

HIT PLAN

Rule Book



For a more detailed explanation of rules, including videos, please go here.



<https://www.youtube.com/playlist?list=PLAUd8-BxsNuGqI6E6-dZnBUCyqbqbwATJo>

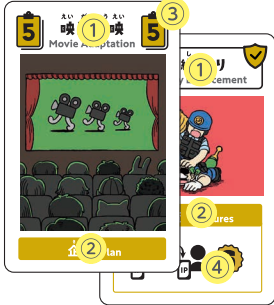
Number of Players
2-5

Ages
10 and up

Play time
20 mins

This Game Includes

- Action Cards x 40 (8 types x 5 cards)



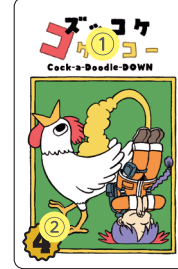
- 1) Card Name
- 2) Action Type (Proposal / Countermeasure)
- 3) Appeal (Proposals Only)
- 4) Effect (Countermeasures Only)

- Event Cards x 10 (Crime x 6, Shift x 4)



- 1) Card Name
- 2) Event Type (Crime / Shift)
- 3) Victims (Crimes Only)
- 4) Effect (Shift Only)

- IP Cards x 10



- 1) Card Name
- 2) Points

- Summary Cards x 5



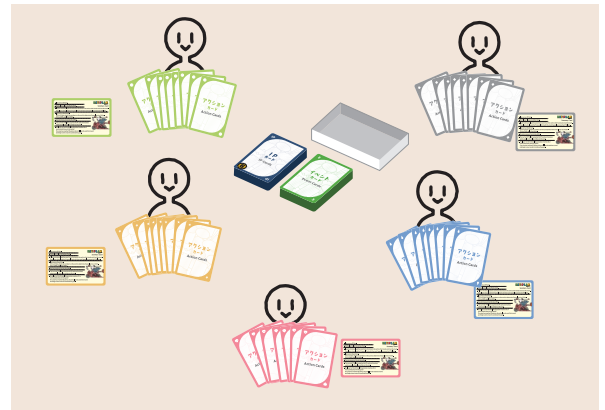
- Rulebook (Japanese / English)

Object

Players earn points by creating appealing Proposals to acquire IP (Intellectual Property) rights or by using Countermeasures against crime. Collect 12 points to win the game before the Criminal Organization does.

Before You Play

Each player begins with the same set of 8 Action Cards.
Separate IP Cards and Event Cards into different decks and place them on the board.
The lid of the game box stores the Criminal Organization's points.



Gameplay

The game progresses each "round."

1. Reveal the IP Card and Choose an Action

First, reveal the top card of the IP deck.
Next, all players choose one Action Card from their hand and place them face down.

2. Check Who Won the IP Contract

Once everyone has placed their cards facedown, all are revealed at the same time.

If there are two or more players who have played a card with the same name, all of those players return their cards to their hand and are out of the round.

- 1) If no Proposals are in play, place the IP card on the bottom of the IP deck and return all remaining Action Cards to hands.
- 2) Begin a new round by revealing the next IP Card. (Refer to **1. Reveal the IP and Choose an Action**).

If there are no matching Proposals in play, compare their Appeal.

The player who has put out the Proposal Card with the highest Appeal will become the "IP Holder".

3. Reveal the Event Card

Reveal the top card of the Event Deck.

If the card is a Crime, proceed to **4. Crime Occurrence**.

If the card is a Shift, please proceed to **5. Acquire the IP Card**.

4. Crime Occurrence

If the Event Card is a Crime, check the numbers listed on the card. If the Appeal value of the Proposal Card played by the current IP Holder matches any of the numbers listed, they are a "Victim" of the Crime.

If they are not a "Victim", the IP card will be acquired by the IP Holder. Please proceed to **5. Acquire the IP Card**.

If the "IP Holder" is a "Victim" of a Crime, the IP Card will be taken by the Criminal Organization unless a "Anti-Piracy Enforcement" Countermeasure Card is in play! (Crimes tend to affect the Proposals with higher Appeal.)

IP Cards taken by the Criminal Organization are placed face down in the lid of the game box.

All face-down IP Cards are 4 points each.

Anti-Piracy Enforcement



This effect is activated if a Criminal Organization is trying to take an IP Card (from a "Victim") that round. The player who used a "Anti-Piracy Enforcement" Countermeasure Card places it face up beside them, and it is counted as 6 points. The IP Card remains face up and is acquired by the "IP Holder".

Promotion of Legitimate Content Distribution



This card only takes effect when no Crime occurs in the round, or when a Crime occurs but the Criminal Organization is unable to obtain the IP Card because there is no "Victim".

If it takes effect, the player who used this card places it face up beside them, and it is counted as 4 points.

Consumer Education



If the Criminal Organization has obtained any IP Cards in a previous round, take one.

The IP Card acquired is placed face down beside the player and is counted as 4 points, regardless of the number on the face of the card.

If the Criminal Organization has no cards, this card has no effect.

5. Acquire IP Cards

If the Event Card is a Crime, but there is no "Victim", the current "IP Holder" acquires the IP Card.

"If the Event Card is a Shift, follow the instructions on the card. The "IP Holder" then acquires the IP Card.

(Depending on the effect, the person set to acquire the IP may change.)

Place the IP Card you have acquired face up beside you, along with the Proposal Card you used.

The number written on the IP Card will be that player's score.

5. Acquire IP Cards

If the Event Card is a Crime, but there is no "Victim", the current "IP Holder" acquires the IP Card. "If the Event Card is a Shift, follow the instructions on the card. The "IP Holder" then acquires the IP Card. (Depending on the effect, the person set to acquire the IP may change.) Place the IP Card you have acquired face up beside you. The number written on the IP Card will be that player's score.

6. End the Round

Once the Event and Countermeasures Cards have resolved, and the destination of the IP Card has been decided, place the Event Card at the bottom of the Event deck. Each player must discard the Action Cards they have played and place them face up in front of them.

Be careful not to return the cards to your hand!

Proposal Cards that did not acquire IP Cards and Countermeasure Cards that did not go into effect must also be discarded.

7. Check Conditions for Victory

If any player or the Criminal Organization has 12 or more points, the game ends.

If no one meets this condition, a new round begins from **1. Reveal the IP Card and Choose an Action**.

Onward to Victory!

In **7. Check Conditions for Victory**, the player who has earned 12 points or more wins the game.

If multiple players have over 12 points, the player with the most points wins.

If multiple players have the same number of points, it is a tie and all tied players win.

If the Criminal Organization has 12 points (three face-down IP Cards in the game box lid), all players lose the game.

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