

KAMI SAMU



Rulebook

KAMI-SAMA

1. Overview

Kami-sama is a beautiful and intuitive strategy game for 2-4 players set in rural Japan during the Edo period. Players assume the roles of kami, the spirits of the land. Using a combination of asymmetrical player powers, area control, set collection, pattern building, and light card drafting, players will work to balance their Favor with the people and their connection to Nature in order to be crowned *Kami-sama*, the chief deity of the villages.

2. Components

- 1 game board (comprised of 4 villages/wedges)
- 8 kami sheets
- 20 action cubes (5 in each of 4 player colors)
- 4 VP, or Victory Point, discs
- 8 Favor/Nature markers
- 1 score track
- 1 year token
- 80 shrines (20 in each of 4 player colors)
- 60 villager cards (15 for each of 4 villages)
- 15 goal cards (4 of which have backs which denote Year 1)
- 4 player reference cards
- 48 village tokens (12 for each of 4 villages)
- 2 advent tokens (1 red advent token and 1 blue advent token)
- 10 kami-specific components (4 Seed, 4 Moon, 1 Fear, and 1 Rage token)
- 1 first player token (used in the 2-3 player game only)
- 20 Kitsune cards (used in the 2 player game only)
- This rule book



3. Setup

1 Assemble the board pieces as shown and place the board in the middle of the play area. In clockwise order: farming village 1, wealthy village 2, fishing village 3, and holy village 4.

2 Each player should position themselves so that one of the four villages is directly in front of them. The village in front of a player is their "current village."

3 Each player chooses a color and takes the VP disc, all 5 action cubes (setting 2 aside), and the number of shrines listed below of the chosen color.

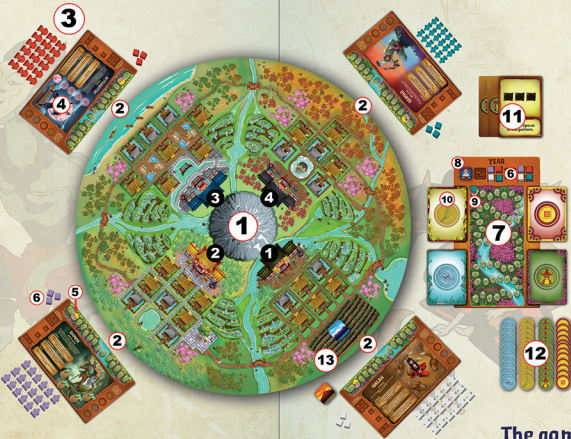
4 Players	3 Players	2 Players
18 Shrines	19 Shrines	20 Shrines

4 Each player takes two random kami sheets, chooses one, and returns the other to the box. Each player then takes all of the components specific to that kami, if any. These components are listed under the passive ability of each kami.

5 Each player places one Favor/Nature marker on the 0 space on both the Favor and Nature track at the top of their kami sheet.

6 Each player takes 3 of their action cubes and places them next to their kami sheet. Place the two action cubes that were set aside in the spaces under Year 2 and Year 3 on the score track as reserve. Players will gain access to one additional action cube at the end of each year.

Year 1	Year 2	Year 3
3 Actions	4 Actions	5 Actions



7 Place the score track near the board.

8 Place the year token on Year 1 on the score track.

9 Each player places the VP disc of their player color on the 0 space of the score track.

10 Shuffle the 4 villager decks, placing them in the following order: farming village top left, wealthy village top right, fishing village bottom left, and holy village bottom right.

11 Randomly draw 2, non-Year 1, goal cards and place them face down in a stack by the score track. These will be the goal cards for the Year 2 and 3. Choose 1 random Year 1 goal card and place it faceup on top of the other 2 goal cards. Return the rest of the goal cards to the box.

12 Place all of the village tokens near the board. Randomly determine a first player in any method agreed upon by the players. Rotate the board so that the farming village is in front of the first player.

13 Place the blue advent token on the board in the farming village. Place the red advent token on the table in front of the first player. This token will move clockwise at the end of every year to denote the beginning of each of the four rounds in each year.

For a 2 or 3 player game refer to the special set-up instructions on pages 16 and 17.

The game is ready to begin.

4. PLAYING THE GAME

Kami-sama spans three in-game years and twelve rounds of play, each round treated as a quarter of one year.

