



# WAY OF THE SAMURAI

A game by Yøssef FÅRHI

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## Component Overview :

- 60 Cards (Way of the samurai)
- 25 Cards (Blood and Bushido Expansion)
- 2 Gauges Board (with Campaign mode)
- 1 Weather Card
- 6 Gauge Sliders
- 16 Life tokens
- 10 Ki tokens
- 2 Dice



**Summary:** Way of the Samurai is a solo-player card game (with a 2 player variant) which offers you the chance to experience an epic fight between two samurai. Each game represents a face off to the death.

**Objective of the Game:** Defeat the Enemy by taking away all his hit points!

## Presentation of cards and gauges board:



### Main Action Cards :

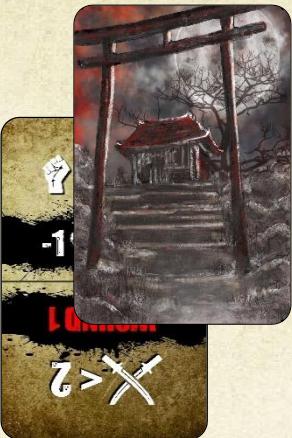
These are your starting action cards. You have to play 3 cards to make a move: raise guard or land an attack onto opponents. They have 1-2 effects described in the Blue stripes.



### Special Action Cards :

These are stronger action cards, which you can gain and play during the game to form stronger moves. They have 1-2 effects described in the Red stripes.

### Opponent Cards :



These determine your enemy's Defense and Counter-attack moves. They have two parts : the upper part for Defense and the lower part (the upside-down part) for the Counterattack.



### Wound Cards :

These represent the injuries that you may suffer or cause to the opponent during the fight. They are in two parts : the upper part for level 1 Wounds and the lower part for level 2 Wounds.

### Gauges Board :

The gauge board has three rows that represent the characteristics of your move: Strength, Technique and Guard.

Levels of each characteristics cannot be more than 4 or less than -2.

	-2	-1	0	1	2	3	4	← STRENGTH
	-2	-1	0	1	2	3	4	← TECHNIQUE
	-2	-1	0	1	2	3	4	← GUARD

### Setting Up:

- Place the gauge board next to you and place the 3 markers on the zero space of each row.
- Shuffle each card deck separately: **Action, Special Action, Opponent cards and Wound**.
- Choose an Character card to fight and place it near the opponent card deck. We recommend to start with **Ishida** or **Takeshi**.
- Choose a weapon card to use in the game. It is strongly recommended to start with Katana or Bokken (rules for the weapon cards are presented in page 8).
- Take 8 Life tokens (red) and 5 Ki tokens (blue). Place them next to your gauge board as your reserve, then place the Life and Ki tokens next to the Enemy card you are fighting according to numbers indicated on the card as their reserve.



KI



VIE

- Place the Main Action (blue stripe) and Special Action (red stripe) decks inside your reach, next to each other.
- Place the Wound deck next to the Opponent deck, then place the injury die starting at 1.

Leave some space for the Action Zone. Now you're ready to play!

## Illustrated setup:



## How To Play

The game is played in rounds until you or the opponent has no life tokens left. A round is divided into 2 attacks.

### Playing a Round

One round is divided into 5 phases.

**Phase 1:** Place the three markers at ZERO space on your gauge board. Draw 6 cards from the Main Action deck. These cards are your hand for this round.

**Phase 2:** Select and play 2 Action cards from your hand to the Action Zone and apply ALL of their effects on the gauge board. You may NOT abandon any of each card's effects.

Example:



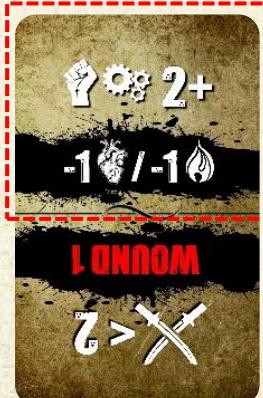
**Phase 3:** Uncover the first card of the Opponent deck. Place it to the left of the Enemy card. This upper portion of the card represents your enemy's Defense. This Defense tells you the necessary levels of the characteristics in your gauge board, that you need to successfully land an attack". Your Action card combination is not complete.



Here, the Defense of the Opponent card says: If the player's Technique level is 3 or +, the Enemy loses 1 Ki point.



Example 2:



Here, the Defense of the Opponent card says: If the player's Strength and Technique level are 2 or more, the Enemy loses 1 life point OR 1 Ki point. The choice is up to the player.

**Phase 4 :** Finalize your attack! Place a third Action card next to the other two. Once placed, you must resolve the Enemy Defense (revealed in Phase 3). The first two Action cards are chosen without really knowing the Defense of the Enemy. The third Action card allows you to finalize and adapt the attack, to cause damage to the Enemy or to defend yourself by increasing your Guard level (see phase 5).

**Phase 5** : Draw another Opponent card and place it on the right side of the Enemy Character card, then resolve its lower part effect. It represents the Enemy's Counter-Attack. Since this lower part is printed upside-down, so rotate the card 180 degrees and place it on the right side of the Enemy card.

*Here, the Counter-Attack of the Enemy says:  
If the player's guard level is less than 2, the  
player suffers a level 1 Wound.*

Example:



Once the Counter-Attack is resolved, check if you have made a Combo with your 3 Action cards (see "The Combos" page 6). If so, apply the bonus related to this Combo immediately. Always collect the Combo bonus after the Counter Attack step.

Then, discard the action cards used in the action zone. The first move has ended. Then repeat Phase 2 to Phase 5 again. When you finish phase 5 for the second time, the round is ended.

Start a new round by returning to Phase 1, and repeat in this manner until the end of the game.

**You win a fight immediately when the Enemy loses all of their life tokens.**

**When the Enemy loses their last Life token, you must not resolve their counterattack.**

When there are less than 6 cards left in the Action Deck BEFORE STARTING A NEW ROUND, combine the Action Deck and discard pile, then shuffle to form a new Action Deck.

When there are less than 2 cards left in the Opponent deck AT ANY TIME, combine the Opponent Deck and discard pile, then shuffle to form a new Opponent Deck.

