



七騎士の魔

SEVEN KNIGHTS BEWITCHED

Number of Players: 3-8

Play Time: 10 minutes per round, 3 rounds

Age: 9 and above

Instruction Manual

Prologue

This is the distant western land of **Stlute**.

The **Knights of Stlute, Tiger Squad**, who are stationed here, have shown unmatched prowess by **forming their ranks in a well-disciplined manner**.

Opposing the Knights of Stlute is **Witch Myrmamius**, who wields various magical powers.

Witch Myrmamius infiltrates the Knights of Stlute using her magic of illusion, disrupts their senses using her shadow magic, and even possesses the art of bewitching Knights, making them turn traitor using her charm magic.

Can the Knights of Stlute maintain their formation and achieve a stunning victory while avoiding being deceived by Witch Myrmamius?

In the name of the storied Knights of Stlute passed down through generations, I shall repel any fiendish demons with our invincible formation! Follow me, everyone!

1 Eins



Game Overview

Each player is given either a **Knight Tile** with a number on it or a **Witch Tile** without a number. The game proceeds with each player looking at other tiles during the **Search Phase** and asking questions during the **Question Phase**. After that, in the **Recommendation Phase**, a **Captain** is chosen. The **Captain** arranges the tiles face down in the center. **If the tiles are revealed and in the correct order, the Knights Team wins. If they are not in order, the Witch Team wins.** Note that players who see the **Witch Tile** during the **Search Phase** become **TORIKO**(=Bewitched Knights) and from that moment, they join the Witch Team, aiming for the Witch's victory (by disrupting the formation).

Contents



7 Knight Tiles

(Together referred to as Tiles)



1 Witch Tile



1 Start Player Token

(Be careful as it has a sharp point.)



1 Rulebook



(Score)

24 Player Cards

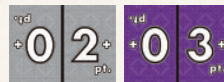
(double-sided(Score,Arrow), 8 colors x 3 cards)



(Arrow)



16 Player Tokens
(8 colors x 2 each)



16 Scoring Cards
(front 0/2 points, back 0/3 points)



8 3rd Round Scoring Cards
(front 0/7 points, back 0/7 points)



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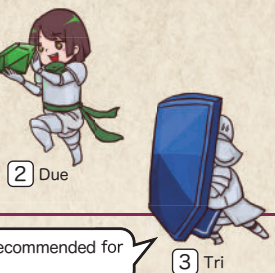
If you have any issues with components or any inquiries, please contact us using the links above. Errata and other updates will also be posted. Shared notes can be downloaded from here (the game can be played without them).

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! During Gameplay

Due to the magic of Witch Myrmamius, players cannot make any statements with a specific purpose. Please play in the spirit of chivalric code.

We can only speak during the Question Phase, and that's just a single question with a single answer each. Writing down questions and sharing them with everyone is one way to go. You can also take notes just for yourself!



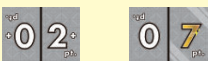
Game Setup

Maybe sticking to the basic rules is the real way to discover the fun... Special rules are recommended for experienced players...

- ① Place the lid of the box in the center of the table with the exterior facing up. (Used during the Order Phase)



- ② Place the scoring cards in an easily accessible area.



- ③ The player who was most recently tempted (or chosen randomly) takes the Start Player Token. This player is henceforth called the **First player**.



The title of **First player** holds the noble meaning of one who leads the charge faster than anyone else.

Rules vary depending on the number of players, so please refer to the appropriate section below. (In 4-player games, either option can be chosen.)

If it's your first game, we recommend starting with the basic rules. Also, refer to the tutorial (page 4).

4 ~ 8 Basic Rules 'Suspicion and Distrust' (4-8 Players)

- ④ Each player takes the following items of the same color:



2 Player Cards

(Turn one card arrow side up.)



2 Player Tokens

Number of Players	4	5	6	7	8
Tiles to Prepare	1-4 Witch	1-5 Witch	1-5 Witch	1-6 Witch	1-7 Witch

(1-7 refers to the numbers on the Knight Tiles '1, 2, 3, 4, 5, 6, 7'.)

Refer to the table above and prepare the corresponding **Knight Tiles** and **Witch Tile**. Arrange the remaining Knight Tiles in ascending order from left to right, as shown in the diagram (※1).

- ⑤ Shuffle the prepared tiles and deal one tile face-down to each player, inserting one Player Token into the hole in the tile. (In games with 4 or 5 players, place the extra tile face-down in the center of the table.) Check the contents of the tile you've been dealt, then place it face down in front of you.

3 - 4 Special Rules for 3 and 4 Players 'Groping in the Dark' (3-4 Players)

- ④ Each player takes the following items in the same color:



3 Player Cards

(Turn two cards arrow side up.)



2 Player Tokens

Prepare all **Knight Tiles** and the **Witch Tile**.