Each round, players take turns in clockwise order. On a player's turn, they will perform as many actions with their available action cubes. Players will have three action cubes in Year 1, four action cubes in Year 2, and five action cubes in Year 3. After each player has taken a turn, the round ends and the board rotates by one village clockwise so that each player has a new village in front of them.



NOTE: During the game, unless an ability states otherwise, players will be largely constrained to affecting their "current" village, i.e. the village directly in front of them.

4.1 YEAR AND GAME FLOW

Kami-sama is played over 3 years, which encompasses 12 total turns for each player.

Each year, carry out the following steps:

1. Start of year
2. Player turns
3. End of year

4.2 START OF YEAR

Some players may have kami with passive abilities that occur at the beginning of each year. Check for and resolve these abilities before the year begins.

4.3 PLAYER TURNS

Each round of the game begins with the player whose current village contains the blue advent token. This will **always** be the farming village in the 4 player game.



The two advent tokens used in the game are included to keep track of how many rounds have passed in the current year.

At the beginning of a year, both advent tokens will be directly in front of the first player for the round.



At the end of each round, the board will rotate to the left, moving the blue advent token on the board away from the red advent token on the table.

After four rounds have passed, the board will have rotated four times and the two advent tokens will have realigned, visually signifying that the year is over.

Advent Tokens

4.4 ACTIONS

On a player's turn, they will take actions that **Add, Move, Remove, Replace, or Rearrange** shrines on the board to increase their influence in the villages and complete the goal of the current year.

The specific actions a player can take are determined by which kami they chose during setup. Each kami has a unique passive ability and three unique action abilities, one of which requires two action cubes to use. However, each kami also has the common **Add/Remove** shrine in current village action ability.

Add/Remove Shrine

Each kami has the basic Add and Remove shrine abilities. During their turn players may place action cubes to Add a shrine, or Remove a shrine in their current village. Players may perform any combination of Add and or Remove shrine up to 4 times on their turn.

Favor and Nature Tracks

When a player gains Favor or Nature they'll move either there favor (yellow) or nature (pink) tokens respectively up the tracks equal to the amount of Favor or Nature earned.

Add/Remove Current Village

DAMOK

ANCIENT GROVE

Place 1 or 2 shrines in a forest to receive 1 Favor or 2 Nature. You may only place 1 shrine in a forest in your current village. Your ability level is 1. You may not place more than 1 shrine in a forest in your current village. Your ability level is 1. You may not place more than 1 shrine in a forest in your current village. Your ability level is 1.

SPECIAT

Remove 1 Food token with 1 shrine in any one village. Each 2 Favor or 1 Nature for each Food token replaced this way.

EVERGROVER

Remove a Food token in any village to receive up to 1 more adjacent shrine. Replacements with shrine removed this way gain 1 Nature.

MULES

Replace an opponent's shrine with a Food token in any village.

Passive Ability

Each Kami has a unique Passive ability. Player's do not have to spend action cubes to activate their passive ability since they are always in effect.

Unique Action Abilities

Each Kami has 3 unique action abilities. During their turn, players will place cubes on their player board to denote which actions they have used. Unique action abilities may only be used once each turn.

Turn in 1 of each token as immediately score 1 AP.

Players must place 2 action cubes to activate their third ability.

A kami's unique abilities can only be activated once each turn. The Add/Remove shrine in current village ability can be used up to a maximum of four times each turn. Each kami approaches the game differently, focusing on particular aspects, spaces, and elements within the game.

Kami abilities use the following terms, described in detail on the following page:



Can I use an ability that adds shrines or tokens if I don't have any shrines or tokens remaining?
Yes, you may still use the ability, but the portion of the ability that would add a shrine or token is cancelled.

4.4 ACTION DESCRIPTIONS

Village Spaces

Each village contains fields, forests, huts, stilt houses, and a temple. Hut and stilt house spaces offer no immediate benefit when a shrine is added to them. However, fields, forests, and temples provide benefits.