Ki



Ki is represented by the blue tokens. You always start with 5 Ki tokens (unless otherwise specified). The enemy's Ki is not used. However, you can reduce the opponent's Ki tokens through your attacks to deal more damage.

- ❖ If the opponent does not have a Ki point in his reserve, he loses 2 life points at each end of the round !
- ❖ If you do not have a Ki point in your reserve, you lose 2 life points at the end of each round !

Ki points can be used by the player. The fight will be very difficult if they are ignored.

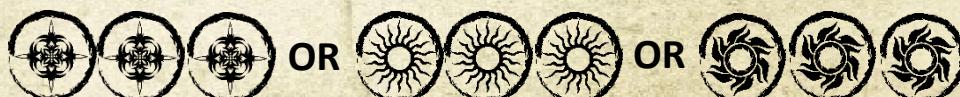
#### **There are 3 ways to spend your Ki points to improve your strategy :**

1. You can discard a Ki token at any time to draw an extra card from the Main Action deck. If you use the Ki this way, the cards that will remain in your hand at the end of the round will be discarded (a round is never made of more than two attacks. An attack is never composed of more than 3 cards).
2. You can discard a Ki token before playing the first Action card to reveal the Enemy's Defense. This can put you in an advantage during a fight. Knowing the Enemy's Defense in advance will allow you to land an attack easier.
3. Before revealing the Enemy's Counterattack, you can discard a Ki token to increase your Guard level by 1 on the gauge board (2 Ki tokens for 2 additional levels, 3 Ki tokens for 3 additional levels etc...). This use is the rarest, but with experience you will know how to use Ki this way with great efficiency.

#### **Combos :**

On each of the Action and Special Action Cards, there is a little symbol on the top left corner, (there are 3 different black symbols and a red symbol). When all 3 cards in an attack have 3 matching symbols, you have scored a combo and receive a bonus.

If you place 3 Action cards and have any of these three combos:



You have the opportunity to utilize one of the following bonuses:

- ❖ **Receive a Ki token.** However, you can't have more than 5 Ki tokens in your reserve.
- ❖ **Draw a special action card** and keep it next to the gauge board. You can store them as much as you want, and you can play them in any order, or even play several cards in a move. Then they will be discarded and shuffled with other main action cards for the rest of the game.

### Wounds :

The Wound Deck consists of 5 cards. Each card describes a **level 1** injury and a **level 2** injury (upper part and lower part respectively). The enemy causes you wounds easily with his counterattacks. However, you will have to do more than that to hurt them..

When you make the following combo :  during an attack, **you do not win a Special Action card and you cannot recover from Ki**, instead, you add +1 to your dice level.

For each combo of this type, you add +1 to your dice level!

You can activate the injury die and resolve the bonus corresponding to the level on the die:

**Level 1-2** : No effects

**Level 3** : The enemy loses 1 life token.

**Level 4** : The enemy loses 1 life token OR 1 Ki token.

**Level 5** : Draw a wound card and resolve the Level 1 wound effect.

**Level 6** : Draw a wound card and resolve the Level 2 wound effect.

**Important: You can only activate the die bonus after an Enemy's Counterattack.** When you decide to activate a die bonus, you must imperatively replace your die to level 1 !

When you cause a Wound to the Enemy, you must draw the first card from the Wound Deck and resolve it. Resolve the top half of the card for a Level 1 Wound and the bottom half for Level a 2 Wound. When you draw a card from the Wound deck, you must immediately shuffle it back into the Wound deck after using it. The same is true when the enemy uses a Wound against you. When drawing a card from the Wound deck, there should always be 5 cards present in the Wound deck (even against KEMPO !)



**One of the 5 wound cards is different from the others.**

« The Fatal Wound »

This specific Wound Card causes no wounds in the level 1 effect: this is the lucky dodge. However, there is a kanji that means “death” in the level 2 effect, (beheaded). It means an instant defeat for those who received this wound!

## **The Weapon / Saber cards**

Before each game, you have to choose a weapon from the weapon cards. Each of them will give you an advantage and a disadvantage during the fight. Here are their characteristics :

**1. KATANA** - No advantages or disadvantages.

### **2. KATANA & KODACHI**

*Positive:* You start the fight with the injury die at level 3.

*Negative:* In opposing attacks, level 1 Wounds are replaced by level 2 Wounds.

### **3. NAGINATA**

*Positive:* Before revealing the opponent's counter-attacks, you get a 1 additional Guard Level bonus.

*Negative:* You start the game with 2 Ki. You cannot have more than 2 Ki in your reserve.

### **4. NODACHI**

*Positive:* You can spend a Ki Token to increase your Force or Technique level by 1 at any time.

*Negative:* For each Life Token you lose, you also lose 1 Ki Token.

### **5. TANTO**

*Positive:* All damage to the Enemy is doubled.

*Negative:* You cannot have your Guard level more than 2.

## **6. KUSARIGAMA**

*Positive:* If your Technique level is at 4 when resolving a counter-attack, the counterattack is cancelled. (As long as you mastered this, you can disarm opponent easily).

*Negative:* If your Guard level is at -1 or -2 at the end of a round, you will always draw a Wound Card and resolve the level 1 effect. (The chain of your weapon is entangled... The opponent benefits).

## **7. BOKKEN**

The Bokken is a special weapon. It is a wooden sword widely used in samurai training. Miyamoto Musashi frequently used it in real deathmatchings to taunt his opponents, but also to convey a message: the way of the samurai is a lifelong learning process.

The Bokken only has a positive ability. It allows you during combat to transform your Life points into Ki points. At any time you can discard a red token against a blue token. Very effective when your Ki reserve is empty. Be careful, you cannot use this effect when there is only one Life point left in your reserve.

*Like the Katana, the Bokken is recommended for your first fights.*

### **Presentation of the Enemies :**

#### **ISHIDA**

8 Life Tokens

5 Ki Token

*Ability :* None

#### **TAKESHI**

5 Life Tokens

5 Ki Tokens

*Ability:* If you have no more Ki Tokens during the fight, Takeshi broke your blade, technically defeated you. You lose the game.

