

Kuro

RENT A HERO™



Rulebook

Rival kingdoms are vying to gather the bravest band of heroes in the land! Your goal: be the first to recruit 6 different heroes to start your adventure!



Overview of the game

You play using cards numbered 1 to 7, each number representing a different **hero**. During the game, players will pass cards face-down, choosing to gain clues about the nature of the card. When they receive a card, players either recruit the hero or pass. When a player has **6** different heroes, **he immediately wins the game**.

If there are no more cards in the deck and no player recruited 6 different heroes, the player who has the most heroes is the winner.

Goal

Be the first player to have **6 different heroes** or have the greatest number of heroes at the end of the game.

Contents

This box contains everything you need to play:

- 77 cards (11 of each hero)
- 5 player aids
- 1 rulebook

Set Up

1. Shuffle the cards and give 2 heroes to each player face-up. Hero cards placed in front of you form your **band of heroes**. If a player receives 2 identical heroes, he discards one of them and draws a new hero card until he has 2 different heroes.
2. Give **5 cards** to each player **face-down**. They make up the players' starting hands. The remaining cards make up the common deck which is placed face-down.
3. Randomly choose the starting player.

Example of a play area

The deck and the discard pile are common to all players. Each player forms their own band of heroes and their own pile of eliminated heroes.

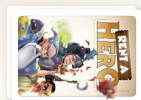


Deck



Discard

Player zone



Eliminated heroes



Band of heroes

How to play

On their turn, players assume the role of **Active Player**. When a player ends his turn, the next player clockwise becomes the Active Player.

During his turn, the Active Player sends a hero to the player on their left, respecting the required strength on the top card of the discard pile. The player who received the card can then recruit the hero or send it on to his left.

Card description



1. **Strength:** This number shows you if the hero meets the required strength that was revealed in the beginning of the round.
2. **Power:** Each hero has a power that can be used once per game.
3. **Illustration:** A representation of the hero.
4. **Required strength:** This information indicates what strength the hero you send must have.

Gameplay

In the beginning of his turn, the Active Player draws the first card from the deck and places it on the discard face-up. The required strength is shown at the bottom-right of the card. It designates which card strength you must play.

The Active Player must then choose, from the cards in his hand, a hero that corresponds to the required strength. He places it face-down and sends it to the next player clockwise. This card is called the **vagabond hero** for the entire round.

Example: The Active Player draws the top card of the deck in the beginning of his turn and places it on the discard face-up. It is an Angry Chicken. The card shows that a hero of strength 3 or lower is required. The Active Player has two cards in his hand that fulfill this requirement: the Pyromaniac with strength 2 and the Witch with strength 3. The Active Player chooses to send the Witch as the vagabond hero and places the card face-down in front of the player to his left.



I HAVE NO CORRESPONDING CARD

If you have no card in your hand that fulfills that required strength, you must draw and send the first card of the deck face-down as the vagabond hero. Look at this card and pass it to the player on your left. Additionally, discard one card from your hand.

The player who receives the vagabond hero can choose to:

- **recruit** him (turn the card face-up);
- **pass** and send the vagabond hero to the next player clockwise, who must choose on his turn: to recruit the vagabond hero, pass, ask for a clue, etc.;
- ask for a **clue** (see next page);
- use a **power** (can be done by any player).

If the vagabond hero makes a **complete tour** of the table and comes back to the Active Player, he must recruit the hero, whether he wants to or not.

Once the vagabond hero is recruited (or discarded by a power), the Active Player draws a card and places it in his hand. It is then the next player's turn, going clockwise, to become Active Player. Turns continue in this way until the end of the game (see "End of the Game" on page 9).

Recruiting heroes

To recruit a hero, turn over the vagabond hero.

If a player recruits a hero that he doesn't yet have, he adds it to his band of heroes.

If a player recruits a hero that he already has, the two identical cards are placed face-down next to his band of heroes. They form the pile of **eliminated heroes**.

To avoid the elimination of your heroes, try to guess the identity of the vagabond hero by asking for clues (see "Clues" opposite).

