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Game: **SAMURAI SPIRIT**

Publisher: **Funforge (2014)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Choose a **level of difficulty**: *easy, normal, hard, and heroic*. This setup applies to normal difficulty.

Place the **village board** in the centre of the table. Place the 6 **farmstead tokens** building side up on the building spaces and the 3 **family tokens** doll side up on the center spaces. Place a number of **barricades** equal to the number of players + 2 on their spaces (return unused barricades to the box).

Shuffle all of the **plunderer cards** (values 1-4) together. Keeping them facedown, count out a number of these equal to the number of players × 7 to form the **raider stack**. Return the remaining cards to the box unseen.

Set aside the **lieutenant** cards (value 5) and **boss** cards (value 6).

During the course of the game, raider cards are placed on 3 sides of the village board:

The **raider card stack** is located on the side with the hill (face down).

The **discard pile** is located on the side with the graveyard (face up).

The **intruder stack** is located on the side with the gate (face down).

Each player chooses a **samurai board**, or choose them randomly. Each player place their board human side up in front of them, with a **samurai meeple** on space 0 of the battle track and their corresponding **support token** next to the board.

A randomly chosen player place the **active player** marker in front of their board and begins the game.

LEVELS OF DIFFICULTY

Easy

#Barricades: number of players + 3.

Raider stack: 6 plunderers per player. 2nd round: add [number of players -1] lieutenant cards. 3rd round: add [number of players -1].

Penalties for destroyed farmsteads *are not* applied.

Normal

#Barricades: number of players +2.

Raider stack: 7 plunderers per player. 2nd round: add 1 lieutenant card per player. 3rd round: add 1 boss card per player.

Penalties for destroyed farmsteads *are not* applied.

Hard

#Barricades: number of players + 1.

Raider stack: 7 plunderers per player. 2nd round: add 1 lieutenant card per player. 3rd round: add 1 boss card per player.

Penalties for destroyed farmsteads *are* applied.

Heroic

#Barricades: number of players.

Raider stack: 7 plunderers per player. 2nd round: 1 lieutenant card per player. 3rd round: 1 boss card per player.

Penalties for destroyed farmsteads *are* applied.

Family bonus is *not* applied (still set up the family tokens).

SOLO GAME

Take 2 or 3 samurai and play using the 2 player rules.

2 PLAYER GAME

During setup, make sure that the family symbol is present at least twice among the 14 plunderer cards kept. If this is not the case, set aside these 14 cards and draw 14 new ones, then, check again.

Place the 5 support tokens belonging to the absent samurai beside the village, face up.

At the beginning of your turn (*before* applying the penalty on your last raider card), you can decide to use 1 or more of these support tokens.

Add the effect of each token you use to your own talent for the current round. Then turn over the corresponding token: each can only be used once per game.

GAME ROUND

The game lasts 3 rounds. During each round, players take turns in clockwise order, until the raider stack has been used up or until all players have dropped out of the round (passed).

On your turn, carry out the following steps in order:

A.) APPLY THE BATTLE PENALTY

If you have raider cards to the right of your samurai board, you *must* apply the penalty depicted on the last card laid there.

If there should be no more raider cards lying to the right of your samurai Board, or if there is no penalty depicted on the last card laid, nothing happens: continue with the second step of your turn.

If you are unable to apply the raider's penalty, you receive a wound instead.

B.) CARRY OUT AN ACTION

You must carry out exactly one of the following 3 actions:

1. FIGHT

If (and only if) you choose to **fight**, turn over the topmost raider card on the stack; this is your current opponent.

You must decide whether to **confront** the raider or **defend** against the raider.

Confront: place the raider card TO THE RIGHT

Place the raider card to the right of your samurai board. If there are already 1 or more cards there, then place them overlapping in such a way that the values of all cards are still visible. These cards form the **combat line**.

Now move your samurai meeple on your battle track, so that its position matches the total of the values shown on the raider cards in your combat line.

How the total compares to your *Kiai* value determines what happens next:

If the total is **LESS THAN** your *Kiai*, you stand your ground (nothing further happens).

If the total is **EQUAL TO** your *Kiai*, you may immediately activate your *Kiai*.

If the total is **GREATER THAN** your *Kiai*, you are overcome by the raiders: immediately remove 1 village barricade.

DEFEND: Place the raider card TO THE LEFT

The only raider cards you can place to the left of your board are those bearing a **hat, farm, or doll** symbol.

If the raider cards bears one of these symbols, and you do *not* already have a raider with that same symbol to the left of your board, you may defend, placing that card to the left of your board. Otherwise you must confront the raider.

You do not modify your battle track.

Therefore, you may have a maximum of 3 cards to the left of your samurai board. Their symbols must be visible at all times.

The position of the samurai meeple on the battle track always corresponds to the sum of the raider cards in the combat line.

Each time a card is added to or subtracted from the right side of the samurai board, the position of the samurai meeple must be altered accordingly.

2. SUPPORT

Hand your **support token** to a samurai of your choice.