#### **ODA**

6 Life Tokens

5 Ki Tokens

*Ability:* For each Life Token that you lose, Oda recovers them in his reserve. He becomes stronger as you make mistakes...

## KEMPO

8 Life Tokens

5 Ki Tokens

Ability: Kempo is immortal! The only way to kill him is to cut off his head. He can lose lives during combat, but never dies. When he has no more life, he recovers 8 life and receives a level 2 wound.

When you choose to face the Colossus there is a rule change :

When you make a combo of type :  with an attack, you do not raise the die level. Instead, you roll the die! If the result is 1, 2, 3 or 4 nothing happens. If the result is 5, the Colossus receives a level 1 wound. If the result is 6 he receives a level 2 Wound. The secret of victory against the colossus are level 2 wounds, hoping to fall on the card that will cut off his head! Patience and concentration.

*(Kempo cannot be associated with "Storm" and "Fire" climates).*



## The Samurai Clan (infinite mode)

The samurai clan is a game mode which you will have to fight a group of enemies one by one. Before each fight you must roll the Blue die, then assign Life and KI Token(s) to the Opponent according to the result. The objective of this mode is to defeat as many opponents as you can. Special Action Cards you gained will be kept in your Main Action Deck for the rest of the game. When an opponent is defeated you must restart a new round without reshuffling the decks. The level of your wound die is kept between combats. The more opponents you fought and defeated, the stronger you will become!



### Scale of scores with the Samurai Clan

Samurai defeated	Results
0 to 5	Go back to training !
6 to 10	Good samurai !
11 to 15	Great samurai !
16 to 20	Samurai of the Emperor's Guard !
21 +	The Way of Musashi "The Samurai" is inside you!!

### Joker :

This is a special card, it offers you to choose a "symbol" of your choice when you play it.

You may also add +1 to the gauge of your choice when playing it. (Force OR Technique OR Guard).



### Get It Right

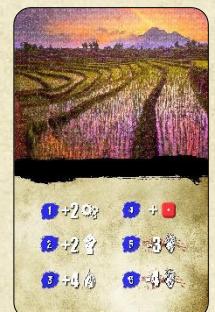
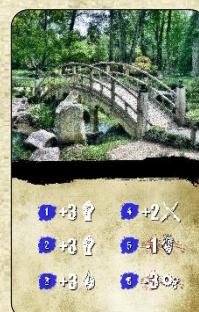
Opponent cards have two parts, a Defense part and a Counterattack part. In order to not get confused, there is an illustration on the back of these cards. The illustration should ALWAYS be facing the proper direction when you prepare the Opponent deck of cards.

In addition, the Defense part of the Enemy is ALWAYS accompanied by Force and / or Technique symbols, while the Counterattack part is ALWAYS accompanied by the Guard symbol.



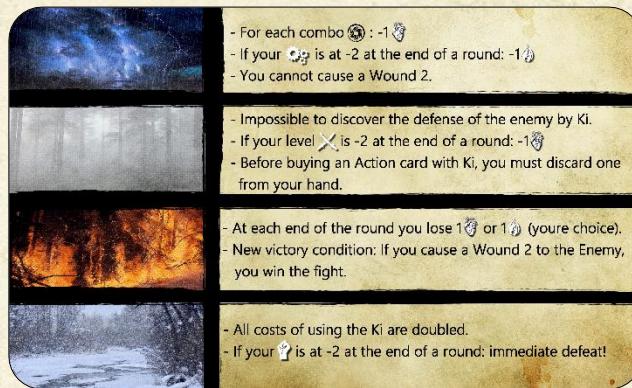
### Surroundings Cards

Before a fight, you can define Surroundings, or where the fight will take place. There are four different Surroundings: Bridge, Forest, Rice field and Mountains. When you play the game with a Surroundings Card, you can exploit this Surroundings at any time by spending a Ki Token at any time during a round and roll the blue die. Then refer to the Surroundings Card bonuses or penalties according to the result of the die. The penalties are recognizable because they are associated with a splash of blood. When you win in Technique, Strength or Guard you immediately increase your gauge on the gauge board. When it is a bonus related to Wound die, you increase the Wound die.



## Weather Cards

After choosing a Surroundings, you can add a weather to make the game harder and more intense by placing a small round Token on the chosen weather before starting a game. Weathers bends the rules according to the effects described, so you must consider all rule changes from the selected weather. Good luck!

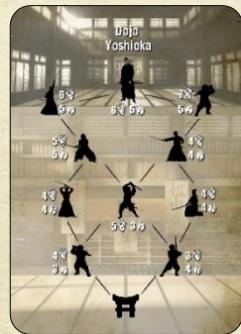


## Campaign Mode

Different scenarios are printed on the back of each Gauges Board. One depicts Miyamoto Musashi's fights against the strongest disciples of the Yoshioka Dojo and the second depicts the Yoshioka dojo students' attack against Miyamoto Musashi in the village outskirts. Campaign mode plays out as one long fight, although there are multiple opponents. Special Actions cards won are kept until the end of the game. The level of the wound die is to keep from one fight to the next. At the end of each fight, the "random events" card must be used (see page 13).

### **Campaign 1 - Dojo Yoshioka :**

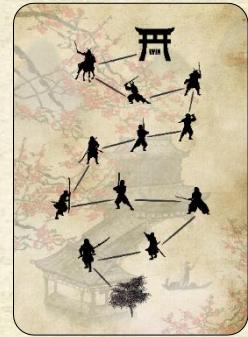
To win this first campaign, you have to defeat four opponents as well as the master of the Dojo. You start under the ark and you have to choose one opponent at a time to move along the path. Sometimes the path splits into two, which means you can choose one of opponents before the next round. Each opponent has a specified number of Life and Ki points depicted on the Yoshioka Dojo Campaign Card.



## Campaign 2 - Yoshioka Ambush:

To win this campaign, you have to defeat eleven opponents. You start at the tree and you have to defeat opponents one at a time on the way to the torii. **Before each fight, roll the Blue die to determine the opponent's health first**, then place Life Tokens according to the result and 2 Ki tokens.

