



**Card Game: Liberator of Dylan**  
 Game Design by Daisuke Sasazer  
 Game players for 10 years and over  
 Game by 2 to 4 persons  
 Play time from 5 to 20 minutes

**Story:**

Far back in the past, somewhere a long way off, There was Dylan Kingdom, whose ruler is Goddess, of half-human and half-snail. Dylan Kingdom, however, disappeared all of a sudden. It is said that someone put the seal upon the whole kingdom.

As time goes by, wizards gathered at a small ancient shrine in a remote region. They heard a legend, "Someone who unsealed Dylan Kingdom would be a ruler of the kingdom."

Then, there started Liberation War of Dylan among wizards.

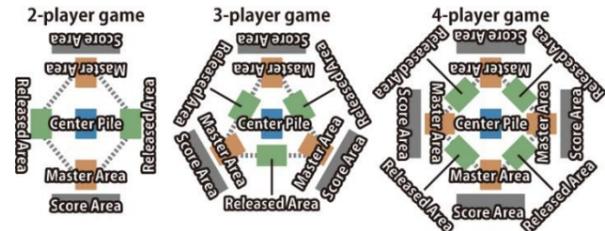
**Outline:**

Players are wizards and try to liberate Dylan Kingdom. A player who gets the highest score becomes its ruler, by using sealed magic power of characters and magic items.

**Preparations:**

**1 Cards**  
 First, fix up the number of cards of "Secret Treasure of the kingdom" and "Curse of the kingdom." In case of 2 players, one each; in case of 3 to 4 players, two each. Shuffle those cards and other cards well. "Curse" cards left out will be used later. Deal 8 cards to each player as his hand and turn down the rest in the center space.

**2 Space**  
 Set the space where players discard: the space is called "Released Area," which number and location differ according to the number of players. Then, turn over the first card from center pile, and place it face up in the "Released area."



Don't select a card with carved seal as the first card in the Released Area. In case of the carved seal card being placed on top of piled cards, insert the card in the midst of pile.  
 cf. Explanation of the sort of cards

**The Outline of the Game (Game Outline):**

First, toss up for the first player. The order is clockwise. The winner is a player who gets the highest score. Every player tries to get higher score, using more advantageous cards. When his turn comes, he chooses one of the following 3 procedures.

**1 Release or Discard**  
 Discard a card from his hand to either Released Area or Master Area. (Master area in front of him, or Released areas of its right and left) cf. The way how to release cards  
**2 Benefits 役**  
 There are some rules of putting cards in order. In case of having benefit in your hand, discard the benefit cards in the score area. cf. Explanation of Benefits

**3 Picking a card from the pile**  
 If the card in his hand doesn't fit to 1 or 2, the player picks a card from the pile. If the card enables the player to do 1 or 2, he can practice it. In case of using more than one card, the picked card (●) should be included. When the picked card doesn't fit to 1 or 2, keep the card in his hand and finishes his turn.  
 Only when a card is the last one, call "last." When the last hand is two-card

benefit (cf. explanation of sorts of cards), or when the picked card form benefit, the player wins the game, without calling "last."

**Finishing the game and its victory or defeat**

His turn comes to an end when one of 1, 2, 3 procedures is over, and the hand moves to the left player (clockwise). During the game, one of the following three finishes the game, getting a winner, a liberator in the game.

1. Any one of players fixes up the benefit of "Blessing of Dylan" or "Descent of Goddess" in his hand.
2. Any one of players comes out first, discarding all cards of his hand.

N.B. the benefit of "coming out first"  
 1 In case of releasing all cards  
 The last card of fixing up the benefit should be a regular card. cf. Explanation of Benefits

2 In case of fixing up the benefits  
 The benefits already fixed up in one's hand should not be used as the last card.

3 In case of picking a card from the pile  
 Fixing up the new benefit by adding a picked card from the pile, discard benefit cards in the score area as the last hand.

3. Any one of players picks a card from the pile (●) and no card is left in the pile

The game will be continued, even if no card in the pile and players can practice the game.

In case of 1, the player is the winner when the benefit is formed.

In case of 2 and 3, compare scores and the player who gets the highest score is the winner.

Play games several times, and the player who becomes the winner three times would be the Ruler, Liberator of Dylan Kingdom.

