



KAMIMAI

紙舞

From 2 to 5 players | 20 minutes

You were told not to enter the cursed room in the school library.

But you couldn't help it!

Attracted by the desire to learn more about your emerging powers, you push the door and come face to face with an old dusty Grimoire curiously placed on the floor. The moment your fingers touch its torn pages, you feel sucked into a cold and dismal world ... The KamiMaï who inhabits the old Grimoire has trapped you in the world of Nightmares ...

Will you be able to escape?

Cooperate, approach gently to tear off the pages of the cursed **Grimoire** and cast spells! The KamiMaï which gives life to the old **Grimoire** is very dangerous. It will collapse at the slightest vibration and cause you to lose your **Energy**. And without **Energy**, there's no way back!

Presentation and goal of the game

You play as a summoner apprentice in a cooperative game: you win together or lose together.

In turn, you will draw cards from the Magic **Grimoire** to cast spells in order to defeat the KamiMaï and allow the group to escape from the world of Nightmares.

If the **Grimoire** collapses, the group loses **1 Energy Point**.

If you lose your last **Energy Point**, you lose the game, forever trapped in the world of Nightmares.

Contents



48 Element cards



8 Grimoire Guardian cards



8 Creature cards



1 KamiMaï notepad

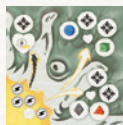


1 felt playmat

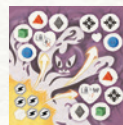
Game setup

Take the notepad and choose the KamiMaï you want to face:

1 - Easy



2 - Normal



3 - Hard



Place the felt playmat in the center of the table. Shuffle the **Element**, **Guardian**, and **Creature** cards into a deck called **Grimoire**.

Place the **Grimoire** on the playmat as follows:

1.



Place the deck of cards vertically in the center of the playmat.

2.



With one hand, open one side while balancing the deck with the other hand.

3.



Gently spread the two sides of the deck while maintaining balance.

4.



Repeat steps 2 and 3 until you have a nicely opened and balanced **Grimoire** on the playmat.

Training (optional):

Before the beginning of the game, you can, in turn, draw one or more cards in the **Grimoire** on the sides or in the centre to test its balance.

Once everyone did it, shuffle all the cards together and put the **Grimoire** back in place.



Setup for 3 summoners

Glossary



Summoner Term referring to the players.



Activator Term referring to the active summoner, meaning the player whose turn it is to play.

KamiMaï Spirit who gives life to paper. In our story, it's the spirit of the Guardian of Nightmares, who took refuge in an old **Grimoire**.

Reserve Set of cards kept from one round to the next by a summoner. This **Reserve** can only have a maximum of 4 cards.

KamiMaï is a cooperative game. Each decision must be made by consulting all the summoners. In case of disagreement, the activator then makes the decision that seems best suited to them.

Game turn

Randomly choose the summoner who will start the game. The active summoner is now called the activator.

In turn, the activator must perform the following phases in order:

1. Define a targeted area

If no KamiMaï area is targeted, scribble an arrow pointing to the area of your choice. If a zone is already targeted and not completed, you must continue on this zone.

Against the level I KamiMaï, you must start with the area with the pre-scribbled arrow.



2. Draw cards in the Grimoire

Mandatory action

The activator must draw at least 1 card from the **Grimoire**, using only one hand and can play with the balance of the **Grimoire** as long as the cards drawn are in contact with it.

If the Grimoire collapses, refer to page 9.

You can move around the game table to inspect the **Grimoire** from all angles, without touching it, to decide where to draw.

You can't draw all of the **Grimoire** cards.

3. Casting spells

The activator, in this order:

- places in front of them the drawn cards and adds any cards from their **Reserve**,
- applies the **Effects of the curse of the targeted zone**, if there is any (see p. 11),
- can cast or initiate spells and use **Creature** cards to activate their power (see **Creatures Powers** p. 13).

The activator can cast or initiate spells in the targeted area and in the order of their choice in two ways:

- **Cast an individual spell:** the activator must have 4 **Element** cards of the same color, discard them then scribble the corresponding spell in the targeted area.
- **Initiate a collective spell:** the activator must have at least 1 **Element** card of the color of which they want to cast the spell then uses **Element** Cards from the other summoners, with their agreement, to bring together 4 **Element** cards of the color of the corresponding spell. The **Element** cards used are discarded, then the corresponding spell in the targeted area is scribbled.
- **Initiate a team spell:** see page 10.

When a spell is cast or initiate, scribble the targeted area on the KamiMaï.

The activator:

- can cast or initiate as many spells as desired,
 - must go to the next phase (Phase 4. **Store or discard cards** p. 8) when:
 - They can no longer or no longer want to cast/initiate a spell,
 - All spells in the targeted area being resolved are scribbled.
- Then scribble the "heart" box of the targeted area to seal it.

x4

A spell is always made up of 4 identical **Element** cards.