? = Die result.



## Random Events (Campaign Mode)

The Random Events card must be used in Campaign 1 and 2.

**After each fight, you must roll the blue die and refer to the Random Events card in order to resolve an event.**

If the result of the die is:

**1:** You gain "+?" Technical level. The " ?" on the events card must be replaced by a number that the blue die will determine. Example: at the end of a winning fight, I roll 1. So I have to resolve the "memory" event. I roll the die again, I roll 3. So I add 3 to my Technique level on the Gauges Board. This +3 technique bonus will be taken into account from the start of the new fight.

**2:** You gain "+?" Strength level.

**3:** "Rage" you gain +3 to your damage die level. Increase your damage die level by 3. You cannot exceed level 6.

**4:** You lose 1 Ki point.

**5:** You lose 1 Life point.

**6:** "Broken Sword" forces you to discard your weapon and choose another one from the available weapons, (you pick up the weapon from the enemy you just defeated). Once broken you can no longer use it during the campaign. If there are no more weapons available, you lose the game.

Mode Campagne Événements	
■ +?	⌚ (Souvenir)
■ +?	⚡ (Risque)
■ +?	🔴 (Rage)
■ -1	👘 (Kimono déchiré)
■ -1	⚡ (Fatigue)
■ -	🗡 (Épée brisée)

**Important note:** The Blood and Bushido expansion offers you a second "Random Events" card. This second card will allow you to face the campaigns in "Normal" mode, while the map shown above allows you to play in "Hard" mode.



Mode Campagne Événements	
■ +1	⌚ (Concentration)
■ +1	⚡ (Resistance)
■ +2	👘 (Instinct)
■ +2	⚡ (Ceciance)
■ +?	🔴 (Fure)
■ -	🗡 (Épée brisée)

## **Campaign specific rules:**

- ❖ One Mulligan authorized by campaign. When you draw 6 cards at the start of the round, you can discard the 6 cards and draw 6 new ones. Only once per campaign.
- ❖ Each opponent defeat with an Wound card earns you 1 Health point and 1 Ki point. (Max 5 Ki et 8 Life in your reserve)
- ❖ Use of the random event card after each fight (except the last fight of each campaign).
- ❖ Surroundings cards and climates cards are not compatible with campaign mode.

## **Easy Mode**

To play in an easier setting, you can apply any, several, or all of rule changes as shown:

- ❖ When you draw an additional Action Card using a Ki token, you may draw 3 cards, choose one of them to keep in your hand, and discard the others.
- ❖ Start the game with the injury die at 2 points.
- ❖ During setup the game, you may draw a Special Action card randomly from the Special Action deck and add it to the Main Action deck.

## **Hard Mode**

To activate this mode, you must add the HARD MODE card to the Opponent deck when setting up.

> If this card is the Enemy's Defense, it is considered an impenetrable defense. You cannot hurt the opponent, no matter how hard you hit them...

> If this card is the Enemy's counterattack, draw two Counterattack cards from the Opponent Deck and resolve them one after the other. Prepare to bleed yourself out...



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[www.Aloneeditionsgames.com](http://www.Aloneeditionsgames.com)*

# WAY OF THE SAMURAI

## Blood and Bushido

Blood and Bushido is an expansion for Way of the samurai. It allows you to integrate new modules. Modules can be played individually or in combination. This expansion brings new game experiences and many strategic approaches.

Blood and Bushido includes 5 modules, a new opponent, 2 new surroundings, 2 new weapons, and a new random event card for campaign mode. We recommend that you should play Bushido and Gisei modules every time you play. These two modules, once installed, do not affect your game in any way if they are not played, (such as adding a location during a fight).

**BLOOD**



**BUSHIDO**



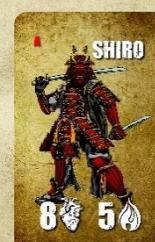
**GISEI**



**YOROI**



**SHIRO**



**1 VERSUS 3**



**SURROUNDS**



**WEAPONS**



**EVENTS**



## [ BLOOD ]

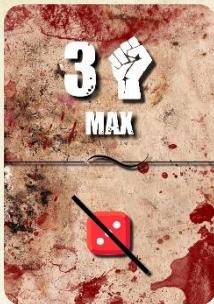
The Blood module changes how injury cards affect you. It consists of 5 Injury cards with a star icon on a corner. When added into the game, shuffle them and place it next to the base game Injury deck. When you resolve an injury effect on your opponent, draw a card from the “base game” injury deck. When you resolve an injury effect on yourself, draw a card from the new injury deck instead.

**Important:** After you resolved injury effects from the Blood module, you must keep the wound card next to your play area for the rest of the game instead of shuffling back into the Injury deck. All effects on multiple injury cards can stack together. If the Injury deck is empty, you lose the game immediately.

*This module is not compatible with campaign mode.*



## Blood Module Card Effect List:



**Wound 1 :** For the rest of the game, your Strength level cannot be more than 3. Any excess Strength level from action cards is lost. (Arm injury)

**Wound 2 :** Remove the Injury die from the game immediately. For the rest of the game, you cannot activate the Injury die, and  Combos no longer have any effect. (Broken rib)



**Wound 1 :** For the rest of the game, your Technical level cannot be more than 3. Any excess Technique levels from action cards are lost. (Broken finger)

**Wound 2 :** For the rest of the game, you lose 1 life point at the end of each round. A round ends after the opponent's second counterattack. (Deep gash in the abdomen)



**Wound 1 :** Decrease the level of the Injury die by 3. If the Injury die level is less than 3, set it to level 1 instead. (Broken shoulder)

**Wound 2 :** For the rest of the game, you cannot gain any more Ki tokens, regardless of the means. (Eye injury)



**Wound 1 :** You lose X life point(s). X = the level of your injury die. You cannot lose less than one hit point and never more than six hit points. (Injury to the thigh)

**Wound 2 :** You lose X ki point(s). X = the level of your injury die. You cannot lose less than one ki point and never more than six ki points. (Loss of balance)



**Wound 1 :** No effect. (Lucky Dodge)

**Wound 2 :** You lose the game immediately. (Beheaded)

# [BUSHIDO]

The Bushido module allows you to use your combos  /  /  in a new way. It consists of 7 cards that represent the 7 Bushido virtues.