- ⑤ **Shuffle only the Knight Tiles** (excluding the **Witch Tile**) and deal one tile face-down to each player, inserting one Player Token into the hole in the tile. Check the contents of the tile you've been dealt without showing it to anyone, then place it face down in front of you. **Add the Witch Tile to the remaining Knight Tiles**, shuffle them, and lay **three** of them in the center of the table. Set aside the rest. (2 tiles in a 3-player game; 1 tile in a 4-player game)

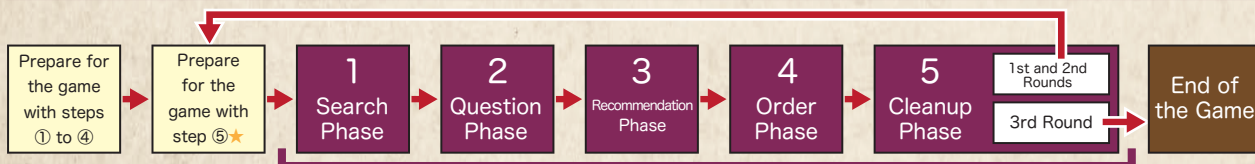
Example of a 3-player game



Example of a 5-player game



Flow of the Game



Round (R)

1. Search Phase

4~8 When using the basic rules **Suspicion and Distrust** (4-8 players)
Starting with the First player and moving clockwise, each player looks at one face-down tile of another player.
(In a 4- or 5-player game, looking at the tile in the center is also allowed.)

3・4 When using the special rules for 3 and 4 players **Groping in the Dark** (3-4 players)
(two rounds are conducted.)
In the **first round**, starting with the First player and moving clockwise, each player looks at one face-down tile of **another player**. In the **second round**, look at one face-down tile in the **center of the table**.

Hmm... It's fine for multiple people to look at the same tile, but until you get used to it, it might be better for everyone to look at different tiles...

Example of the blue player looking at the green player's tile

Place your Player Card (Arrow) pointing at the tile you've looked at so that everyone knows which tile you saw.

If you see Witch Myrmamius, you immediately become TORIKO (join the Witch Team).

Once everyone has finished looking at the tiles, move to the next phase.

2. Question Phase

Starting with the First player and moving clockwise, each player asks any other player one question about the numbers, **which can be answered either "Yes" or "No."**

⚠ You cannot ask questions to spread information you already know.
(For example, asking a player you know has the number 2, **Are you 2?** or asking a player who knows you are 2, **Am I 2?**)

The player being asked must answer honestly.

⚠ **However, Witch Myrmamius and TORIKO may lie.**
Once everyone has finished asking questions, proceed to the next phase.

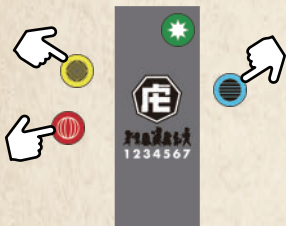
Example Questions:

- Are you 3 or more?
- Are you an odd number?
- Are you 1?
- Are you a larger number than (the person you saw) Mr./Ms. XX?
- Is Mr./Ms. XX (whom you saw) 1?

Examples of Forbidden Questions:

- (To someone you know is 2) Are you 2?
- (To someone who has seen you and knows you are 2) Am I 2?

3. Recommendation Phase



To determine the **Captain** (the person who arranges the formation), all players simultaneously place their second Player Token in front of the player they think should be the Captain, saying "ready, set, go!"
You may recommend yourself.

**Witch Myrmamius cannot recommend TORIKO.
TORIKO cannot recommend Witch Myrmamius.**

The person with the most recommendations becomes the Captain.
In case of a **tie** for most recommendations, the person **who did not recommend themselves** becomes Captain. If everyone is still tied (either everyone recommended themselves or no one did), then **the person farthest from the First player, counting clockwise**, becomes the Captain.

4. Order Phase

① Additional Question

The Captain asks one more question, following the same rules as in the Question Phase.

Eh... A decisive shot... (Could it be possible that, at this point, if the Captain throws a shrewd question at Witch Myrmamius, they could deceive her in return and strike back at the witch?)



② Reveal the Captain's Tile and Arrange the Tiles

The Captain reveals their own tile. If it's Witch Myrmamius, Witch Myrmamius and TORIKO win immediately! Proceed directly to the Cleanup Phase.

If not, the Captain arranges all the tiles, including their own, face down so that the numbers are in ascending order from left to right (see Figure 1). The Captain does not include the tile they believe to be Witch Myrmamius, **but they must include TORIKO**. The Captain must not consult with other players.