- **ADD A SHRINE:** This means to place a shrine of the player taking the action in an unoccupied space. Some abilities that add shrines are limited to a specific type of space, such as a field, a forest, a hut, a stilt house, or a temple. Further, some will specify the shrine to be added in your current village or, conversely, another village.
- **REMOVE A SHRINE:** This means to take a player's shrine from a space and return it to their supply. Sometimes, removing a shrine is limited to a specific area, such as a field, a forest, a hut, a stilt house, or a temple. Furthermore, some abilities will specify the shrine to be removed from your current village or, conversely, another village. Players may remove their own shrines if they so wish.
- **REPLACE A SHRINE:** This means to remove a shrine and add one of your own in its place. This counts as both adding and removing a shrine for purposes of kami abilities. A shrine replaced in a field, forest, or temple rewards that player with the corresponding amount of Favor or Nature.
- **MOVE A SHRINE:** This means to move a shrine from one space to another unoccupied space. If a shrine is moved to a field, forest, or temple, the player to which that shrine belongs **DOES NOT** gain any corresponding Favor or Nature.

If a player moves their own shrine on their turn, this can, however, contribute toward that year's goal.

If a shrine is moved to a field, forest, or temple, the player to which that shrine belongs **DOES NOT** gain any corresponding Favor or Nature. If a player moves their own shrine on their turn, this can, however, contribute toward that year's goal.

When a player activates one of their kami's abilities, they place the required number of action cubes in the space(s) next to that ability. If a player does not have the required number of action cubes to activate an ability, they may not use that ability. Each ability may only be used once on each player's turn, with the exception of the "Add/Remove shrine from current village" ability.



NOTE: Each kami also has an ability that costs **two action cubes** to use. This is the bottom most action on the kami sheet. If a player has only 1 action cube available they may **NOT** use this ability.

If an ability uses the term "adjacent" it is referring to spaces in an orthogonal direction, meaning it does not work on spaces in a diagonal direction.

A player may not pass their turn while they still have any action cubes remaining. There is always an opportunity to use abilities on each turn. If a player ever has all of their shrines on the board, they can still use abilities to remove shrines, including their own shrines (if desired).

After a player has used all of their action cubes, play continues in clockwise order to the player on the left. Once each player has taken their turn, the round ends.

4.5 END OF ROUND

Once all players have taken a turn, the round ends and the board rotates one village clockwise, so that the village that was to a player's right becomes their new current village.



If this was the 4th round of the year, then the year ends and the game proceeds to the END OF YEAR phase. Otherwise, the board rotates clockwise by one village and a new round begins, starting with the player whose current village has the blue advent token. The red advent token on the table is only used to track the passing of the year.

4.6 END OF YEAR

After 4 rounds of play in a year, the year ends. The players must then carry out the following steps in order:

- Determine influence in each village
- Select villager cards for each village, in order of influence
- Score for Favor/Nature tracks
- Prepare for the next year

A. DETERMINE INFLUENCE

Beginning with the farming village, players determine their influence in each village. Influence is determined by connected, orthogonal shrines (not diagonal). The player with the longest chain of connected shrines in a village is considered to have the most influence. The player with the second longest chain of connected shrines has the second-most influence, and so on.

In the case of a tie, the player with a shrine in the temple of that village decides the tie, even if they are not in contention themselves. If no player has a shrine in the temple, then the tied player with the most shrines in the village breaks the tie. If the tie persists then the tied player seated closest to the farming village breaks the tie. To determine who is closest to the farming village, begin with the player whose current village is the farming village, and proceed in a clockwise direction.

If a player has no shrines in a village, they have no influence and therefore will not be eligible to select a villager in the following step.

B. SELECT VILLAGERS

The player with the most influence in a village draws villager cards from the corresponding villager deck equal to the number of players. The player then selects one card of their choice. After selecting a villager card, the player reveals that card and gains its claim ability, if any. Claim abilities will allow players to gain Favor and Nature, village tokens, and possibly add shrines to their current village. After resolving the claim ability on the villager card, that player places it face down next to their kamj sheet. Players will not score the VP on villager cards until the end of the game.

The player with the most influence in the village then passes the remaining cards to the player with the second most influence. That player then resolves the claim ability, if any, of the villager card they selected. Continue this until each player with influence in that village has claimed a villager card.

If a player has no influence in a village, they do not select a villager card for that village this year. After each player with influence has drafted their card for the village, any remaining villager cards are placed on the bottom of the corresponding villager deck.

After villager cards are selected, determine influence in the next village in clockwise order for all four villages.

Villagers are always drafted in this order.



Farming



Wealthy



Fishing



Holy

The following villagers are revealed during the villager draft phase. The red player has the longest chain of contiguous shrines, totaling 4, so they'll have the first pick of the villagers. The red player takes the Artisan and immediately gains 2 Favor thanks to the Artisan's claim ability. The red player then sets the Artisan card face down next to their player board. The Artisan will be worth 2VP during the final scoring phase at the end of the game.