When you added this module into your games, place the Bushido deck next to the indicator board. Place a small round pawn next to the deck. During the game when you make a  type,  type or  type combo, you will have the option to "get a Ki token" or "win a Special Action card" or "place the small round counter on the first kanji on the back of the card". If during the game you make a combo again you can move the small round counter to the second kanji and so on. When your pawn reaches the third kanji you can immediately draw a Bushido card and solve it.

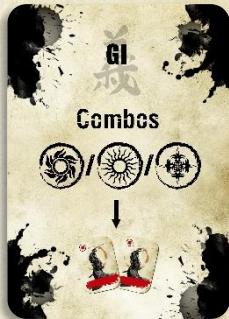


Bushido cards give you a powerful advantage. Once drawn, place the card next to you and keep it until the end of the game or the end of its use. You can only win one Bushido card per game. When you win a Bushido card, keep the card and remove the Bushido deck from the game.

**Classic combos are not the only way to move the Bushido slider. You can also, at any time, spend 2 Ki points to advance the cursor to the next Kanji.**

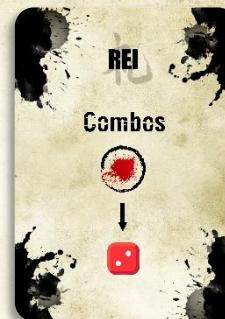
This module is compatible with the campaign mode and the samurai clan. The card won during the campaign is kept until it is used up or the end of your game.

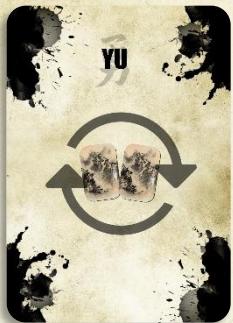
## Bushido Card Effect List:



For the rest of the game, when you score a  /  /  combo, you can draw 2 Special Action cards instead of one.

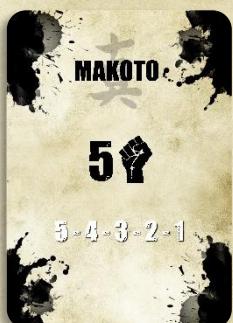
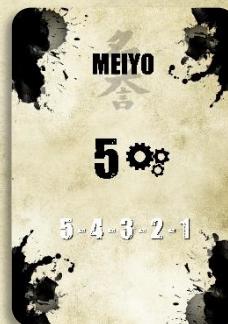
For the rest of the game, when you score a  combo, increase the Injury Die levels by 2 instead of 1. (e.g. from 2 to 4, 3 to 5.) The excess beyond level 6 is lost.





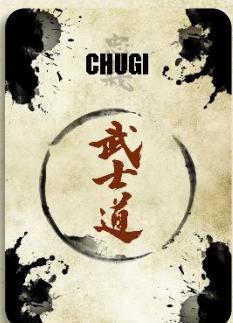
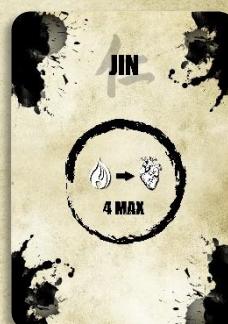
For the rest of the game, after drawing your 6 starting Action cards at the beginning of each round, you can discard up to two cards from your hand and draw two new ones. This effect is irreversible. This action is limited to once per round.

This card is a bonus of 5 in Technique. Place a chip on the number 5 (white). You have a +5 Technique credit to spend as you wish during combat. Each time you spend one or more Technique points from this card, drag the slider token by the same amount. You can spend all 5 points at once or spread them over several rounds. When the bonus is used up, discard the card.



This card is a bonus of 5 in Strength. Place a token on the number 5 (white). You have a +5 Strength credit to spend as you wish during combat. Each time you spend one or more Strength points from this card, drag the slider token by the same amount. You can spend all 5 points at once or spread them over several rounds. When the bonus is used up, discard the card.

You can save your Life by sacrificing your Ki. At any time, you can discard up to 4 Ki Tokens in your pool onto this card, then gain Life Tokens for the same amount of Ki token you have discarded from this effect earlier. This card can be used for several rounds, but cannot discard Ki Tokens on this card regardless of the means. When there are 4 Ki Tokens on this card, discard this card and all Ki Tokens on it.



This card allows you to choose any card from the Bushido deck.

## [ GISEI ]

Gisei means “sacrifice”, a move where you take a small cut to avoid deeper wounds or to strike the opponent with greater forces. This module allows you to try new strategies and take more risk. It consists of 5 cards.

When added into the game, shuffle them to form Gisei Deck and place it next to your gauge tray. Before revealing each opponent's counterattack, you can discard a Life Token and draw a Gisei card.

Gisei cards gain you your Guard level, but be careful as there is a Gisei card that decreases your Guard level instead of increasing. The sacrifice may not worth it.

When you have resolved the card's effect, shuffle it back into the Gisei Deck.



## [ 1 VERSUS 3 ]

Module 1 Versus 3 allows you to face three enemies at the same time.

Each opponent is associated with a number (from 1 to 3) and a specific number of Health and Ki points.

This module includes 3 enemy cards and 1 random counter-attack card. When you play with this mode, the three enemies surround you.

*Here is a proposal of installation:*



?	-2	-1	0	1	2	3	4
o	-2	-1	0	1	2	3	4
x	-2	-1	0	1	2	3	4

With this mode, the course of a round is the same as in classic mode except for a few modifications.

After drawing your 6 Action cards at the beginning of the round, you must place a small marker chip on the opponent you wish to attack. You can only attack one opponent at a time. A round consists of two attacks, you can attack the same opponent twice or two different opponents.

Once the opponent is selected, you must activate two Action cards, (unless you use your Ki). Then discover the defense of the selected opponent. Then place your third Action card. Resolve your attack. Then roll the blue die and refer to the random Counterattack card. This card lets you know which opponent is counterattacking and therefore how many counterattacks you need to resolve. To do this, roll the blue die and apply the result.



