

1 Contents



34 Spirit cards (symbols are written above)
 10 Treasure cards (symbols are written below)

◆ Please make sure that the number of cards is not in short, and there are no multiple cards.

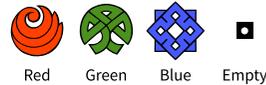
2 Card Anatomy

Name A string that represents the type of the card.

Symbols Icons that represent the contents of the card.

Index Icons showing the arrangement of symbols in the card.

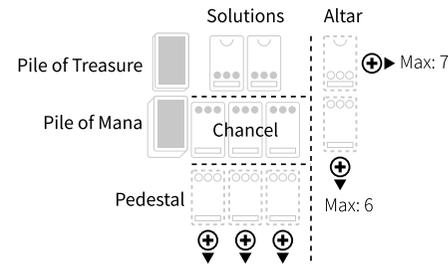
About Symbols



- There are four kinds of symbol, Red, Green, Blue, and Empty.
- Symbols of the Spirit card indicate the type and location of the force that can be mana produce.
- Symbols of the Treasure card indicate the type and location of the force that will be required from treasure to produce a radiance.

3 Configuration of Places and Words

Hereinafter, "row" means a horizontal sequence of cards, and "column" means a vertical sequence of cards.



Pile of mana A pile of face-down Spirit cards.

Pile of treasure A pile of face-down Treasure cards.

Solutions A row that contains face-up Treasure cards up to 2.

Chancel A row that contains 3 face-up Spirit cards.

Pedestal Columns of face-up Spirit cards up to 3. (The number of cards arranged in each column will increase or decrease accordance with the progress.)

Altar A row of face-up Treasure cards. (The number of cards will increase accordance with the progress.)

Columns in the Altar Columns of face-up Spirit cards that is under the Treasure cards in Altar. (You can put the Spirit card up to 6.)

4 Term Definition

Add A (card) to B (column)

Stack a card(A) on top of the cards in target column(B), while keeping symbols visible. If there is no card in the column, put as the first one.

Move the top from A (column) to B (column)

Take the card placed top of a column(A), then add it to other column(B).

5 Game Preparation

1. Shuffle and stack all Spirit cards face down. This is the Deck of mana.
2. Open 3 cards from the Deck of Mana, and arrange them in the Chancel.
3. Shuffle and stack all Treasure Cards face down. This is the Deck of Treasure.
4. Open 2 cards from the Deck of Treasure, and arrange them in the Solutions.

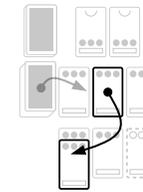
6 Game Flow

- The game progresses by repeating turns.
- You lose the game when you no longer have legal move.
- You win the game if 7 treasures are arranged in the Altar in the end of a turn.

7 Turn Process

- In the turn, you must execute an action any of following: "Induct the Mana", "Get the treasure", "Rotate the treasure", "Foresee".
- These actions can execute if it will be finished successfully.

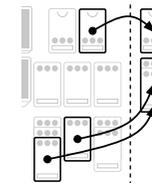
7.1 Induct the Mana



◆ In this action, you can move the Mana from the Chancel to the Pedestal. Mana in Chancel will automatically be replenished from the deck at no charge.

1. Take a card in the Chancel and add it to any of a column in the Pedestal. In This time, the column in which already included a card with the same name can not target.
2. If this is possible, this action will succeed. Otherwise, it fails.
3. After succeed the action, draw a card from the Pile of Mana and place it in an empty space in the Chancel. If the Pile of Mana ran out, skip this.

7.2 Get the Treasure



◆ In this action, you can move the Treasure in the Solutions to the Altar. Unlike Mana, you need a separate action with cost to replenish the Treasure in the Solutions.

1. Take a card in the Solutions, and place it to the rightmost end of the Altar. If there is no card in the Altar, put it as the first one.

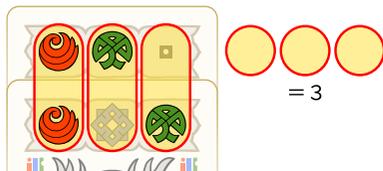
THE FORT OF GOLD

Card game for one player
 20 to 30 minutes
 for 12+ years old

In this game, "The Fort of Gold", you will manipulate the power of Mana as a shaman and aim to win seven treasures by using this. Dedicate the golden treasures, and build a fort to keep away calamity.