Then, without looking at the card, move the topmost card from the raider stack onto the **intruder stack**.

The samurai who received your support token benefits from your talent on their next turn.

After completing their next turn, they must hand the token back to you—regardless of whether they used it.

A samurai can receive support from several fellow players (during their next turn they can benefit from *all* the corresponding talents).

3. PASS

If you decide not to participate in any further combat for the remainder of the round, lay your samurai meeple down on the space of the battle track where it is currently standing.

For the rest of the round, you are treated as though you were no longer in the game.

You can neither receive cards, nor get rid of any; and you no longer suffer the penalty from the last raider card in your combat line.

If your samurai meeple is already past your *Kiai* value (on the flame), you *must* pass.

END OF A ROUND

The current round ends immediately if the last card of the raider stack is drawn and played or all players have passed.

When all players have passed, place the remaining cards of the raider stack on top of the intruder stack.

At the end of a round players carry out the following steps in order:

1. Each samurai who has not placed any card with the **hat** symbol on their defense side (to the left of their board) sustains a wound.
2. Each samurai who has not placed any card with the **farm** symbol on their defense side (to the left of their board) removes 1 farmstead from the village.

If you are playing the game at *hard* or *heroic* level, the penalty on the reverse side of the farmstead token must be applied.



Immediately remove a random family token from the village.



Immediately remove another farmstead, and apply its penalty.



Immediately remove a barricade. If there are none, destroy a farmstead instead and apply its penalty.



A random player immediately sustains a wound.

3. Every samurai who does not have a card with the family symbol on their defense side (to the left of their board) removes a random family token from the village.

Afterwards, the corresponding bonus is given for each family remaining in the village.



A random player removes the wound token from their board.



Add a barricade to the village. The number of barricades in the game cannot exceed the number in use at the start of the game.



Place the top card of the intruder stack on the discard pile.

4. Reveal cards one-by-one from the intruder stack. **For each card showing flames at the bottom right, remove 1 barricade from the village.**

If there are no barricades to remove, a farmstead is destroyed instead (and if you are playing the game at *hard* or *heroic* level, then the penalty on the reverse side of the token must be applied).

End of the first round: If at least 1 farmstead and 1 family remain, the players begin the next round. Collect together all cards used in this round. The players place their samurai meeples on space 0 on their battle tracks again.

For each player, add 1 randomly drawn lieutenant card (value 5) to the plunderer cards. Shuffle these together to form the raider stack for the next round.

End of the second round: If at least 1 farmstead and 1 family remain, the players begin the next round. Collect together all cards used in this round. The players place their samurai meeples on space 0 on their battle tracks again. For each player, add 1 randomly drawn boss card (value 6) to the plunderer and lieutenant cards. Shuffle these together to form the new raider stack for the next round.

End of the third round: If at least 1 farmstead and one family remain in the village, the players win.

The last active player (the one who drew the last card, or the last one to pass) **gives the active player marker to the player to their left.** This player begins the next round.

TALENTS

Your samurai's unique talent is depicted in the upper-left corner of your samurai board. You can use it on all the raider cards you draw, but you are not required to use it.

KIAI

Your samurai's *Kiai* is depicted in the bottom area of the samurai board. Whenever you reach your *Kiai* value exactly, then you can activate your *Kiai* immediately as follows:

1. Use your *Kiai*'s effect, if you like.
2. Regardless of whether you used your *Kiai*'s effect, remove the first card from your combat line (the one directly on the table), and place it face up on the discard pile. Then update your battle track accordingly. Therefore you might be able to re-activate your *Kiai* on a future turn.

You can use the active player marker when a samurai uses their *Kiai*, so that you do not lose track of whose turn it is (though it is possible for a player to activate their *Kiai* without it actually being their turn).

WOUNDS

A samurai may sustain wounds during the round, or at the end of a round if they did not protect the peasants.

Wound markers stay on your board from round to round.

Wounds bear these consequences:

1st wound: Place a wound token face up on your samurai board, which will still be human side up.

2nd wound: Return the wound token from your board to the supply. Then turn your samurai board over to the animal side. Your board will still be between the raider cards to its left and right. Set the meeple on your battle track, according to the total value of your battle line.

Your board stays turned to the animal side for the rest of the game.

3rd wound: Place a wound token on your Samurai board, which will now be animal side up.

4th wound: The samurai dies and the game is lost.

THE RAIDERS' PENALTIES



1 barricade is destroyed (remove a barricade token from the village). If there are no barricades to remove, then a farmstead is destroyed, instead.



You sustain a wound.



The top card of the raider stack is placed, unseen, on the intruder stack.



During your turn, you may not place raider cards to the left of your Samurai board.



During your turn, you may not carry out the **support** action; however, you can still receive support from other players.



The player sitting to the left of you draws a raider card and adds it to their combat line. Then they modify their battle track accordingly.



The player sitting to the right of you draws a raider card and adds it to their combat line, then modifies their battle track accordingly.

For these last two, the samurai talents cannot be applied; it is a penalty card. But adding a penalty card might enable a player to activate their *Kiai* as normal.