**The Way to Release Cards**

The way to release cards depends upon colors of jewels (color) and sorts of items (sort) on cards. When either 'color' or 'sort' of the released cards corresponds with the color or sort of players' card, the player release (discard) his cards over the card in the Released area. This is called "mustfollow." If the player has any card with no color or sort, or doesn't have the same sort of card, "mustfollow" would not be practiced. Therefore, such card cannot be released in the area.



**The Way to look at Card Data**

Card data is as follows: View point of data is the same in different sort of card.



- 1 color ▶ mustfollow mark
- 2 sort ▶ mustfollow mark
- 3 benefit ▶ showing different benefits
- 4 icon of auxiliary benefit ▶ icon on the item card showing benefits
- 5 illustration ▶ visually shown
- 6 name of items ▶
- 7 sorts of cards
- 8 master icon ▶ icon on the master cards
- 9 magic effect ▶ showing magic effect as icon

**Explanation of the Sort of cards**

There are two sorts of cards: on the back of cards, "regular cards" have ordinary pictures and "carved seal cards" carved seal. Two sorts of "regular cards" and 4 sorts of "carved seal cards", that makes 6 sorts of cards altogether. During the game players can see the back of cards. That will give players to plan strategy. The way to release cards



are different according to the sort of cards.

**Two Sorts of Regular Cards**

Two sets of "mustfollow mark" and the number of regular cards are fixed. Knowing this will give players hint of strategy. The last card of fixing up the benefit should be a regular card.

**Item Cards**



the way to release cards: mustfollow  
 released place: released area

Item cards are valuable treasure, which were sealed at the same time Dylan Kingdom was sealed.

Item cards can be released by mustfollow into the released area. The combination of 2 sorts of mustfollow mark is numerous, and the same combination

cards are 3 each. When the player has two of the three, he can release two cards at a time. To release two card a time is advantageous. When three item cards are in his hand, it is the benefit of "three-card benefit" and the player gets higher score by releasing them in the released area.

**Cards of Rotation Power**



the way to release cards: mustfollow  
 released place: released area

Power of Turn cards have mysterious power. They have no colors but two sorts of mustfollow mark. They can be released by mustfollow in the released area, when they activate power of turn. All master cards in the master area will be moved (turned) toward the direction

of released area (in case of right-side released area, the area on the right: in case of left-side, one on the left). Using this power, the player moves the master cards wanted or unwanted.

**Four sorts of Seal-carved cards**

To make the game advantageous, better use of seal-carved cards.

**Master Cards**



The way to release cards: unconditional  
 released place: master area

Master cards are those of magic masters, which were sealed at the same time Dylan kingdom was sealed. There are 5 sorts of master cards. When a player has a master card in his hand, he can release it in the master area on his

turn. When the player releases a card of "Magical Scrolls" into the master area, magic power is practiced according to the power of masters. In case when a master card is already released in the released area and when a player has another master card in his hand, the released master card will be moved to Score area and the player can also release the master card in his hand. (gaining score by master card)

**Cards of Magical Scrolls**



the way to release cards: mustfollow  
 released place: released area

Magic scroll card is one of treasures of Dylan Kingdom, which magic masters needed to practice magic. They are released by mustfollow in the released area. Having many mustfollow marks, this card is conveniently used in various phases. When a magic scroll card is

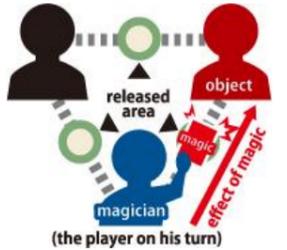
released in the released area, where master cards have been set, magic is practiced. When a card of magic scrolls is released in the released area, it gains "small magic power." When two are released together, it gains "big magic power." The cards have two sorts, white scroll and black scroll. When two cards are released together, either white or black card can be used. By using mustfollow mark on the top, it is continuously released.

c.f. Explanation of Magic

**The Object of Magic**

The object of magic depends on the released area of the card. A magician (the player who practices magic) releases a card on his right, then the player on the right is the object; on his left, the left player.

Example of a game by 3 person.

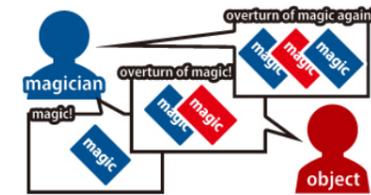


**Overturn of Magic**

When a player is the object of magic, the player overturns the magic only when he releases the same number of Magical Scrolls cards over the magic cards.