The blue and purple player are tied for second, each one has a chain of 2 contiguous shrines. The white player controls the temple so they determine the winner of the tie. The white player chooses the blue player to go second, which means the purple player drafts third, and the white player drafts fourth.



C. SCORE FOR FAVOR/NATURE TRACKS

Each player compares the values of their individual Favor/Nature tracks and then scores VP equal to the lower value of the two tracks. For example, if a player had 10 Favor, but only 4 Nature, they would only score 4VP. Balancing these tracks is very important to winning the game.

After scoring your tracks, set both to zero before continuing to the next year.



D. PREPARE FOR NEXT YEAR

At the end of Year 1 and Year 2, players must carry out the following additional steps:

- Reveal the next goal card and place it face up on top of the prior year's goal card.
- Each player adds the action cube under the new year to their available action cubes.
- Rotate the board one additional time and move the red advent token on the table so that it aligns with the blue advent token in the farming village.

If it is the end of Year 3, the game is over and players will determine their final score.

5. GOALS AND VILLAGE TOKENS

Goal cards challenge players to add shrines in specific locations and arrangements in villages. Over the course of the game, there will always be one face-up goal card which is available for all players to complete multiple times each year.

If, on their turn, a player adds a shrine that fulfills the active goal card's requirements, they claim a village token of the corresponding village in which they placed the shrine. There are a few restrictions to these goals:

- Players can only claim one village token per village on their turn.
- Players may never claim a village token when it is not their turn.
- Goal patterns can be completed in any orientation.
- If a player has already fulfilled the requirements for the active goal card in a village at the start of their turn, they must still take an action that would fulfill the requirements.

For example, if the active goal card's requirements were to have 1 shrine in two fields and one field or 1 shrine in two still houses and one field, the player would have to add 1 shrine to a field, but, or still house. Even if the player already fulfilled the requirement before taking their turn, they must add a shrine that meets that requirement.

When a player has collected one village token from each of the four different villages, they have completed a set and immediately return them to the supply to score 6VP. Village tokens carry over from year to year. If a player is unable to complete a set, then each token will score 1VP during final scoring.



6. FINAL SCORING

The game ends after the third year of play. Each player calculates their final score by carrying out the following steps:

- Gain 1VP for each village token they have claimed
- Gain VP listed on each villager card they have claimed

NOTE: Do not round up for Peasant villager cards. If you have three Peasants, you will only gain 1VP



In this example the player would gain 10VP from villagers and 4VP from their village tokens.

The player with the most VP is the winner of the game and ascends to become the Kami-sama. If there is a tie, the player with the most village tokens is the winner. If there is still a tie, the player with shrines in the most temples is the winner. If there is still a tie, the player with the most Peasant villager cards is the winner. If there is still a tie, the tied players share the victory.

7. Variants

3-Player Game

The 3-player version of *Kami-sama* introduces the first player token. This is used to track the player turn order, ensuring each player has an equal number of opportunities to be the first player.

1. Setup

Follow the standard setup rules with the following exceptions:

- Players take 19 shrines of their chosen color. Return any remaining shrines to the box.
- Give the first player token to the starting player.

2. Game Play

The game is played as if it is a 4 player game of *Kami-sama* with the following exceptions:

- Start each round with the player holding the first player token.
- At the end of each round, the first player token is passed to the next player going clockwise—the first player of the first round each year will also be the first player of the last round each year.



In a 3 player game, there will be an empty village, so the Advent token can no longer track the First Player each round. Instead, the first player token will be passed around in a clockwise manner. A year will still end when the red and blue Advent tokens meet after each player has had a turn to play in each village.

2-Player Game

The 2 player version of *Kami-sama* introduces an AI represented by the Kitsune deck. Players will play on opposite sides of the board and resolve a Kitsune card at the end of each round.

1. Setup

Follow the standard setup rules with the following exceptions:

- Players take 20 shrines of their chosen color.
- Players position themselves so that they are on opposite sides of the board.
- Shuffle and place the Kitsune deck to the side of the board within reach of both players.
- Place 20 shrines of one of the unused player colors next to the Kitsune deck. These will be the Kitsune's shrines.
- Give the first player token to the starting player.
- Place the Kitsune token next to the village to the right of the first player.



