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# Kitsu!

## Setup

Set the Seasonal Realms board in the center of the table. Set the Fall and Spring Spirit Realm boards next to their corresponding season. For each player, place four Samurai in the row immediately clockwise of their matching season. Then, place four Foxes of the same color in the row clockwise of the Samurai.

## Overview

Kitsu! is a 2-player, abstract strategy game in which players take turns commanding clans of Samurai and Foxes.

Capture 4 Foxes or 4 Samurai to win.

## Turn Order

The player born closest to the first day of Spring (March 20<sup>th</sup>) commands the Spring Clan, whose turn comes first.

Each player may make up to four moves during a turn: one for each season in which they move a piece. The first move in a turn may start in any season, but subsequent moves must occur clockwise. (If the first move was made in Spring and the second in Autumn, then a third move cannot be made in Summer.)

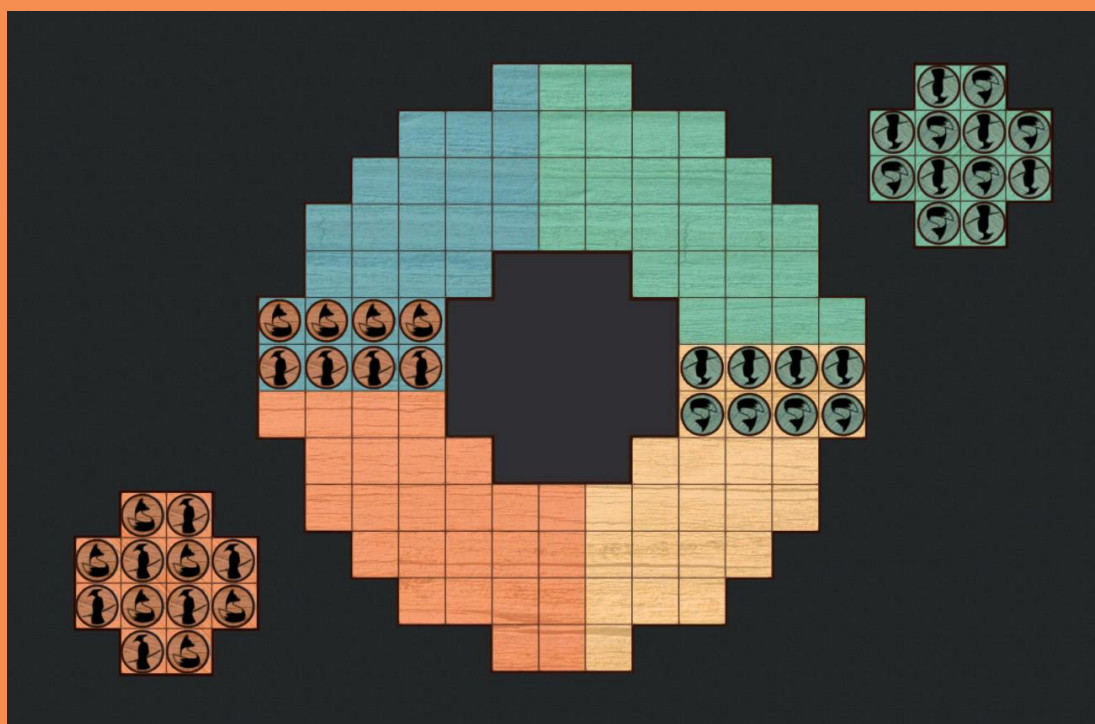
## Contents

40 pieces

- 10 Autumn Foxes
- 10 Autumn Samurai
- 10 Spring Foxes
- 10 Spring Samurai

3 boards

- 1 Seasonal Realms board
- 2 Spirit Realms board



## Flipping & Capturing

When a piece ends its move, every piece adjacent to it is flipped. Samurai turn into Foxes and Foxes into Samurai.

When a piece lands on another piece, that other piece is captured and removed from the board. You can capture your own pieces, but they do not count towards the win condition.

## Samurai

Samurai move diagonally any number of squares in a single direction, unless another piece is blocking their path. (Like bishops in Chess.)

### Dispatching

When a Samurai ends its move adjacent to another piece, it may send that piece to an identical square in another Seasonal Realm. This is called **Dispatching**. Samurai cannot dispatch a piece to an occupied square.

## Foxes

Foxes move two squares orthogonally and then one square perpendicular. (In an L-shape like knights in Chess.) They cannot be blocked by other pieces.

### Pouncing

When a Fox lands adjacent to a friendly piece (a piece in the same clan), it may move again. This is called **Pouncing**. Foxes may pounce multiple times in a row, but cannot pounce from a friendly piece it has already pounced from in a single move.

## Crossing & Beckoning

When a player moves a piece clockwise across the border between two seasons, they add a piece from their Spirit Realm to their hand. This is called **Crossing Seasons**.

As a move on their turn, a player may take a piece from their hand and place it on any empty space along the path of one of their Foxes or Samurai. This is called **Beckoning**. A player cannot place a piece along a Samurai's path beyond a piece that is blocking it. Beckoning counts as the move for the season in which the piece was placed. (Reminder: each player gets four moves on their turn, one for each season.)

## How to Win

There are two ways to win Kitsu!

**Method 1:** Capture 4 of your opponent's pieces of the same type. (Either 4 Foxes or 4 Samurai.)

**Method 2:** Place all of your pieces from your Spirit Realm board onto the Seasonal Realms board.

## Credits

**Game Design:** Griffin Cross

**Development:** Griffin Cross

**Editing:** Griffin Cross

**Art Direction:** Griffin Cross

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