THE BOSSES' PENALTIES



During your turn, you must choose the **pass** action.



Draw a random card from the discard pile, and shuffle it into the raider stack.



During your turn, you can neither use your talent nor any of the support tokens in your possession.



You must select a card from the left side of your board and put it on the discard pile.

Some bosses have 2 penalty symbols: both penalties must be applied, but the order in which they are carried out is up to the player. If you are unable to apply a raider's penalty, you sustain a wound instead.

SCORING

If they are victorious, players can score their performance:

1 point per farmstead remaining (max: 6 points).

1 point per family remaining (max: 3 points).

1 point if none of the samurai have a wound (it does not matter whether they are human or animal).

The points should be supplemented by a grade:

Easy level: no addition.

Normal level: add 1 + symbol (example: 7+).

Hard level: add 2 + symbols (example: 10++).

Heroic level: add 3 + symbols (example: 8+++).

SAMURAI TALENTS AND KIAIS

HEIHACHI



Every time you draw a card showing an **even** value, you can pass this card on to a neighboring samurai (the player sitting to your left or right). This samurai must then play this card, as if they had drawn it themselves, and must choose the **fight** action.



Human: You can add 1 barricade to the village.



Animal: You can add 1 barricade to the village and remove 1 wound marker from a samurai board (even your own).

There can never be more barricades than there were at the start of the game.

DAISUKE



Every time you draw a card showing an **odd** value, you can pass this card on to a neighboring samurai. This samurai must then play this card, as if they had drawn it themselves, and must choose the **fight** action.

Heihachi and Daisuke cannot give a card to a neighboring samurai who has passed.



Human: may remove the last card from a samurai's combat line (even your own) and give it to another samurai (even yourself). This samurai may lay it to the left or right of their board, as usual. The 2 samurai modify their battle tracks accordingly.



Animal: You may use the effect of your *Kiai* twice in a row.

GOROBEI



You can ignore penalties on raider cards that have an **even** value.



Human: Take the top 2 cards from the raider stack and place them onto the discard pile.



Animal: Take the top 3 cards from the raider stack and place them onto the discard pile.

KANBEI



You can ignore penalties on raider cards that have an **odd** value.



Human: Take the top 2 cards from the intruder stack and place them onto the discard pile.



Animal: Take the top 3 cards from the intruder stack and place them onto the discard pile.

KIKUCHIYO



If you have chosen the **fight** action, you can carry this out a second time during your turn.



Human: You may remove the last card from a samurai's combat line (even your own) and put it on the discard pile. The affected samurai modifies their battle track accordingly.



Animal: You may use the effect of your power twice in a row.

KYUZO



When you draw a raider card whose value is identical to that of another card in your combat line, you may place this duplicate on the discard pile.



Human: A samurai (even yourself) may give their support token to another samurai (even you).



Animal: Same as for the human form, but in addition, you may add a barricade to the village.

Kyuzo is only interested in using his *Kiai* for himself during another player's turn, with it being activated due to another player 'giving' him a raider card. If he were to take a support token for himself during his own turn, then he would have to give it back after his turn, and thus get no benefit from it.

KATSUSHIRO



Every time you draw a card, you may decide to place it under the stack of raider cards and draw a new card. If you do so, this second card must be kept and played.



Human: You may turn over the top 2 cards of the raider stack and return them to the top of the stack, faceup, in any order you chooses.



Animal: As above but 3 cards.

FARMSTEAD PENALTIES



Immediately remove a random family token from the village.



Immediately remove another farmstead, and apply its penalty.



Immediately remove a barricade. If there are none, destroy a farmstead instead and apply its penalty.



A random player immediately sustains a wound.

THE RAIDERS' PENALTIES



1 barricade is destroyed (remove a barricade token from the village). If there are no barricades to remove, then a farmstead is destroyed, instead.



You sustain a wound.



The top card of the raider stack is placed, unseen, on the intruder stack.



During your turn, you may not place raider cards to the left of your Samurai board.



During your turn, you may not carry out the **support** action; however, you can still receive support from other players.



The player sitting to the left of you draws a raider card and adds it to their combat line. Then they modify their battle track accordingly.



The player sitting to the right of you draws a raider card and adds it to their combat line. Then they modify their battle track accordingly.

For these last two, the samurai talents cannot be applied; it is a penalty card. But adding a penalty card might enable a player to activate their *Kiai* as normal.

THE BOSSES' PENALTIES



During your turn, you must choose the **pass** action.



Draw a random card from the discard pile, and shuffle it into the raider stack.



During your turn, you can neither use your talent nor any of the support tokens in your possession.



You must select a card from the left side of your board and put it on the discard pile.

Some bosses have 2 penalty symbols: both penalties must be applied, but the order in which they are carried out is up to the player. If you are unable to apply a raider's penalty, you sustain a wound instead.

FAMILY BONUSES



A random player removes the wound token from their board.



Add a barricade to the village. The number of barricades in the game cannot exceed the number in use at the start of the game.



Place the top card of the intruder stack on the discard pile.