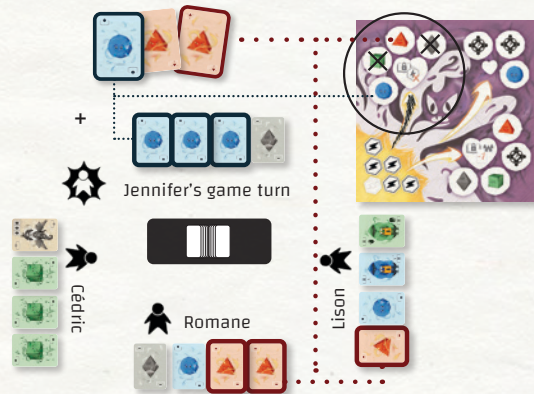
4. Store or discard cards

During this phase, the activator:

- can keep only 4 cards, of their choice, for their next turn, in their **Reserve**. Surplus cards are discarded.
- must keep all **Guardian** cards.

Exemple d'un tour de jeu

Jennifer is the activator. She drew 2 **Fire** cards, and 1 **Water** card. She had 3 **Water** cards in her **Reserve**. The targeted area requires a **Fire** spell and a **Water** spell to be defeated. The **Earth** spell and the **Air** spell were previously cast. Jennifer then casts a **Water** spell by discarding her 4 **Water** cards (individual spell).



She then decides to initiate a **Fire** spell by discarding one of her **Fire** cards. Romane has 2 **Fire** card, Lison has 1, and Cédric does not. Jennifer decides to use, with their agreement, the 2 **Fire** cards of Romane and that of Lison to complete the **Fire** spell with the 4 required cards. By doing so, Jennifer casts the last two spells of the targeted area and can therefore scribble the heart of this area to seal it. She must then pass to phase 4. of her turn.

Then it's up to the next summoner in clockwise order to become the activator.

End of Game

If all areas of the KamiMai are sealed, the Guardian of Nightmares is defeated!



If you have some Energy left, you can create a magic portal and go back to school!

You win the game!

Variant for 1 summoner

Your **Reserve** is 6 cards.
Remove the *Dragonflies* from the **Grimoire**.
All spells become **individual spells**.

If you lose all of your **Energy Points**, you remain trapped in the world of nightmares...



The game is lost!

If the Grimoire collapses

During phase 2 or within 3 seconds of drawing the cards:

Proceed in this order:

- The group loses **1 Energy Point** (scribble **1 Energy Point** on the notepad).
- The activator:
 - Keep the cards drawn,
 - Skips phase **3. Casting spells** and cannot cast a spell or play a **Creature** card during their turn,
 - Can keep or discard cards while following the rules of phase **4. Store or discard cards**.
- All the cards in the discard pile are shuffled with the cards that have fallen on the playmat and then placed back to form a new **Grimoire** (see **Set up** p.3).



Outside the activator draw phase:

If the **Grimoire** collapses when the activator has started phase **3. Casting spells**, or between two summoner rounds, proceed in this order:

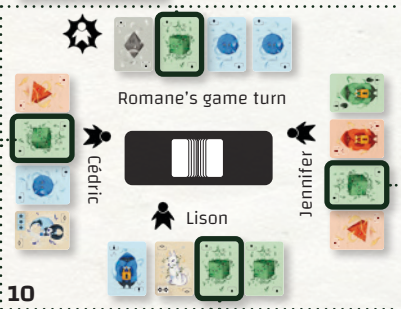
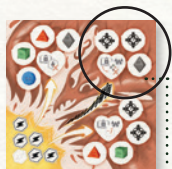
- The group does not lose an **Energy Point**.
- The activator continues their turn normally.
- At the end of phase **4.** take the cards that have fallen on the carpet, shuffle them and form a new **Grimoire**. In this case, do not shuffle the cards from the discard pile with those from the **Grimoire** which have collapsed.

Team spells

These are special spells whose color is not set and which require each summoner to participate by spending at least one card of the requested **Element**. The team will have to work together to define the color of the spell, when initiating the spell. **It is the activator who must initiate it with one of their cards, just like collective spells.** Each other summoner must also have and discard an **Element** card of the requested color.



In a 5-player game: only 4 summoners participate by discarding one of their cards.
In a 3-player game: a summoner will discard 2 cards of the required **Element** and the others will discard one.
In a 2-player game: each summoner will discard 2 cards of the required **Element**.



Romane decides to cast the **team spell** in the targeted area. As an activator, she observes the Summoners' **Reserves** and decides to initiate an **Earth** spell. Cédric, Jennifer and Lison have an **Earth** card in their **Reserve** and discard it.

The spell is therefore valid because it is made up of 4 **Earth** cards, including 1 discarded by each summoner.



Effects of the Guardians of the Grimoire



When at least one **Guardian** card is drawn by the activator, check if the targeted area has a **curse**, a **blessing**, or **no effect**.