Clues

If you want to receive a clue before deciding to recruit the hero or pass, you can pass one of the cards from your hand, face-down, to the Active Player (the player who started sending the vagabond hero around the table). The Active Player secretly looks at the card you gave him. If the card is identical to the vagabond hero, he must reply “yes”, if not, he replies “no”. Your card is then discarded, temporarily face-down, so that the other players don’t know which card it was.

You can use as many cards as you’d like from your hand to try to gain extra clues about the identity of the vagabond hero before deciding to recruit him or pass.

Be careful, you cannot use the last card in your hand to ask for a clue:
if you only have one card in your hand, you cannot gain an extra clue.



Hero Powers

Each hero is endowed with a **power** that can be used once. You can use the powers of heroes in your band (not those in your hand) and you can only use each power once in a game.

Once you have used the power of a hero, turn the card one quarter turn so it lays horizontally, showing that it has been used.

You can use a power at any moment, including outside of your turn or even when the vagabond hero is not in front of you.

When you use a power, leave time for the other players to react. However, after a reasonable time has passed, you cannot go back.

If one of your heroes is about to be eliminated because you recruited an identical hero, you can, if you haven't already, use the power of this hero.

As soon as a player says "I'm recruiting", the hero is no longer considered a vagabond hero for anything concerning powers.

End of the Game

When a player has 6 different heroes in his band, he immediately wins the game.

Otherwise, when a player draws the last card from the deck, the game ends at the end of the current round. In this case, the player with the most heroes in his band wins the game.

In case of tie, the player with the smallest amount of cards in his pile of eliminated heroes wins the game.

If there is still a tie, the player who used the least amount of hero powers wins the game.

If there is a tie after that, all winners share the victory!

Required strength

1. **Angry Chicken:** Requires a card of strength 3 or lower.
2. **Pyromaniac:** Requires a card of strength 5 or more.
3. **Witch:** Requires a card of strength 3, 4, or 5.
4. **Dog Trainer:** Requires a card of odd strength.
5. **Sergeant:** Requires a card of even strength.
6. **Black Knight:** Requires a card of strength equal to or lower than the number of players.
7. **Wizard:** Requires a card of strength equal to or greater than the number of players.



Hero Powers

1. Angry Chicken: Nullify an ability.

Nullify the effects of another hero that has just been used. This hero is considered used even if his power was nullified. You therefore turn him horizontally. An Angry Chicken can nullify another Angry Chicken.

2. Pyromaniac: Discard the vagabond hero.

Place the vagabond hero face-up on the discard. He is not considered to be an eliminated hero. As soon as the vagabond hero is discarded face-up, the Pyromaniac power cannot be nullified by the Angry Chicken.

3. Witch: Refresh one of your heroes.

Refresh one of the heroes in your band that is horizontal. This hero's power can now be reused, even immediately after being refreshed by the Witch.

4. Dog Trainer: Prevent a player from recruiting.

The player of your choice is forced to pass and send the vagabond hero to the next player. If the vagabond hero is sent to the Active Player who is then the target of the Dog Trainer, the vagabond hero is then discarded. You cannot use the Dog Trainer on yourself to avoid recruiting a vagabond hero.



5. Sergeant: Look at the vagabond hero.

The Sergeant allows you to secretly look at the vagabond hero's card, being careful not to show this card to the other players. You can reveal the name of the vagabond hero to the other players if you want to give them information, but you cannot show them the card. You are absolutely allowed to lie and announce the name of a different card than the one you actually saw.

6. Black Knight: Ignore the required strength.

This power allows the Active Player to ignore the required strength and send a card of his choice, from those in his hand, as the vagabond hero.

You can use the Black Knight on another player if you want, though most of the time you would use this power on your turn to avoid sending a hero that would cause another player to win.

7. Magician: Draw two cards.

This power allows you to draw two cards from the top of the deck and add them to your hand. If there is only one card left in the deck, you can only draw one card. There is no limit on hand size.



Variants

These rules are evolved from the original Japanese version. Two areas were changed, here are the original rules:

- Ask for a clue: when a player gives a card to gain a clue, the response is based on whether or not the required strength at the bottom-right of the card matches. The response is still “yes” or “no”.
- End of the game: The end of the game only happens if a player has 6 different heroes. When the deck is empty, shuffle the discard to form a new deck.

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