



The Liason

Comes into play  
Enable to swap for the card you used to occupy the area.



The Capital Guardian

The Capital  
Shield + 1



The Capital Guard

The Capital  
Light + 1



The Commando

When it attacks solo  
Light + 1



The Rookie



The Forest Guardian

Forest  
Shield + 1



The Forest Guard

Forest  
Light + 1



The Priest

During the occupation  
Sun + 1



The Rearguard

Discard(Defense)  
May return the other card which participate in defense with this card to hand.



The City Guardian

The City  
Shield + 1



The City Guard

The City  
Light + 1

☀ Card list

Ace Card



The Dragon



The Bishop

During the occupation

☀ +2



The Berserker

When it attacks solo

♀ +2



The Archer

During the occupation

It ♀ +2 attack point of the battle which occurs in the adjacent area.



The Warrior



The Bird Soldier

In the battle  
The opponent cannot obtain the offset of the area.

☀ Card list

The Red Prince & The Blue Princess



The Red Prince

When the card is discarded, you lose the game.



The Blue Princess

When the card is discarded, you lose the game.

☀ Card list

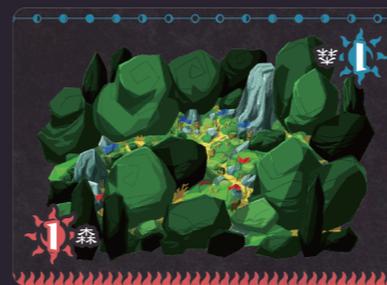
Base card



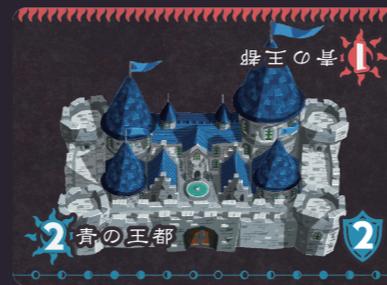
The Red Capital



The Red City



Forest



The Blue Capital

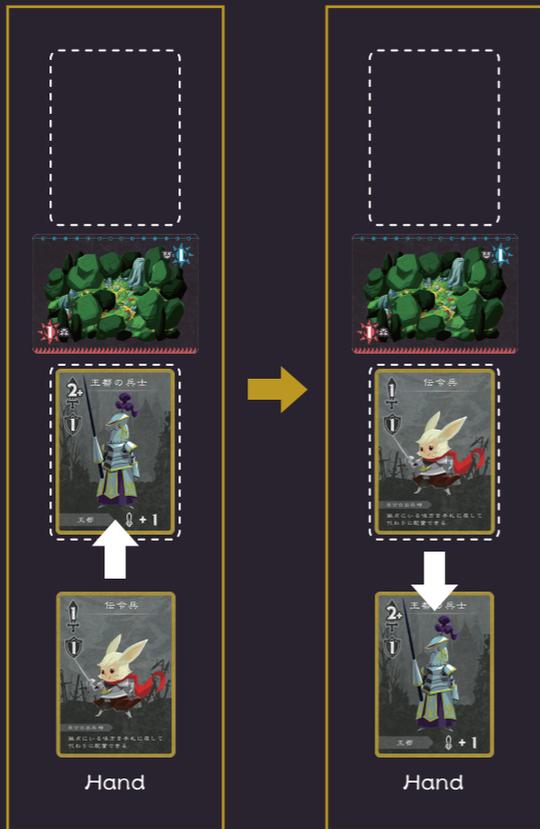


The Blue City

☀ Card TIPS



**Normal Card "Liason" :**  
The "Liason", with cute cloaks and ears, enables you to "swap it for the card you used to occupy the area". This card is valuable because you can retrieve a card which has high attack points in an area you occupy.



**Normal Card "Rearguard" :**  
The "Rearguard" is valuable for defending your area. Even if you lose the battle, you can get back the card which defend together with "Rearguard" by discarding only the "Rearguard".



**Example:**  
When the Archer & the Bird soldier (total attack points 4) vs the Kingdom Guard & Kingdom Guard (total defense point 2), the offense side wins and 2 Kingdom Guards are discarded.  
When the Archer & the Bird soldier (total attack points 4) vs the Kingdom Guard & Rearguard (total defense point 2), the offense side wins and the Kingdom Guard goes back to your hand. (The Rearguard is discarded.)



**Normal Card "Guard" / "Guardian" :**  
When you attack to the area (Capital, City, and Forest) with the related Guard which has area name, the attack point will be increased. When you defend the area (Capital, City, and Forest) with the related Guardian which has area name, the defense point will be increased. Use the right card in the right place at the right time!



**Example:**  
When you attack the Capital with the "Capital Guard", you will obtain 1 additional attack point.  
When defending a city with the "City Guard", you will obtain 1 additional defense point.  
When defending a city with the "Forest Guard", you won't obtain any additional point.

☀ Card TIPS



Ace Card "Bird Soldier" :

The flying skill of the "Bird soldier" "prevents the opponent from obtaining offset of the area".  
It will encourage you to attack the opponent's kingdom!



Ace Card "Archer" :

The "Archer" adds 2 attack points when you attack to the adjacent area where your Archer is placed!  
It provides cover shooting from the adjacent area!



Ace Card "Bishop" :

While the "Bishop" is occupying an area. You obtain 2 extra fund points to draw!  
Heaven bless you! You can draw additional 1 Ace card or 2 Normal cards.



Ace Card "Berserker" :

When you use the "Berserker" to solo attack an area, it gets 2 additional attack points!  
The total attack point will be 5. That means it's strong enough to occupy in most circumstances!



Enjoy developing your own tactics by taking advantage of the unique cards!