BANG!
GAME SYSTEM

SAMURAI SWORD®

A game for 3-7 swordmasters
aged 8 and up.



Among flowers, the cherry blossom; among men, the samurai (Japanese proverb).

In the land of the Rising Sun, faithful Samurai protect the Shogun—their commander and lord. Cunning Ninja try to undermine the Empire, by fair means or foul. The katana blade sparkles on the battlefield as a lonely Ronin prepares for the struggle, plotting his revenge. Can you find your enemies while honoring the way of the warrior?

CONTENTS

- 110 cards:
  - 7 **Role** cards (1 Shogun, 2 Samurai, 3 Ninja, 1 Ronin);



  - 12 **Character** cards;



  - 90 **playing** cards:
    - 32 **Weapons** (red corners)
    - 15 **Properties** (blue corners)
    - 43 **Actions** (yellow corners)



(All cards show a symbol in the lower right corner; this symbol will only be used in future expansions.)

  - 1 **summary** card with a scoring overview;



- 30 **Honor Points**;



- 36 **Resilience Points**;



- these rules.

OBJECT OF THE GAME

Players are divided into three (secret) teams:

- The **Shogun** and **Samurai** team (the number of Samurai depends on the number of players);
- The **Ninja**s (2 or 3 according to the number of players);
- The **Ronin**, who always plays for himself.

For each team, the aim of the game is to gather the most Honor Points or to have the last man standing.

SETUP

Note: *the following rules are for 4-7 players. Special rules for 3-player games are included at the end of the rules.*

Take a number of **Role cards** as follows:

4 players:	1 Shogun, 1 Samurai, 2 Ninja (remove from the game one of the 3 Ninjas at random, without looking at it)
5 players:	1 Shogun, 1 Samurai, 1 Ronin, 2 Ninja
6 players:	1 Shogun, 1 Samurai, 1 Ronin, 3 Ninja
7 players:	1 Shogun, 2 Samurai, 1 Ronin, 3 Ninja

1. Shuffle the Role cards and deal one to each player, face down. The Shogun **must** reveal his card and keeps it face up. All other players look at their role, but **must** keep it secret.

2. Shuffle all **12 Character cards** and deal one to each player, face up. Each player announces the name of his character and reads his special ability aloud. Each player takes as many **Resilience Points** as the number shown on his Character card, and places them on his card. Keep the unused **Resilience Points** handy in a heap in the middle of the table.



Return the unused Role and Character cards to the box.

3. The Shogun takes **5 Honor Points**. Each of the other players takes **4 Honor Points** (only 3 Honor Points if playing with 4 or 5 players). Place your Honor Points on your Role card. Return the unused Honor Points to the box.

4. Shuffle the **90 playing cards** and deal cards to each player in clockwise order as follows:

- Shogun: 4 cards
- 2nd and 3rd player: 5 cards
- 4th and 5th player (if present): 6 cards
- 6th and 7th player (if present): 7 cards

This is your starting hand. The remaining cards form a draw deck in the middle of the table. Leave space for a discard pile.

THE CHARACTERS

Your character has a unique special ability (note: "character" and "player" will be used interchangeably in these rules). Each character also has a **Resilience** value, which tells you how many wounds you may suffer before being "Defeated".

HARMLESS CHARACTERS

You are considered "**Harmless**" in either of these situations:

- ✦ You have no Resilience Points; *or*
- ✦ You have no cards in your hand.

If you are Harmless:

- ✦ you **cannot be the target of Weapon cards**;
- ✦ you are **unaffected** by the Action cards *Battle Cry* and *Jujutsu* (see ***Other Cards***);
- ✦ you are **not** counted when determining the Difficulty of an attack (see ***Attack Difficulty***).

Other than that, you are still "in play" for all purposes.

THE GAME

The game is played in turns in clockwise order. The Shogun begins.

Your turn is split into 4 phases, which you must play in order:

1. **Recover**: recover **all** of your Resilience Points, if you have none;
2. **Draw**: draw 2 cards;
3. **Play**: play any number of cards;
4. **Discard**: discard excess cards.

1. **Recover**

If you have zero Resilience Points, you recover **all** of them. Take the number of Resilience Points listed on your Character card and place them on the card. If you have one or more Resilience Points, skip this phase.

2. **Draw**

Draw the top two cards from the deck. If the deck is empty, follow the rules in ***End of the Deck***.

3. **Play**

You may now play cards from your hand, to help yourself or against the other players, trying to defeat those you think belong to a different team. You do not **have to** play any cards during this phase.



