

# Brigare: Secret of Eden

## translated rules

Game by Domina Games

Translation by mDuo13 (2023-02-20)

### ■ Greeting

Thank you very much for buying Brigare. Before playing, please enjoy reading this rulebook which explains the correct way to play the game. Furthermore, please take care because this rulebook will not be reprinted.

### ■ Components

Rulebook x1

Cards x95

Student cards x5

Event cards x25

Plan cards x44

Quest cards x10

Area cards x6

Summary cards x5

Markers x5 (colored discs)

Cubes x5

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### ■ Inquiries

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For the latest updates, please check the following website: <https://www.dominagames.com>

### ■ Caution

This game contains small parts not suitable for young children. To avoid choking hazards, please store the game where small children cannot reach it.

The design and details of this product may change without notice.

*Thinking of the yet-unseen full moon,  
Full of unease, you stepped outside  
And came across the eerie sight of people sleeping as if they had collapsed.*

*Looking around for someone else, you spotted a huddle of people in the forest.  
Something is odd, as everyone is wearing black robes.  
Cautiously, you hide behind the trees, and soon after,  
A man appeared, flanked by 4 attendants, and began a speech.  
On his back are large, black wings——*

*“Brethren! At last, the time has come  
to strike back at those who persecuted us as heretics.  
We shall complete our ritual at the strike of midnight,  
And envelop this Eden in eternal darkness.”*

*Suddenly, someone steps up to your side.  
You recognize their face.  
Wordlessly, the two of you exchange a nod.  
——The time you have left is only a scant 12 hours.*

## How to Play

*Black winged angels, whose existence was sealed in the past because of their ruinous ideals. Freed from their shackles, they and their underlings are enacting their Eden Overturning Plot. The goal of “Brigare” is to stop this plot. They are conducting a ritual of darkness and making preparations to attack every area of Eden. To protect your happy daily life, you must collaborate with each other, for today at least. You're sure to have the power of nature and a little help from your teacher on your side.*

## Types of Cards

### <Student Card>

(Character name, Special Plan name, Special plan effects)

A card that represents the character a player embodies during the game. The numbers on the right-hand side track preparations for your Special Plan, using a marker placed on top of them. The movement of the marker tracks the progress of your plan. The maximum value is 3.

By spending your preparations you can activate the Special Plan written on the lower part of the card.

### <Event Card>

(Card name, Card type and icons when turned sideways, Card effect, Icon, Card type)

Cards hidden in each area of Eden. The card name is at the top, effects in the middle, and the icon and card type are below that. Cards are divided into 2 types, “Orthodox” and “Heretic”. (There are also cards with no icon or card type.)

During the game, various effects can cause the card to be turned sideways, changing its icon and types.

### <Plan Card>

Cards for plans to stand against the heretics. The card name is at the top, and the bottom shows the effect when the card is used. When used, first resolve the effect of the icon, then after that resolve the text of the card.

### <Quest Card>

A card with a course of action to stop the Eden Overturning Plot. If you can meet the conditions, this should bring you one step closer to victory.

### <Area Card>

A card that depicts one area of Eden. Place a cube on the spaces around the edge of the card to track this area's Defense stat. The maximum value is 9. In places where the heretics are hiding, the enemy's attack value is shown.

### <Summary Card>

Shows a breakdown of the event cards and the effects of various icons.

**Note:** Whenever card text refers to just a “card”, this means an Event Card.

## Game Setup

1. Choose a difficulty setting.

(You can always discuss strategy with other players, but on Normal difficulty and up you cannot tell the other players about the cards in your hand.)

<b>Difficulty</b>	<b>“Forest” Area Card</b>	<b>Sharing Info About Cards in Hand</b>
Easy	Normal	Allowed
Normal	Normal	Not allowed
Hard	Use the “Hard” version	Not allowed

2. Lay out the Area cards vertically in this order: “School” “Library” “Town” “Forest” “Ruins”. (The cards are numbered on the back.)

1. If playing on Hard difficulty, use the version of the “Forest” card that says “Hard” on the back. Otherwise, use the normal version. You can return whichever card you are not using to the game box.

