan.

Resolve the ability of the card if you want to.

### 3) Use an Activation token:

Choose one:

- Spend  to draw 1 card.
- Spend   to draw 3 cards.
- Place one of your activation tokens on a card you control with a  spot on it: resolve its ability. From now, this card can be shifted for one less. A card with 2 spots can be activated twice on two different turns.
- Use the "ACTION" of a card you control: some cards you control require you to spend  to resolve their ability. This kind of ability is written with **beige** text.

### 4) Pass:

If you cannot or do not wish to play, you must pass. Your opponent can only play 3 more turns before resolving the Great Battle. Use the turn tokens to track it.

## The Great Battle:

To win a Great Battle, your army must be stronger than your opponent's, so both players compare the Force of their armies:

Level 1 = 2 Force

Level 2 = 3 Force

Level 3 = 5 Force

**Reminder:** a full face-up column's Force is 10.

The player with the strongest army wins the Great Battle and gains a Victory token. In case of a tie, the player who controls the Wonder tokens wins the Great Battle. If there is still a tie, both players win the Great Battle, so they both gain a Victory token.

After the Great Battle is resolved, the winner must sacrifice half of their army, rounded-up. Then, the loser does the same. You must sacrifice OPEN cards only, one by one.

An OPEN card is a card with no card on its right and above it.

## Starting a new round:

- Players draw cards from their deck until they have 7 in their hand, then the loser of the last Great Battle starts the round.
- Players take back their Activation tokens: 2 + the ones they gained by triggering Byun Hyung Ja abilities.

## Note:

- When a player's deck is empty, shuffle it with your discard pile.

## Keywords:

**Additional turn:** you cannot play more than an additional turn in a row.

**Activation token:** 

**Capture:** flip any card face down. If there was a  on it, it is discarded from play.

**Destroy:** place an OPEN card of any player in their discard pile. If there was a  on it, it is discarded from play.

**Ethereal:** cannot be captured or destroyed.

**OPEN card:** a card with no card on its right and above it.

**Recruit:** do not pay 2 cards when you play a card immediately on the right of a Recruit card.

**Secret Shift:** when you replace a card with that keyword, you may play a card from your discard pile (instead of your hand) to replace it.

**Sacrifice:** place one of your OPEN cards in your discard pile.

**Veteran:** if you activate a Veteran card with a , its Force is doubled. Flip your activation token on the other side to show the x2 icon. When a Veteran card with an activation on it is captured or destroyed, you lose this bonus too.

**Vision:** when you play a card with Vision, look at the top card of your deck: discard it or return it to the top of your deck.

**Wonder token:** when you replace a card, you may return the Wonder token on its Neutral position (by discarding it) to reduce by one the cost of the shift. In case of a tie during a Great Battle, the player with the Wonder token wins.

**Wonderful:** when you play a Wonderful card, take the Wonder token. If you already control it, nothing happens.

- **Italic red** text is an interrupt: when the conditions of the card are met, discard the card to trigger its ability.
- **Italic Beige** text is a permanent ability.