Weapon cards are used to attack another character, and are then discarded.



Action cards have an immediate effect when played, and are then discarded.



Property cards have long-lasting effects, and are played face up in front of you where they remain until a game effect forces you to discard them (e.g., the *Geisha* card).

You may play as many cards as you want, with the following exception: **You can only play one Weapon card per turn**.
The effect of each card is shown on the card itself and is explained in the following sections.

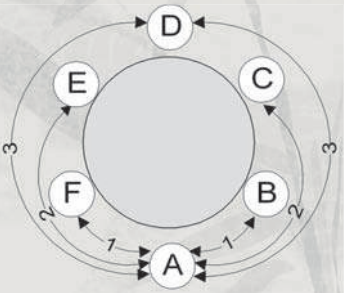
Note: You can **only** play cards during your turn, except cards with the parry symbol (see ***Weapons and Parries***).

4. **Discard**
At the end of your turn, your hand size limit is **7 cards**. If you have more than 7 cards in your hand, you must discard down to seven.
Now your turn ends, and play passes to the player on your left.

Note: *You may talk freely during the game, which is good for "bluffing" your Role (which must be kept secret until the end of the game!). However, you may never ask other players about the cards in their hand, or whether a card in your hand will hurt them or not.*

ATTACK DIFFICULTY

In order to target another character with a Weapon card, you must first check the Difficulty. The Difficulty to attack a character is equal to the **minimum** number of places between the two characters, clockwise **or** counterclockwise, as shown in the picture.



If a character is Harmless, he is **not** counted when you check the Difficulty of an attack. So, some characters may become "easier" targets temporarily because someone is Harmless.



The *Armor* card changes the Difficulty when **other players** target you with an attack. Each *Armor* card you have in play increases their Difficulty by 1. You can attack the other players at the normal Difficulty.

Example: *Player A has 2 Armor cards, so players B and F have Difficulty 3 if they attack A, C and E have Difficulty 4, and D has difficulty 5. But, player A can attack the other players with the normal Difficulty shown in the picture.*

WEAPONS AND PARRIES

The main way to deal wounds to other characters is to attack them by playing a **Weapon card**.



Each Weapon card shows two numbers: The top number shows the **maximum Difficulty** you may attack with that card; the lower number shows **how many wounds that Weapon will deal** if it hits.

If you want to play a Weapon card to attack another character, you must:

a) Check the Difficulty for the target character; *and*
b) Check if your Weapon is good enough to equal or beat that Difficulty.

Remember: You can never play a Weapon card against a Harmless character!



If you are the target of a Weapon card, you **may** immediately play a parry (a card with the symbol)—even though it is not your turn!—to parry the attack. A parried attack has no effect and deals no wounds. If you do not parry, the Weapon hits and you lose the number of Resilience Points shown on the Weapon card.



If you lose your last Resilience Point, you are "Defeated" and become Harmless (see ***Defeating a Player*** on page 7). If you are Defeated, any excess wounds are ignored.

Discarded Resilience Points go back to the central pile. The Weapon is then discarded, whether the attack was parried or not.

Note: You may only parry attacks that target you.

Example: *Player A wants to attack player D. An attack from A to D has a Difficulty of 3 (D has no armor), so A will need a strong Weapon such as a* Daikyū, Nodachi, *or* Naginata. *A* Bō *or* Wakizashi *will not be enough. If D did have an Armor card, the Difficulty would increase to 4, and even a* Nodachi *wouldn't be enough!*
Player A uses her Daikyū *card to attack. D does not play a parry , so he suffers 2 wounds: he will be Defeated unless he had at least 3 Resilience Points before he was attacked!*

DEFEATING A PLAYER

If you lose your last Resilience Point, you are "Defeated"! **You must give one of your Honor Points to the player who Defeated you**. This also applies to the Action cards *Battle Cry* or *Jujutsu*. If you now have no Honor Points left, the game ends immediately (see ***End of the Game***).

If you are Defeated, you become Harmless until the beginning of your next turn.

END OF THE DECK

When the draw deck runs out of cards, re-shuffle the discard pile and form a new draw deck. At the same time, **each player must discard 1 Honor Point** back into the box (this may cause the end of the game, see below).