If the player has the same number of magic cards, the magician (player) overturns the magic again. That is, the magician overturns the magic when he has magic scroll cards.

c.f. Explanation of magic



When the player practices magic, the object immediately makes up his mind whether he overturns the magic or not. The turn naturally moves to the player on the left. In case when the object is the player on his right, the player also

decides overturn. After the effect of magic, the turn moves to the player next.

**Special Mention**

Sometimes it happens that no cards left in the "released area." In this case, the player can release magical scroll card only as his first card

**Cards of Hidden Treasure of Dylan**

the way to release cards: none  
 released place: none



**Cards of Curse of Dylan.**

the way to release cards: none  
 released place: none



This card has no mustfollow mark, and therefore no way to be moved from the player's hand except the effect of magic. At the end of the game, in players' hand, a card of "Secret Treasure" scores +3 and a card of "Curse" -3. The benefit of "Coming Out First" is the highest score, under the condition of releasing all cards from the player's hand, that is, no way of victory as far as having the card of "Curse of the kingdom."

**Explanation of Magic**

The effect of magic by masters' cards are as follows. Each master has 4 sorts of power: small magic power, its overturn, big magic power, and its overturn. Refer to the card of "Magic Power."

It's better for players to keep the card at hand during the play. As for the relation of "magician and his object" and "overturn of magic", refer to the "Cards of Magic Scrolls" in the unit of "Explanation of the Sorts of Cards." There is no difference between white scroll and black scroll in the effect of magic. The difference is their benefits.

**Fire Lizard,Swordsmith**



**small magic power attack**  
The object adds 3 cards from the pile.  
**overturn of small magic power**  
Magician (player) adds 3 cards from the pile.  
**big magic power supply**  
Magician adds 5 cards from the pile.  
**overturn of big magic power**  
The object adds 5 cards from the pile.

**Owlman,Astrologer**



**small magic power turn of players' cards**  
Let all players' cards turn to the direction of the released area where "Magic scroll card" is released.  
**overturn of small magic power**  
prevention of turn  
**big magic power showing of players' cards**  
Let players' cards open except those of magician. Playing the game with all cards facing up. Keep all cards facing up even when some cards are moved under the effect of magic. All cards are kept as their hand after

the big magic power.  
**overturn of big magic power**  
Only a magician shows his card to other players.

**Pagan Minstrel**



**small magic power conditional exchange**  
Magician exchanges cards of less than 3 with the object. First, the magician selects exchange cards putting them face down at his side. Next, the magician picks up the same number of cards from the object and exchanges them.

**overturn of small magic power**  
prevention of exchange  
**big magic power advantageous exchange**  
Magician exchanges cards of less than 3 with the object.

First, the magician selects exchange cards putting them face down at his side. Next, the magician picks up the same number of cards from the object, checks cards, and exchanges what he needs.

**overturn of big magic power**  
prevention of exchange

**Padlock Oracle of Dylon**



**small magic power sealing master cards**  
Sealing (releasing to outer space) master cards set by the object

**overturn of small magic power**  
Sealing master cards set by the magician to outer space

**big magic power purification of curse**  
Purify (releasing to outer space) magician's Curse of Dylon card.

**overturn of big magic power**  
prevention of purification (releasing).

**Red-eye Devil**



**small magic power curse**  
Put a curse on the object. The object adds ""Curse" card to his hand from outer space. This magic is repeatedly practiced as far as "Curse" cards are in the outer space.

**overturn of small magic power**  
Magician gets a curse, that is, magician (player) adds curse cards.

**big magic power chaos**  
The object has to get all released cards in his released area.

**overturn of big magic power**  
Magician has to get all released cards in the released area of the object.

**Explanation of Benefits**

There are various benefits in the game. Try to form benefits of higher score. When the benefit is formed in his hand, it is not counted as score unless the player releases the benefit to the score area in your turn. It is also prohibited to release other benefit card as the last hand in order to form "Coming out First." When you form benefit by picking a card from the pile in his turn, the benefit is admitted effective as the last hand.

**Notation of Benefits**



①names of benefits ▶ being distinguished by letters and colors  
②necessary number of cards ▶"1/5"= one of 5 needed  
③number of cards for the target of benefit ▶ number of cards for the target

When the number of cards for the target is 5 and cards needed are 5, the player has to collect 5 cards. The benefit is difficult one. One benefit is collecting necessary cards, and the other benefit is meeting special condition. c.f. the following table of cards



**Blessing of Dylon** victory points of 2 games  
Treasure cards blessed by Goddess Dylon – 5 cards When the player collects all specific 5 cards, he will be blessed by Goddess.