2. Game Play

Commence game play as if it were a 3 player game of *Kami-sama* with one exception: At the end of the round, after the second player has finished their turn, reveal and resolve the top card of the Kitsune deck.

Follow these rules to resolve the Kitsune's turn:

- The Kitsune card only affects the village currently containing the Kitsune token (the village to the right of the first player).
- After resolving the Kitsune card, the first player token passes to the next player (passing back and forth between the two players). Move the Kitsune token to the opposite end of the board so that it is to the right of the first player.
- During the villager draft phase the Kitsune will draft a villager as if it was another player following the influence order. The Kitsune will take the villager with the highest end of game value. If two or more villager cards are tied for the highest VP value then the Kitsune takes one at random. Villager cards drafted by the Kitsune are returned to the box. The Kitsune wins any ties against players for the most influence in a village.

Kitsune Cards

Kitsune cards represent a mischievous fox spirit that acts as a third player determined to disrupt the player's plans. Kitsune cards have 3 different effects and colors to pair with each effect. Orange is for add shrine. Blue for remove shrine. Yellow for replace a shrine. In addition to the colors for effect there are arrows and a number to indicate how many times the effect will occur and which column and/or row players will resolve the effects. The squares on the card correlate to the possible spaces in the village.

To resolve a Kitsune card, follow these steps:

- Orient the card so that it matches the village by the Kitsune token
- Beginning with the top left square, check for any effects that need to be resolved
 - If there is an Orange square, add a shrine from the Kitsune's pile to the corresponding space on the board as long as there is currently no shrine in that space. Follow the arrows indicated in the square, beginning with the far left arrow. Continue adding shrines to spaces in the indicated column and/or row until the indicated number of shrines have been added, or you have attempted to add a shrine to each space of the indicated column and/or row.
 - If there is a Blue square, remove a shrine from that space if it does not belong to the Kitsune. Follow the arrows indicated in the square, beginning with the far left arrow. Continue removing shrines from spaces in the indicated column and/or row until the indicated number of shrines have been removed, or you have attempted to remove a shrine from each space of the indicated column and/or row.
 - If there is a Yellow square, remove a shrine that does not belong to the Kitsune and add a shrine from the Kitsune's deck. If the corresponding space is empty add a shrine from the Kitsune's pile to the corresponding space. If the corresponding space already contains one of the Kitsune's shrines, follow the arrows indicated in the square, beginning with the far left arrow. Continue replacing shrines in indicated row or column until the indicated number of shrines have been replaced or you have attempted to replace a shrine in each space of the indicated column and/or row.

At the end of the year, while selecting villagers, the player with the most influence in each village draws 3 villager cards instead of cards equal to the number of players. After each player has selected a villager card, place the remaining card on the bottom of the corresponding villager deck.



In this example the first effect that needs to be resolved on the Kitsune card is remove 2 shrines on the top row. First the blue shrine in the top left would be removed since it is in the first space showing the remove effect. The left most arrow on the remove effect points left so the Kitsune checks to the left for more shrines to remove but there are none. The second arrow points right. The white shrine in the top row is the next one removed. The Kitsune has now removed 2 shrines so the effect is resolved.

The second effect on the Kitsune card is to add 2 shrines. The initial space shown on the card does not exist in this village so it is skipped. The left most arrow on the effect points up. The first space above is occupied by white so no shrine can be added. However, the space in the top row is now available thanks to the previous removal effect. The Kitsune will add a shrine to the top space in the column. Another shrine needs to be added to resolve the effect. The rightmost arrow points left. This village does not contain spaces in the areas immediately to the left. A forest space is at the end of the row, but a blue shrine is already there. Since the Kitsune cannot add a shrine to an occupied space nothing else happens and the card has now been fully resolved.

8. Appendix

Villages, Goals & Kami sheets

Villages

The village directly in front of a player is their "current village." Any action or ability that refers to current village may only be used in this village. Abilities that reference "another village" cannot be used in the current village, and can only be used in one of the other three villages. Abilities that reference "any village" may be used in any village.

Goals

Players may only complete a goal **on their turn**. If a player's shrine is added, moved, or replaced in a way that completes a goal while it is not their turn, they **DO NOT** gain the corresponding Village token.

A player may only gain a maximum of one Village token per village on their turn. If a player meets the requirements of a goal more than once in a village on their turn, they still only gain one Village token.