*Example:* If the result is 2, you must resolve three counterattacks. A first one from opponent 1, a second one from opponent 2 and a third one from opponent 3.

If an opponent is dead you do not have to resolve his counterattack.

*Example:* if opponent 2 is dead. You roll the die and make a 4. You only have to resolve opponent 3's counterattack.

When you kill an opponent, you must flip his card over. He can no longer counterattack. When you kill all three opponents, you win the game.

*Note:* Injury die bonuses must be activated on the attacked opponent.

## [YOROI]

Yoroi means “Armor”, and this module can grant anyone who wears it an advantage in a fight. The Yoroi module consists of a card, which has two uses: either to protect yourself for an easier fight, or make an opponent tougher to defeat.

**When you use the armor:** Place the YOROI card next to your play area and put a small round token on the number 4. This will gain you 4 Life Tokens worth of resistance. When you have to take damage, slide the token on the YOROI card down according to the damage first. When the token on the YOROI card has reached 0, remove it from the game. Any excess damages afterwards is removed from your Life Token pool instead. You cannot spend Armor Resistance to gain Ki Tokens when using Bokken’s effect.

We recommend using this module in campaign mode.



**Special Rule:** AFTER the armor has taken damage, roll the blue die. If the result is a 6, the armor is broken. Remove the YOROI card from the game. Otherwise, nothing happens.

**When the opponent uses the armor:** Place the YOROI card next to or under the opponent's card like in images below. Place a small round token on the number 4. This will gain the opponent 4 Life Tokens worth of resistance. When the opponent has to take damage, slide the token on the armor card down according to the damage first. When the token on the YOROI card has reached 0, remove it from the game. Any excess damages afterwards is removed from the opponent's Life Token pool instead.

Special Rule: AFTER the armor has taken damage, roll the blue die. If the result is a 6, the armor is broken. Remove the YOROI card from the game. Otherwise, nothing happens.

YOROI Card Setup 1



YOROI Card Setup 2



## [ SHIRO ]

With full armor and dual-wielding technique akin to Miyamoto Musashi, Shiro is one of the most formidable opponent throughout his duels. This opponent consists of a double-sided card with A and B sides depicted on a corner. During the setup, place the Shiro card on the A side. Shiro starts with 8 Life Tokens and 5 Ki Tokens.



When Shiro has taken damage, flip the opponent card to the other side. When you flip the card and side B is revealed, choose ONE of the effects as shown and resolve it immediately:

- Discard a Ki Token. If you run out of Ki tokens, you cannot choose this effect.
- Discard a Life Token.
- Remove from the game an action card, either ones you are keeping next to the gauge board, or from your hand. If you remove a Special Action card from your hand, draw a new one from the deck Action to replace it.
- Decrease the Injury Die point by 1. If your injury die is 1, you cannot use this option.



If side A is revealed, nothing happens, and the round continues as normal. In other words, every 2 strikes you landed on Shiro successfully, you will have to discard either a Life point, a Ki Token, an Action Card, or a point of the Injury Die. If you cause a Wound 1 or Wound 2 to Shiro you must also turn his card over to the other side.

## I SURROUNDING I

There are 2 new surroundings in this expansion: The Bamboo Forest and The Cliff.

**The Bamboo Forest** will allow you to protect yourself when you need it, but beware that this place can also cause you a lot of damage.



**The Cliff** has a special rule: You can only exploit it once in a fight. You can resolve a level 1 injury to your opponent if you roll a 1, 2 or 3, or you can fall off the cliff to your demise, and lose the game immediately if you rolled a 4, 5 or 6.



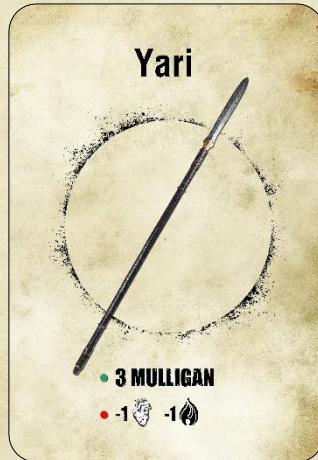
## [ WEAPONS ]

There are 2 new weapons in this expansion: YARI and WAKIZASHI, which give you more choices and encourage deck manipulating.

### YARI

**Advantages:** When you have drawn 6 Action cards during the beginning of the round, you can discard all cards in your hand and draw 6 new ones to your hand, for up to 3 times in the game. This effect can stack with “discarding card and redraw” rule in Campaign mode, bringing them up to 4 times.

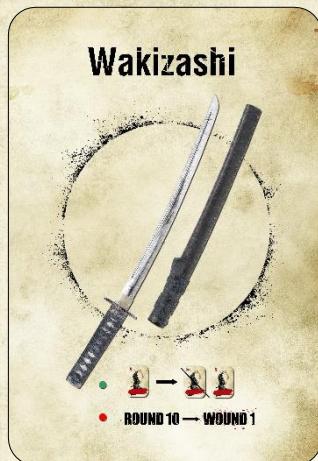
**Disadvantages:** Start the game with 1 Life Token and 1 Ki Token less. (In other words, start the game with 7 Life Tokens and 4 Ki Tokens instead.)



### WAKIZASHI

**Advantages:** When drawing a Special Action card, draw two cards, keep one, and shuffle the other back into the Special Action deck instead.

**Disadvantages:** At the end of the tenth round, draw an Injury Card and resolve its level 1 injury effect.



**STRETCH GOAL**

**&**

**FAN MADE**

# TAIKYU MODE

Taikyu Mode not only adds the unexpected to your battles, but also new possibilities to improve your strategy. This module is recommended for beginners and experts.

*Taikyu* is represented by a board card. This map is divided into two parts.

- The left part allows you to follow the rounds and to know how long the fight will have lasted.
- The right part presents 6 lines of consequences.



Play with TAIKYU.

When you draw your 6 Action cards at the start of the round, you must check the symbol of the first card drawn. If it is an "wound" symbol, you should immediately roll the blue die and apply the consequence associated with the result. Most of the consequences are very beneficial for the player. The consequence is valid only during the current round.

