

inoka

5 to 8 Player Rules

Combine two copies of Inoka

Battle Royale

Setup

Place the Leaf Totem in the middle of the play area (with 7-8 players use 2 Leaf Totems). Give each player 1 Sacred Stone.

Each player gets a set of 9 Tactic Cards:
Attack I, II, III; Block I, II, III; and Taunt I, II, III.

Gameplay Overview

The game is played in a single round consisting of many Battle Royale Clashes.

Prepare

Each player selects 5 out of their 9 Tactic Cards to create their hand for the round. Set aside the others cards, they will not be needed.

Clash!

All the action takes place during Battle Royale Clashes, which are similar to the Free-for-All Clash in the 3-4 player game, though there are a few differences.

Battle Royale Clash:

All players participating in a Battle Royale Clash choose a Tactic Card from their hand. When all players are ready, they all reveal their chosen Tactics simultaneously. To resolve the Clash, compare your Tactic to every other player and count up how many victories you have. The most victories wins the Clash.

In the event that two or more players are tied for most number of victories in a Battle Royale Clash, compare the Tactics of the tied players using the Tactic Hierarchy and Strength Levels.

Example:

In a 6-player Battle Royale Clash, assume the following Tactics are shown:

Taunt-III, Taunt-II, Taunt-II, Taunt-II, Block-III, Attack-III

The first player has 4 victories (Taunt-III beats the 3 Taunt-II and the Block-III). The last player also has 4 victories (Attack-III beats all four Taunts). The last player wins the tie-breaker because comparing heads-up, Attack-III beats Taunt-III.

If there is still a tie after the first tie-breaker, all tied players LEAVE THEIR TACTIC on the table, select a new Tactic from their hand, and Clash again. The winner of a tie-breaker Clash picks up all Tactic Cards used in the Clash. The loser picks up all but the LAST TACTIC USED.

Finally, in the unlikely event that there are repeated ties resulting in one or more players holding no Tactic Cards before resolving the tie, those players with no cards are eliminated from the game. It is possible for two or more players to tie, then repeatedly reveal identical Tactics until both players are out of cards, in which case both players are eliminated from the game (having exhausted each other in an epic struggle).

Initial Clash:

At the start of the game, no player has possession of a Leaf Totem. After the first Clash, the player who has the most victories picks up their Tactic Card and claims a Leaf Totem (with 7-8 players, the player with the second-most victories also picks up their Tactic and claims a Leaf Totem). All other players discard their used Tactic.

The Leaf Totem:

Having possession of a Leaf Totem means you'll sit out the very next Clash. Use the time to observe your opponents and plan your next move. You'll only sit out one Clash, then you're back in the action (the Totem will go to the winner of the Clash that you sit out).

Subsequent Clashes:

All players who DO NOT possess a Leaf Totem will participate in the next Battle Royale Clash. The winner (or top two winners in a 7-8 player game) pick up their Tactic Card and are awarded the Leaf Totem(s). The losers, just as before, must discard their used Tactic.

The Sacred Stones:

Anytime you lose a Clash and must discard a card, you may instead turn in your Sacred Stone to prevent having to discard a card. Time your choice carefully as you only have one stone to use for the entire game.

Eliminations and Final Clashes:

If at any time you are reduced to only one card, you are eliminated from the game and can no longer Clash (except for tie-breaking reclushes, where you ARE allowed to Clash with just one card). In a 7-8 player game, when a Battle Royale Clash has only 4 players participating, award only one Totem to the player with the most victories in the Clash (set aside the second Totem for the remainder of the game).

When there are only 2 players left, the person with the Leaf Totem must participate in the Clash. The Totem now serves to break ties if the same Tactic is played three times in a row, just as in the 3-4 player standard game.

Note: the Totem DOES NOT denote advantage, and winning a clash with Attack while holding the Totem DOES NOT end the round immediately.

Triumph. (Winning the game)

The last player remaining after the Final Clashes wins!

Additional 5 to 8 Player Variants

Battle Royale - Drafting

SETUP:

Setup as in the Battle Royale Rules for 5-8 players, except for the Tactic Cards. Instead, shuffle all 36 Tactic Cards together to make a single deck and place it within reach of all players. Turn the top four cards face-up in a row to form a "draft row".

DRAFTING:

The first player (selected at random) chooses a card from the face up cards and places it in their hand. Fill the gap in the draft row with a new card from the top of the deck. Drafting continues with the next player to the left until all players have five cards in their hand.

GAMEPLAY

The game proceeds according to the Battle Royale Rules for 5-8 players, starting with the CLASH! section.

Chosen One (Team Play)

SETUP:

Divide the players into two equally sized teams. Set up the game just like a two player game with the Sacred Stones and Advantage Totem in the middle, and each player getting a full set of 9 Tactic Cards.

GAMEPLAY:

Gameplay is similar to the 2-player rules. Players will Clash in rounds to win a Sacred Stone. The first team to collect 3 Sacred Stones wins.

For each Clash, the teams select one of their own players to participate. Teams may confer on which Tactic to use. After each Clash, the teams again select one of their players to participate. The same player can be sent back into battle immediately, or the team may decide to alternate or cycle through their players. Tactic Cards are not to be shared or traded among players on the team. Once a player is reduced to one Tactic Card, they are eliminated from the round.

Don't forget: Just as in the 2-player rules, if you win a Clash by using the Attack Tactic while your team has the Leaf Totem, the round ends immediately and your team is awarded a Sacred Stone.

Achkai Tournament

SETUP

Give each player a set of 9 Tactic Cards. Create a tournament style bracket, pairing players into 1v1 or Heads Up Matches.

GAMEPLAY

Each pair will play a match according to the 2 Player Inoka rules. Losers are eliminated from the Tournament. Winners carry on to the next round. Continue this until only one player remains.

The winner of the tournament is declared Champion and claims the title of Nature's Emissary in your playgroup.