2. Take a(some) top card(s) from **one or more arbitrarily selected column(s)** in the Pedestal, and add it(them) to a column of the rightmost Treasure in the Altar.
3. As a result, if that Treasure has **the Radiance of Life** (details see below), this action will succeed. Otherwise, it fails.

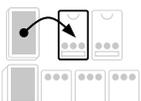
7.3 Radiance of Life



◆ It requires to a column the same symbol in the same position as its Treasure. When you have at least one by one corresponding symbol, it will succeed to the decision.

- For three all symbols of the Treasure card, check as below.
 - A symbol that you are checking now is called request symbol.
 - Check all symbols in the same position under a request symbol.
 - If there is same symbol as the request symbol **at least one**, matches the condition.
 - Otherwise, it does not match the condition.
- If **all three symbols** of the Treasure match the condition, it has the Radiance of Life.

7.4 Rotate the Treasure

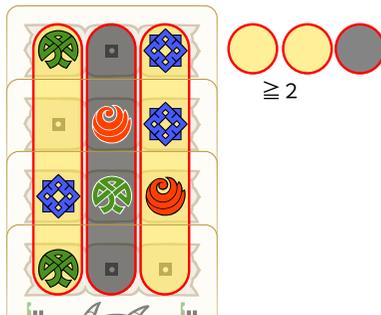


◆ In this action, you can replenish and/or swap the Treasure in the Solutions.

1. Move the top of any column in the Pedestal to any column in the Altar. In this time, the column in which **already placed six Spirit Cards can not target as destination.**

2. As a result, if the Treasure has **the Radiance of Force** (details see below), this action succeed. Otherwise, it fails.
3. If succeed the action, do the following things.
 - If already two cards are placed in the Solutions, return one of them face down to the bottom of the Pile of Treasure.
 - Draw a card from the Pile of Treasure, and place it to the Solutions face up. (You do this process regardless whether did the process of above or not.)

7.4.1 Radiance of Power



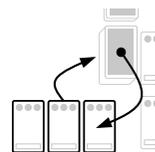
◆ It requires to a column the same symbol in the same position as its Treasure more. **Extra symbols will be minus conversion.** These must be a **majority** than others.

- For three all symbols of the Treasure card, check as below.
 - A symbol that you are checking now is called request symbol.
 - Check all symbols in the same position under a request symbol.
 - If the **”number of the sa symbols as the request symbol” is greater than ”the number of the other symbols”**, match the condition. In this case, **empty symbols are not included in the number.**

- Otherwise, it does not match the conditions. (Also the case of a tie, does not match.)

- If **more than one of the three symbols** of the Treasure matches the condition, the Treasure has the Radiance of Force.

7.5 Foresee



◆ In this action, you can manipulate the order of the Pile of Mana.

1. Move the top in any of the columns in the Pedestal to any of the columns in the Altar. In this time, **a column that are already placed six Spirit Cards can not target as a destination.**
2. As a result, if the Treasure has **the Radiance of Knowledge** (details see below), this action succeed. Otherwise, it fails.
3. If succeed the action, do the following things.
 - Draw **3** cards from the Pile of Mana, and check their contents.
 - Return one of the cards face down to the top or bottom of the Pile of Mana in arbitrarily order.

7.5.1 Radiance of Knowledge

◆ When the column of the Treasure has reached the upper limit number, it will succeed to the decision.

- If the Spirit Cards of a column belonging to the Treasure is **6 (if now the 6th card is placed)**, the Treasure has the Radiance of Knowledge.

8 Victory and Lose Condition

- At the time of your turn end, if **7** Treasures lined up to the Altar, you win the game.
- At the beginning of your turn, if **there is no action to take**, you lose the game.
- And if the victory is found to be impossible, where it is possible to finish the game in defeated.

Supplement

Is it possible to obtain the Radiance of Power repeatedly with add a Mana to Treasure that has already has the Radiance of Force?
→ Possible.

Should the request symbol be included in the newly placed card to get the Radiance of Force?
→ If the result is match the condition in the rule, this is not necessary.

Is it possible to add a Mana to Treasure in such a way that does not lead to any action?
→ Not possible.

Is it possible to lose the Radiance of Power to obtaining the Radiance of Knowledge?
→ Possible.

Credit

- development and publishing: Kuuri Keikaku ● illustrations, graphic design rules Design: Hakushi
- Created: Game Market 2019 Spring

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Manual ver 1.0