If the targeted area has no effect:



nothing happens.

If the targeted area has a blessing:



you don't lose an **Energy Point** when the **Grimoire** collapses.

If the targeted area has a curse:



- Lose / scribble 1 **Energy Point** per drawn **Guardian** card.



- Each summoner immediately discards an **Element** or **Creature** card of their choice for each **Guardian** card drawn.

Yannick draws 6 cards from the **Grimoire**, including 2 **Guardian** cards. As the area being resolved is a cursed area with this effect, each summoner must discard 2 cards from their **Reserve**.



- Summoners discard all cards matching the color of the **Guardian** cards drawn.

Yannick draws 6 cards from the **Grimoire**, including 1 **blue Guardian** card and 1 **Red Guardian** card. As the area being resolved is a cursed area with this effect, all **Water** and **Fire Element** cards must be discarded whether they are in **Reserve** or in newly drawn cards.

Guardian cards must be kept at the end of a round. They take a spot in the 4 cards of the Summoner's **Reserve**. They are never discarded by a **curse effect**. Only *The Keychain Imp* (see p. 17) can do that.

The Guardians force the activator to draw the cards in a certain way:



Obligation to draw using only the thumb (1st finger) and the middle finger (3rd finger) of the hand of your choice.



Obligation to draw using only the thumb (1st finger) and the ring finger (4th finger) of the hand of your choice.



Obligation to draw using only the thumb (1st finger) and the pinky finger (5th finger) of the hand of your choice.



Obligation to draw with the non-dominant hand (left hand for right-handers, right hand for left-handers).

If a summoner has more than one **Guardian**, they choose which one applies to change the way they draw during their turn.
If a summoner has 4 **Guardian** cards, their turn proceeds normally but they cannot keep **Element/Creature** cards in their **Reserve** during phase 4. **Store or discard cards.**



Creatures Effects

Creature cards can be kept in the 4-cards **Reserve** of a summoner. They can only be played during phase 3. **Casting or initiating spells.** Once played, they are discarded.



The Water Fairy

This card equals 1, 2 or 3 **Water Element** cards.



The Earth Fairy

This card equals 1, 2 or 3 **Earth Element** cards.



The Air Fairy

This card equals 1, 2 or 3 **Air Element** cards.



The Sacred Wolf

This card equals 1 or 2 **Element** cards of your choice but of the same color.



The Keychain Imp

This card allows you to discard all **Guardian** cards present in the **Reserves** of each summoner as well as in the cards drawn by the activator.



Dragonflies

Apply this effect twice.

The summoner of your choice gives a card to the summoner of their choice. **You can choose yourself.** After making the card donations, a summoner may end up with more than 4 cards in their **Reserve**. They must go down to 4 cards at the end of their next turn.



The Stealing Mouse

Choose a summoner who can take an **Element** or **Creature** card of their choice from the discard pile. **You can choose yourself.**



Fairies and *the Sacred Wolf* can be used to cast a spell, initiate it or complete a spell initiated by the activator. A summoner can therefore play this card during the activator phase to complete an initiated spell.



The Keychain Imp, the Dragonflies and the Stealing Mouse can only be played by the activator who owns them.

Difficulty level

Easy Mode

Add **1 Energy Point** to the team at the start of the game by drawing the **5th Energy Point** on the KamiMaï notepad.

Normal mode

No rule changes.

Hard Mode

If the **Grimoire** collapses between two summoner rounds:

- the group loses **1 Energy Point**,
- all the cards in the discard pile are shuffled with the cards that have fallen on the playmat to form a new **Grimoire**.

Adventure Mode

Play the 3 different KamiMaï from *Level 1* to *Level 3*. You keep your **Energy Points** from one KamiMaï to the other + 2.

Adventure mode can be played in *Easy*, *Normal* or *Hard* mode.

• Credits •

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Acknowledgments from the game designer

Thank you to GRRRE Games for believing in my game, Yannick and everyone who played Hiktorune.

海外版販売に際してご尽力いただいたヤニックさんとヒクトルーンを遊んで頂いた全ての人に感謝を捧げます。

Acknowledgments from the publisher

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Rules summary

Activator turn

1. Define a targeted area

2. Draw cards in the Grimoire

Mandatory action

3. Casting spells

Apply the effects of the area's **curse** before you can cast or initiate spells or play **Creature** cards.

4. Store and discard cards

Keep only 4 cards. You must keep **Guardian** cards in priority.

End of Game

You win
if you seal all
areas of the
KamiMaï.



You lose
if all of your
Energy points
are scribbled.



Blessing



Do not lose an
Energy Point when the
Grimoire collapses.

Curses



Lose **1 Energy Point**
per drawn **Guardian** card.



Each summoner discards
one card for each
Guardian card drawn.



Discard all cards in play
matching the color of the
drawn **Guardian** card(s).