(Figure 1)
Example of a 5-player game

Do not arrange the tile you believe to be Witch Myrmamius

Ascending order from the left (Smallest number first)

Reveal the Captain's tile

3・4 Advanced In the case of 'Special Rules for 3 and 4 Players' and 'Advanced Rules' (page 4), there may be no Witch Myrmamius. If you believe there is no Witch Myrmamius, **include all tiles** in the formation. There may also be missing numbers.

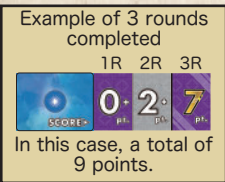
③ Reveal All Tiles

Once the Captain finishes arranging, they reveal the tiles one by one. If the tiles are in ascending order, the Knights of Stlute win! (The victory is shared by everyone except Witch Myrmamius and TORIKO) If not, Witch Myrmamius and TORIKO win!

Victory for the Knights of Stlute!

Continue to '5. Cleanup Phase' on page 4.

5. Cleanup Phase



All players receive Scoring Cards as indicated in the table above, placing them under their Player Cards (Score) so that the scoring part (right half of the card) is visible on the right (see Figure 2).

After the 1st and 2nd rounds, collect two Player Tokens and Player Cards (Arrow), and the player who had the 1 Eins tile (or, if none, the player having the tile with the smallest number) takes the Start Player Marker and returns to step 5★ in 'Game Preparation' to start the next round.

The game ends after 3 rounds.

	1st and 2nd Rounds		3rd Round	
Victory for the Knights (excluding TORIKO)	Knights 0 2	Witch 0 0	Knights 0 7	Witch 0 0
Victory for Witch Myrmamius and TORIKO	Knights 0 0	Witch 0 3	Knights 0 0	Witch 0 7

End of the Game

The player(s) with the highest total score after 3 rounds are the winners.

But, even so, I believe all those who have thoroughly enjoyed this game and spent meaningful time are the real winners, aren't they?

7 Chet



Advanced Optional/Advanced Rules 'Challenging Path' (up to 4-7 players)

It is recommended to play this after several rounds of the basic rules.

Replace 'Game Preparation 4' and 'Game Preparation 5' with the following. All other rules are the same as the basic rules.

Game Preparation 4: Each player takes 2 Player Cards and 2 Player Tokens of the same color (same as the basic rules).

Game Preparation 5★: Shuffle all Knight Tiles and the Witch Tile. Deal one tile face-down to each player, inserting one Player Token into the hole in the tile. (For 4 or 5 players, place one of the leftover tiles face down in the center of the table.) Set aside the remaining tiles without looking at them for this round. Check the contents of the tile you've been dealt without showing it to anyone, then place it face down in front of you.

Tutorial/Cooperative Game "Unity" (up to 4-7 players)

The tutorial is a simplified game that allows those familiar with this game to explain it clearly to first-time players.

Recommended for:

Those who want an easy play without the Witch Tile. This is a great way to introduce the game.

For those who want to trust everyone wholeheartedly, as there's no need to lie.

You can play it as many times as you like!

Number of Players	4	5	6	7
Tiles to Prepare	1-5	1-6	1-6	1-7

Do not use the Witch Tile.

For 4 or 5 players, place one of the leftover tiles face down in the center of the table.

Refer to the table at the right for the tiles to prepare. Since there is no Witch Myrmamius, during the Order Phase arrange all prepared tiles. When playing as a tutorial, it ends after one round, and there are no points.

All other rules are the same as the basic rules.

FAQ

- Q** What exactly does it mean that you can't make any statements with a specific purpose?
- A** It means that you shouldn't talk about/hint at anything concerning your tile or the tile you looked at, or say things along the lines of "that person is suspicious." Other than that, you are free to speak.
- Q** If I see TORIKO, do I become TORIKO too?
- A** No, you do not. (In terms of the game system, only Witch Myrmamius and TORIKO themselves know if they have become TORIKO.)
- Q** Can I take notes?
- A** Yes. You can write down and share the content of the questions, or keep your own private notes (but please do not share your private notes).
- Q** What happens if the Captain is TORIKO?
- A** It's a victory for the Witch Team. The Captain can either arrange the beloved Myrmamius in the formation or reveal their TORIKO status and move on to the Cleanup Phase.
- Q** Why can the Captain ask an additional question when 2 Due says you can only ask one question and receive one answer?
- A** It's the result of the Captain being inspired by the trust of everyone else.
- Q** Is it possible to not arrive at the correct solution even after making the optimal choices?
- A** Yes, that's by design. The final decision is left to the Captain.
- Q** Is there always exactly one TORIKO?
- A** There can be cases with zero, one, or more than one TORIKO.
- Q** What happens if the Witch is missing and the formation is not in ascending order?
- A** All players receive 0 zero points as knights.
- Q** Why only the 3rd round has 7 points?
- A** It's to ensure that everyone stays engaged and doesn't give up until the very end.

Character introduction



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