**Descent of Goddess** victory points of 1 game  
When three oracles serving to the Dylon shrine get together, they can handle power of Dylon. Collect all three specific cards.

**Coming out First** 5 points

A player who releases all cards in his hand faster than anyone else, he will come closer to the ruler of Dylon.



**The Grace of Forests** 4 points  
In the bottom of deep forests, mysterious power of unknown beasts is sleeping. Collect specific 3 cards.



**Wisdom of Ancient Times** 3 points  
Secret treasure of ancient times handed down by Dylon kingdom. It is unknown wisdom of God and civilization. Collect 3 out of 5 specific cards.

**The same Three Cards** 3 points  
Collect 3 item cards with the same mustfollow mark.



**Not Turning Around** 3 points  
Secret treasure embodied by the power of Goddess of Dylon. Collect 3 out of 5 specific cards.



**The Guard of the Spirit of Fire** 2 points  
Amazing sword forged by Fire Lizard, who is chanting incantation. Only Fire Lizard can handle it beautifully to demonstrate power. Collect specific 2 cards.



**Clairvoyance** 2 points  
It is said that a set of Astrologer Owlman and sextant with owl eyes can read the movement of stars in a great distance. Collect specific 2 cards.



**Strange Tales** 2 points  
It is said that a completely different world exists in the ends of the earth. Minstrel saw the world by her eyes. Collect specific 2 cards.



**Guardian Deity since the age of gods** 2 points  
They (gods) have existed since prehistoric times of Dylon kingdom. They are said to be divided from Goddess. Collect specific 2 cards.



**Peerless Curse** 2 points  
Devil once terrified Dylon kingdom. It is said that his closed red eye was injured by Goddess. Collect specific 2 cards.



**Master Score**  
The player gains score by "Gaining score by master card." In case when master cards are already released in the master area, they are moved to Score Area and the player can release master cards from his hand. Score is different by masters. "Devil of Red Eyes" – 3 points "Fire Lizard,Sword smith" – 1point.

"Owlman,Astrologer" "Pagan Minstrel" "Padlock Oracle" – 1point.



**Terror of Magic Power** 1 point  
Extreme concentration of magic power may upset the balance and confuse the game. Collect 3 out of 5 specific cards.



**Discard (Throwing Away) Magic Power** 1 point  
When the player considers it dangerous to gather cards of magic power in his hand, he'd better throw them away at once. Collect 3 out of 5 specific cards.

**Item Millionaire (Gathering many item cards)** 1 point  
Collect 10 item cards

**Playing Technique**

- First, aim at "Coming Out First." When many cards are gathered in your hand, change a strategy into fixing up benefits.
- As the number of cards are limited, you'd better remember how many benefit cards and master cards are released in the space.
- When master cards wanted are released in the space, try to get them by use of "Cards of Rotation Power"
- Try to keep several "Cards or Magical Scrolls" when you practice magic, in fear of overturn.
- "Carved Seal Cards" are the hint to infer cards in other players' hands. You'd better have some sorts of carved seal cards, in order not to be read your hand by other players.
- In one turn only one benefit can be released. Therefore, if you have benefits more than one, try to release from the benefit with higher score.
- You can manipulate the number of cards in your hand by the power of Fire Lizard. At the same time, you can use more cards from the pile, so you can manage to come closer to victory.
- By using "turn of players' cards" of Owlman, you can reverse the situation all at once. When you have good benefits in your hand or you are getting closer to "Coming Out First," be careful of magic by other players.
- Magic of Minstrel is suitably used to handle "Cards of Curse of Dylon" and "Cards of Hidden Treasure of Dylon" When you watch the movement of "Carved Seal Cards" carefully, you can get necessary cards even by "conditional exchange."
- You'd better have "Padlock Oracle" cards as a check as they can seal master cards, but they are not easily released in order to wait for fixing up Descent of Goddess. Purify "Curse card" as soon as you get it.
- Magic of "Curse of Devil" is effective when padlock oracle is not present. Magic of chaos not only interferes with other players, but also makes cards handed over intentionally handed over.

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