Explanations of the consequences:

- 1- If you perform a combo during this round, recover 2 Health points.
- 2- During this round, you can use 1 Ki point against 1 Special Action card.
- 3- During this round, you can use 1 Ki point against 2 levels of Wound die.
- 4- During this round, you can use 1 Ki point to advance your Bushido gauge by one level.
- 5- During this round, you can use 1 Ki point against 2 Health points.
- 6- At the end of the round, the fighter with the fewest Ki point (s) receives a Wound 1. If there is a tie, both lose 1 Ki point.

# **FAN MADE PNP AND SG**

## **[ENGLISH]**

### **KANABO 1**

Positive: You win the fight, when the opponent runs out of Ki.

Negative: -1 Guard at the start of each round.

### **KANABO 2**

Positive: When you cause damage with an attack or a wound card, the opponent loses 1 life point.

Negative: During this fight, you cannot increase your guard using Ki. (Except with a surrounding)

### **KANABO 3**

Positive: If the opponent loses 2 or more Lives with the same attack or with a wound card. You recover 2 Ki points.

Negative: You start each round with -1 in Technique.

### **MASAKARI 1**

Positive: -X Guard = + X Strength.

At any time during the fight. You can lower your Guard and increase your Strength as much. The reverse is impossible.

Negative: None

### **MASAKARI 2**

Positive: Once per round, transform a Technique value into Strength.

Example: a +2 Technique card can be considered as +2 Strength.

Negative: During this fight, you cannot increase your guard using Ki.

### **TONFA 1**

Positive: -X Guard = + X Technique

At any time during the fight. You can decrease your Guard and increase your Technique accordingly. The reverse is impossible.

Negative: None

### **TONFA 2**

Positive: Place only one Action card before revealing the opponent's defense.

Negative: If you must suffer a level 1 or 2 injury, the game is over.

### **SAI 1**

Positive: Once per round, transform a Strength value into Technique.

Example: a +2 Strength card can be considered as +2 Technical.

Negative: During this fight you cannot increase your guard thanks to Ki.

### **SAI 2**

Positive: Recover 1 Ki if at the end of the round your guard is equal to or less than zero.

Negative: -1 of your choice on your gauge chart at the start of the round.

### **NAGAMAKI**

Positive: You can exchange 1 Ki for a card of your choice from the Action deck discard pile at any time.

Negative: Unable to discover opponent's defense by Ki.

## **KATANA / TANTO**

You will have to fight with the two weapons, but you will have to use them separately.

At the start of each round, you must choose to use either the Katana or the Tanto.

When the round starts you draw 3 Action cards, then you choose the Katana or the Tanto (face A or face B). Finally, draw 3 more Action cards to complete your 6-card hand.

The round continues normally.

The chosen weapon is to be used until the end of the round.

Characteristics of the two weapons:

### **KATANA**

Positive: Before a counter-attack you can use a Ki point in order to gain 2 levels of Guard instead of 1 usually. (Cumulative)

Negative: There are 2 types of combos that will not earn you anything during this round.

### **TANTO**

Positive: At any time during the round, you can use a Ki point to gain 2 Strength levels.

Negative: You start the round with -1 level in technique.

### **TESSEN**

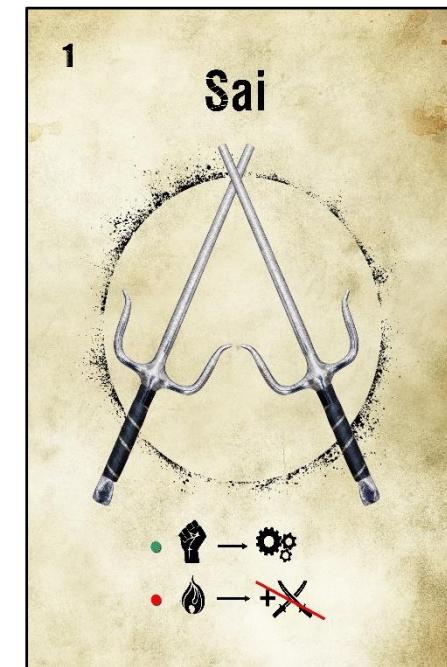
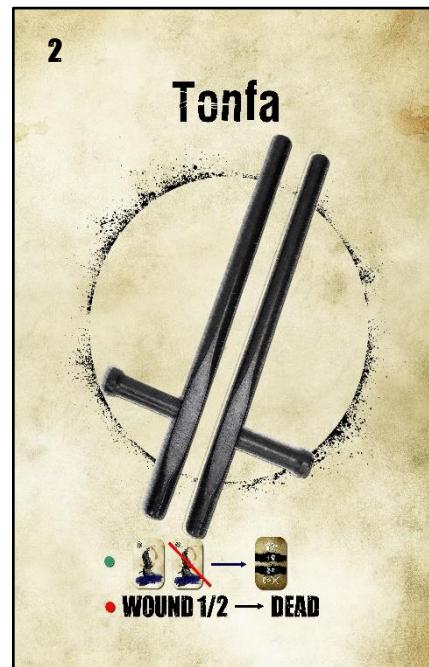
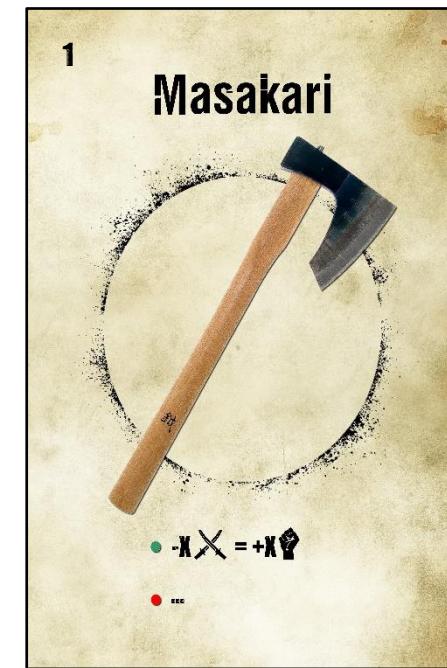
Positive: At the start of each round, after having drawn your 6 Action cards, you have the possibility to change location. (The cliff can only be used once per game.)