3. Place a cube on the “0” space of each Area card.

4. Shuffle all the Event cards face down, and deal 5 of them face-down to the right of each Area card.

5. Shuffle all the Plan cards face down to make the deck.

6. Each player chooses a character, taking the corresponding Student card, color marker, and reminder card. (Return the others to the box)

7. Each player puts their marker on the 0 space of their Student fcard.

8. Decide at random which player takes the first turn.

9. Each player draws 3 cards from the deck to form their starting hand.

10. Starting with the first player and proceeding clockwise, each player may return any number of cards from their hand to the bottom of the deck in any order, then draw that many cards, one time each. (It's recommended to keep cards with the magnifying glass icon.)

11. Shuffle the Quest Cards face down and reveal one. Return the rest of the Quest Cards to the box.

## Glossary

From here on, the rules use the following terms:

### 【Area】

Each Area card, plus the cards lined up to the right of it. In total, the game field consists of 5 Areas.

### 【Clock】

A place where you put used Plan Cards to track the progression of time.

### 【Link】

An effect triggered when 3 or more icons of the specified type are present in the same Area.

## *Explanation of Icons*

Several effects that can appear on cards are depicted with the following icons:

Reveal X  
(magnifying glass icon)

Choose up to X cards in a **single area** and turn them face up. (If there are fewer than X face-down cards in the area, turn as many face up as you can.) Increase **one** Area's Defense stat by Y. (If it would go above 9, set it to 9.)

Defense +Y  
(golden shield icon)  
Flag  
(flag icon)

When a card with this icon is used, place it into any area and treat it as an Event card. (It can be exchanged, moved, or targeted like a face-up Event Card in the area.)

Light, Dark, Bleina  
(blue sun, red moon, green emerald icons)

When three of the same icon are present in the same Area, resolve the corresponding “Link” effect **once**, then place those cards in the discard pile. (For example, when the Light Link effect occurs, conduct a one time +2 golden shield effect.)

Attack Z  
(red swords & shield icon)

Indicates the enemy's attack power. To determine victory, add up the Attack power of all enemies in an Area and compare to Defense power of the Area. If all Areas have defense equal or higher than the enemies' attack power, you win.

# Game Flow

## Turn Start

↓

### 1. Plan Action Phase

Reveal one Plan card from hand and perform its effects. Then, if that card doesn't have a Flag icon, place it in the Clock area. If the Plan Card triggers an Event Card's effects or meets the condition of the Quest Card, finish the Plan Card's effects first.

↓

### 2. Special Plan Action Phase

Once per turn only, you may spend 2 points from your Student Card to perform the effects of your Special Plan.

↓

### Turn End

Draw 1 card from the deck, then play passes to the player on your left.

## Quests

The Quest card revealed in step 11 of setup shows the Condition for clearing it and the Reward you get for doing so. When you meet the stated Condition, the active player resolves the effect and removes the Quest card from the game. Do not replace the card.

The Quest Card is considered to be outside the field of play.

If a Quest card triggers “at end of turn”, this happens before the player refills their hand.

## Game End

If the Clock contains 12 or more cards at the end of any player's turn, the game ends. Perform the following steps to determine if you won or lost:

1. If it is uncompleted, place the Quest Card in the discard pile.
2. Turn all cards on the field face up. (Do not resolve "Link" effects at this time.)
3. Discard the "Silver Ring" card unless it is in the same Area as the "King of Heresy".
4. Compare each Area's Defense to the total Attack power of enemies in that Area.

If all areas have Defense power equal or higher than the Attack power of enemies in that area, all players win. Turn your Student cards over to read their individual endings. Also, if the "Silver Ring" is in the same Area as the "King of Heresy" card, see page 13 of the rulebook for a special ending.

## Q&A

**Q1.** What do we do if the deck runs out?

**A1.** Continue the game without drawing cards from the deck.

**Q2.** When a card was flipped face up, it triggered a Link effect. Can we wait for the next player's turn to resolve the Link effect?