If a player already meets the requirements for a goal, they must still take an action that would apply to that goal in order to receive a Village token. For example, if a player was required to control two huts and a field or forest and they already did, the player must add a shrine into one of those required spaces again to complete the goal. Goals are always completed after a player takes an action.

Village tokens are limited to the available supply. Players will always score more points by collecting a set of 4 different Village tokens than by keeping multiples of a single type.

Kami sheets

Every kami sheet has the following three elements:

A. Passive Abilities

Each kami has a unique Passive ability. This ability often reinforces a kami's unique pieces and interactions. Players do not have to spend action cubes to activate their passive ability, since they are always in effect. Some passive abilities can even be triggered outside of a player's turn. This will also note any components specific to a kami.

B. Action Abilities

Each kami has three unique action abilities, in addition to the basic Add/Remove shrine action. During their turn, players will place action cubes on their kami sheet to denote which action abilities they have used. Unique action abilities may only be used once each turn. This is the last ability listed on each kami. Players may use the basic Add/Remove shrines up to four times on their turn. Each kami also has an ability that requires two action cubes to use.

C. Favor/Nature tracks

The kami must balance their harmony between their connection to the villagers (Favor) and their connection to the natural world (Nature). Placing shrines in fields, forests, and temples will raise the Favor and/or Nature tracks. When a player gains Favor or Nature they'll move either their Favor (yellow) or Nature (pink) markers respectively up the tracks equal to the amount of Favor or Nature earned. Players will gain VP at the end of each year based on the value of the lowest track (see End of Year).

First Game Overview

Start of Year (pg 6)

This is where certain kami will activate their passive abilities.

If a player chose Yue they'll need to draw 1 of their Moon tokens at random and place it in the corresponding village. That player may play in that village as if it were their current village.



Player Turns (pg 6)

Play begins with the player whose current village is the farming village. In a 4 player game each round will start with the player in the farming village. In a 2 or 3 player game a First Player token will be passed clockwise to signify who will start each round.

Players begin the game with 3 action cubes. During a player's turn they'll spend all 3 of their action cubes to activate abilities before passing their turn to the next player in clockwise order.

Actions (pg 7-8)

When a player activates an action ability they'll place one of their action cubes on an empty space to the left of the ability. Each kami has the basic add and remove shrine ability that can be used up to 4 times each turn, and 3 unique abilities that can be used only once per turn.

Village Spaces (pg 8)

When a player adds a shrine to a space they may receive a bonus.



Goal Cards (pg 12)

If a player completes the requirements for a goal on their turn then they gain a village token corresponding to the village where the goal was completed. Village tokens are worth 1VP at the end of the game. If a player acquires 1 village token from each village, they'll immediately trade in the 4 tokens and gain 6VP.

End of Round (pg 9)

A round ends after each player has taken their turn spending all of their available action cubes. At the end of each round the board will rotate clockwise by one quarter (village) of the board. Each player should now be situated in front of the village that was previously to their right.

The First Player each round will also rotate clockwise by 1 at the end of each round.

End of Year (pg 10-12)

At the end of every fourth round the year ends. Players will draft villagers and score VP from their Favor and Nature tracks. First the players will draft villagers from the farming village. Begin by determining who has the most influence by seeing which player has the longest chain of continuous orthogonal shrines. If there is a tie then the player who controls the temple space determines the winner of the tie. If the tie persists see pg 6. Next players will draw cards from the farming villager deck equal to the number of players. Beginning with the player with the most influence and continuing in descending order each player with influence will take one of the drawn villagers. Repeat this process for each village going in clockwise order (farming, wealthy, fishing, holy).

Villagers are always drafted in this order.



For more information on drafting villagers see pages 8-10.

Once all of the villagers have been drafted, players will then gain VP equal to the lowest track of their Favor and Nature tracks. Afterwards, reset the Favor and Nature tracks to 0.

Rotate the board clockwise and move the red advent token clockwise so that it begins the next year next to the blue advent token. Return the top goal card to the box and turn the next one in the pile face up. This will be the new goal for the year.

Begin the next year.

End of Game/Final Scoring (pg 13)

This first game will end at the end of year 2. After players have drafted villagers and gained VP from their Favor and Nature tracks they'll also gain 1VP for each village token that was not turned in as a set. Players will also gain VP according to the VP listed at the bottom of each villager.

Glossary

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