Negative: You can exchange 1 level of your injury die for a re-roll of the blue die (when it is used on a surrounding). Action possible as many times as you want. You can keep the best result.

### **KAI**

Positive: The bonuses of the wound die are modified. Level 4, you can cause Wound 1. Level 5, you can cause Wound 2.

Negative: You start the game with 2 Ki. (Your Ki pool is always limited to 5)



2

## Sai



- ✕ ≤ 0 → +1 ♫
- -1 ♪ / ♪ / ✕

## Nagamaki



- ♫ → 🍀
- ♫ → 🚫

## Katana & Tanto



- ♫ → +2 ✕
- 🍀 / 🍀 → 0

## Katana & Tanto



- ♫ → +2 ♪
- -1 ♪ / ROUND

## Tessen



- 🍀 → 🍀
- 📺 → 🎰

## Kai



- 🎲 W1 🎲 W2
- 2/5 ♫

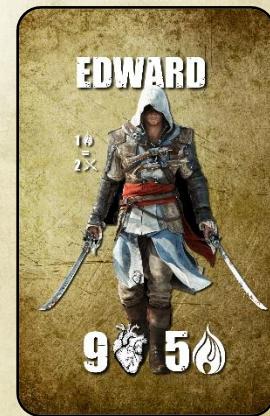
# FAN MADE BONUS OPPONENTS //

## // ADVERSAIRES BONUS FAN MADE



- Les combos (hors combos Blessures), vous permettent de gagner 1 Ki et 1 carte Action Spéciale.
- *Combos (excluding Wound combos), allow you to earn 1 Ki and 1 Special Action card.*

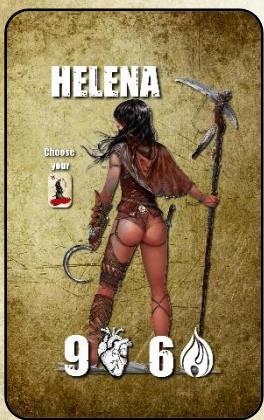
- Gagnez deux niveaux de Garde au lieu d'un seul, lorsque vous utilisez du Ki.
- *Get two levels of Guard instead of just one, when using Ki.*



- Démarrez la partie avec une carte du deck Bushido prise au hasard.
- *Start the fight with a random card from the Bushido deck.*

- Démarrez la partie avec deux cartes Action Spéciales au choix dans votre deck Action.
- *Start the fight with two Special Action cards of your choice in your Action deck.*





- Lorsque vous gagnez une carte Action Spéciale, choisissez là.
- *When you gain a Special Action card, choose it.*



- Si Léonardo perd des points de Vie grâce à une attaque simple (3 cartes Actions), celui-ci ne contre-attaque pas.
- *If Leonardo loses life points with an simple attack (3 Action cards), he does not counterattack.*



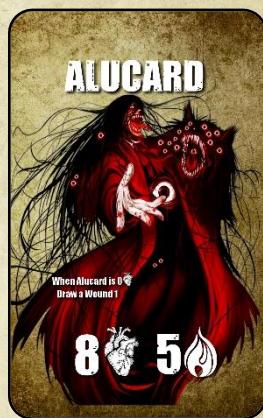
- Durant le combat il est possible de réaliser une nouvelle combinaison de combo qui vous donne droit à une carte Action Spéciale ou un point de Ki. (Un picto de chaque)
- *During the fight, it's possible to make a new combo combination which allows you to gain a Special Action card or a Ki point.*

- Lorsque vous réalisez un combo (hors combo blessure), vous pouvez récupérer deux Ki au lieu d'un.
- *When doing a combo (excluding Wound combo), you can collect two Ki instead of one.*





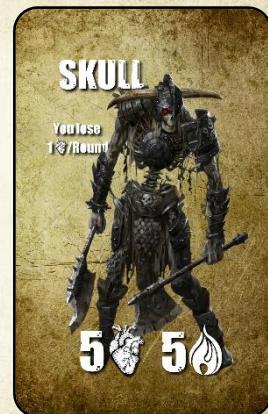
- Démarrez la partie avec une carte Action Spéciale au choix « stockée » dans votre réserve.
- *Start the fight with a Special Action card of your choice “stored” in your reserve.*



- Lorsque Alucard n'a plus de point de vie, subissez une Wound 1 avant de remporter le combat.
- *When Alucard has run out of life, draw a Wound 1, before winning the fight.*



- Démarrez chaque manche avec 7 cartes Action au lieu de 6.
- *Start each round with 7 Action cards instead of 6.*



- À la fin de chaque manche, perdez 1 point de vie.
- *At the end of each round, you lose 1 life point.*



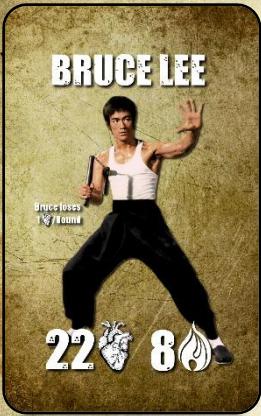
- Retirez 2 cartes Action du deck Action lors de la mise en place. Elles ne seront pas utilisées durant ce combat.
- Remove 2 Action cards from the Action deck during setup. They will not be used in this fight.



- Les combos « blessures » (rouge), peuvent être traités comme des combos classique.
- “Wound” combos (red) can be treated like classic combos.



- Vous pouvez combattre Zoro avec deux armes en même temps, parmi les suivantes : Bokken, Naginata, Nodachi, Tanto, Yari et Wakizashi.
- You can fight Zoro with two weapons at the same time, among the following: Bokken, Naginata, Nodachi, Tanto, Yari and Wakizashi.



- Bruce Lee perd 1 point de vie à chaque fin de manche.
- *Bruce Lee loses 1 life point at the end of each round.*

- Démarrez la partie avec une carte du deck Bushido prise au hasard.
- *Start the fight with a random card from the Bushido deck.*



***Merci à tous les participants !!***

***Thank you to all participants !!***