**A2.** No, Link effects cannot be delayed.

**Q3.** If two Link effects occur at the same time, in what order should we resolve them?

**A3.** You may resolve them in the order of your choice.

**Q4.** While resolving "Brute Force", before swapping two cards, a Link effect triggered from turning cards face up. In what order do we resolve these effects?

**A4.** Effects cannot interrupt other effects. Finish resolving Brute Force, then check for further effects.

## Example

In the example [pictured in the rulebook on pg. 10], the enemies' attack power is 3 greater than the defense power of the Ruins Area, so the players lose.

School Area: Defense 3; total enemy attack 3.

Library Area: Defense 6, total enemy attack 3.

Town Area: Defense 3, total enemy attack 1. (The sideways Underling has 0 attack.)

Forest Area: Defense 4, total enemy attack 3.

Ruins Area: Defense 9, total enemy attack 12.



## Characters

### **Verche**

*She ended up with a set of heretics' robes somehow. Fittingly for someone who collects people's weaknesses, she is specialized in scouting and infiltration.*

### **Aria**

*She reached out to touch to an unfamiliar "Bird" she found collapsed. When she did, it regained its spirit and began guiding her somewhere.*

### **Micah**

*She plans out her moves one after another on a chess board. It's all in the palm of her hands.*

### **Sarie**

*Things are too much for her to handle by her own power. That was the beginning. Now, she's excited like it's the night of a festival.*

### **Ratie**

*She's running around Eden wanting to befriend the heretics. Or perhaps, she's searching for someone.*

**Stuffed Animal**

*A talking stuffed animal. Its true form is a heretic who loves chaos. However, having found something even more important to it, it trembles at its inner conflict.*

**Bleina**

*Intelligent rabbits that came to Eden alongside Sophie one day. They love emeralds and can run like the wind. They're brimming with excitement to help the students of their beloved Sophie.*

**Sophie**

*A god who lives in this Eden, and the teacher for apprentice angels. She watched suspiciously over the 5 people who entered the forbidden ruins. Then, she learned the full extent of the heretics' horrible plot, and repeatedly casts spells to impede the progress of the ritual. However, she alone can't hold them off, and the last moment approaches hour by hour.*

# Component Translations

## Event Cards

### **Dark**

(red with crow illustration, crescent moon icon)

Link effect: Return the top card of the Clock to the bottom of the deck.

### **Bleina**

(green with rabbit illustration, emerald droplet icon)

Link effect: Defense +1. You may choose a face up card from the field and move it to an adjacent area.

### **Light**

(blue with flying in front of sun illustration, blue sun icon)

Defense +2.

### **Underling**

Attack 3 (sideways: 0)

! The player who reveals this card gets +1 Preparation.

### **King of Heresy**

Attack 6 (sideways: 3)

! The player who reveals this card gets +1 Preparation.

### **Stuffed Animal**

Attack 1 (sideways: -3)

! The player who reveals this card gets +1 Preparation.

! When turned sideways, this card cannot be moved or exchanged.

### **Sophie**

! When you activate a Link in this area, any player gets +1 Preparation.

## Student Cards

**Verche** [red]

**Skulk:** Reveal 2. Turn any Orthodox cards revealed by this effect sideways.

*No prob, no prob!*

**Aria** [blue]

**Saving Power:** Defense +1. Take up to 1 “Light” and 1 “Darkness” card from the discard pile and place them, face up and sideways, in any Areas.

*Don't worry. We can do this.*

**Ratie** [white]

**Mysterious Persuasion:** Choose one Heretic card in the field and turn it sideways.

*We're friends, right?*

**Micah** [yellow]

**Free-for-All:** Defense +2. You may choose two face-up cards on the field and exchange them.

*I see. Let's make the next move.*

**Sarie** [green]

**Lively Review Session:** Repeat the effect of a Plan Card without a Flag that was played this turn.

*Alright everyone, the rest is up to you.*

## Plan Cards

### Reliable Pet

Reveal 1. Defense +2.

*You'll reward it later, and it'll be popular in town.*

### Strategy Meeting

Defense +1. Defense +1. Choose another player and give them +1 Preparation.

*I'll handle this. You handle that, the other, and the rest...*

### Jar of Restoration

Defense +2. You may choose a card from the discard pile and place it into any Area face up and sideways.

*The Ruins are overflowing with treasures like this.*

### False Report

Defense +2. You may choose 2 face-up cards from adjacent Areas (one each) and exchange them.

*What's this, a change of post? Good grief.*

### Silver Ring

If another "Silver Ring" card has been placed, return that card to the bottom of the deck. Before scoring, if the "King of Heresy" isn't in this Area, remove this card from the game. Attack -3.

*Those who put on the ring have their soul stolen by a demon.*

### Handmade Trap

Flag. When an upright Heretic card is moved into, or exchanged into, this Area, turn that card sideways and put this card in the Clock.

*Prepared with more care than the exams at school.*

### Infiltration

Reveal 2. You may choose one revealed card on the field and move it to an adjacent Area.

*Hey, comrade. Looks like you left your lunch on the altar.*

### **Brute Force**

Reveal 2. You may choose two revealed cards in adjacent Areas (one each) and exchange them.

*Oops. My hand slipped.*

### **Forbidden Knowledge**

Reveal 2. You may choose one Orthodox card on the field and turn it sideways.

*The secrets of reproduction, and tomorrow's test questions too.*

### **Supply Basket**

Reveal 2. Choose one other player and give them +1 Preparation.

*It's all you can grab today!*

### **Decoy Plan**

Defense +2. You may choose a face up card on the field and move it to an adjacent Area.

*W-what's with that doll?*

## **Quest Cards**

Quest No. 01

### **Call Back the Guardian Spirits**

*The spirits got sick of school and left on a journey. But, they're sure to rush back if you make a commotion!*

Condition: At the end of any player's turn, there are 6 or more face-up cards in the "School"

Effect: Defense +2. Defense +2.

Quest No. 02

### **Decipher the Ancient Text!**

*An ancient book in the library's basement with techniques for warding off evil. The carvings in the ruins are your clue to deciphering it!*

At the start of the game, place this in the “Library” Area. Then treat it like an Event Card until it's cleared.

Condition: Move this card to the “Ruins” Area.

Reward: Defense +2. Defense +2.

Quest No. 03

### **Defend the Village!**

*There are many people asleep in the village. To protect them from danger, let's assure the safety of the village.*

Condition: Remove all cards from the “Town” Area.

Reward: Defense +3.

Quest No. 04

### **Special Project**

If you can prepare a lot of golden apples, this special experiment is sure to come in handy!

Condition: Trigger a Link involving a sideways card in the “Forest”

Reward: Defense +3.

Quest No. 05

### **The Enemy is in the Ruins!**

*Let's infiltrate the heretics' hideout in the Ruins and sabotage their rituals.*

Condition: The “Ruins” Area has 2 or more sideways cards in it.

Reward: Defense +3.

Quest No. 06

### **Intelligence Operation v1.03**

*Those who hold information, to some extent, control the battle. Collect info from all over the place!*

Condition: Every Area has 2 or more face-up cards in it.

Reward: Defense +3.

Quest No. 07

**Let's Make the Legendary Ritual a Success!**

*A god's power, known in Eden. If you perform the ritual, perhaps you could manifest it too!*

Condition: At the end of any player's turn, the discard pile contains exactly 10 cards.

Reward: Defense +2. Defense +2.

Quest No. 08

**The Great Falling Out Strategy**

*I spread nasty rumors between the heretics about each other. If we lure them together, something interesting could happen!*

Condition: Any area has 3 or more Heretic cards.

Reward: Defense +3.

Quest No. 09

**Teamwork!**

*Strangely, I was able to communicate with a Bleina. I think we could make a good team!*

Condition: Activate a "Handmade Trap" through the Link effect of a Bleina.

Reward:

Quest No. 10

**Connect the Mystical Links!**

*Grasp victory through the mystical links! The keys to victory are Light, Dark, and Bleina.*

Condition: Trigger 2 or more Link effects in one turn.

Reward: Defense +2. Defense +2.