END OF THE GAME

At any time, if one or more players have **no Honor Points** left, the **game ends immediately**. All players now reveal their Role cards and add up their score. Your score is equal to the number of Honor Points you have, multiplied by a bonus that depends on your Role and the number of players in the game, as shown here:

	3 players	4 players	5 players	6 players	7 players
Shogun	x 2	x 1	x 1	x 1	x 1
Samurai	–	x 2	x 1	x 2	x 1
Ninja	x 1	x 1 (fewer stars) x 2 (more stars)	x 1	x 1	x 1
Ronin	–	–	x 2	x 3	x 3

(Ninjas have 1, 2 or 3 stars. With 4 players, only the Ninja with more stars doubles his points.)



You can also score points for:

- ***Daimyo cards:*** Each *Daimyo* in your hand is worth **1 Honor Point** (unless you are the Ronin). *Daimyo* points are never doubled or tripled. *Daimyo* cards in the Ronin's hand are worth 0 Honor Points.
- ***Deadly Strike:*** If the game ends because you were defeated by a player on your team, your team suffers a penalty of **3 Honor Points**.

Now, add up the score for all players on your team: The Shogun adds his points together with the Samurai(s); Ninjas add their points together; the Ronin plays alone. The team with the highest score wins a "Victory of Honor"! If there is a tie between the Ninjas and any other team, the Ninjas win. If there is a tie between the Shogun and Samurai team and the Ronin, the Shogun/Samurai team wins.

Example: At the end of a 6-player game, the Shogun has 1 Honor Point, the Samurai has 3, the Ronin has 3, and the Ninjas have 2, 3, and 0. The Shogun/Samurai team scores 1 + (3x2) = 7 points. The Ninja team scores 2 + 3 + 0 = 5 points. The Ronin scores 3x3 = 9 points, so it looks like he's going to win. But, both the Samurai and the Shogun each have 1 Daimyo card in their hands, so the total for their team is 7 + 1 + 1 = 9 points. Since they are tied with the Ronin, they win!

"VICTORY OF THE SWORDMASTER"

If at any time there is **only one player with any Resilience Points**, the game ends **immediately**, and that player's team wins the game. This special victory is called a "Victory of the Swordmaster".

Important: The Victory of the Swordmaster is **not** awarded if the game ends because a player was Defeated by a member of his own team! (The game ends anyway, but count your scores as above.)

SPECIAL RULES FOR 3 PLAYERS

One player is randomly dealt the Shogun card. The other two players are Ninjas.

The Shogun begins with 6 Honor Points, and each Ninja starts with 3 Honor Points.

The game is played as normal, with the following exceptions:

- The Shogun **draws 1 additional card** per turn during his draw phase (normally, 3 cards instead of 2).
- The Shogun **may play an additional Weapon card** during his turn (normally, 2 cards instead of 1).
- The Shogun **doubles his Honor Points** at the end of the game.
- The Shogun **never loses an Honor Point due to *Bushido***. If he has to, he just discards the *Bushido*.
- The Victory of the Swordmaster does not apply.

OTHER CARDS

The golden rule: whenever a card contradicts the rules, the card takes precedence!



Battle Cry: Each of the other players chooses to play a parry or suffer 1 wound. Harmless players **are not** affected by the *Battle Cry*.

Breathing: You regain all your lost Resilience Points (i.e., you heal all of your wounds). Then, 1 other player of your choice (not you!) draws 1 card from the deck. You **cannot** heal other players. *Breathing* can be played even if you have all of your Resilience Points.





Bushido: Play this card in front of any player, regardless of Difficulty and even if he is Harmless.
If *Bushido* is in front of you at the end of your Recover Phase, you must flip over and discard the top card in the deck. The effect of *Bushido* depends on the card you turn over:

- If it **is a Weapon**: you must either discard a Weapon card from your hand or discard 1 Honor Point (to the box). If you discard a Weapon, *Bushido* is passed to the player on your left (who must make the same check on his turn). If you instead lose 1 Honor Point, *Bushido* is discarded;
- If it is **not a Weapon**: *Bushido* is passed to the player on your left, who must make the same check on his turn (and so on).

In both cases, your turn is then played as normal.
Only 1 *Bushido* in play is allowed: **you cannot play *Bushido* if another *Bushido* card is already in play**.



Daimyo: You may play this card to draw 2 cards from the deck. However, if this card is in your hand at the end of the game it is worth 1 Honor Point. *Daimyo* Honor points are never doubled or tripled. *Daimyo* cards in the Ronin's hand are worth 0 Honor Points.



Diversion: Draw 1 random card from the hand of any other player (regardless of Difficulty) and add it to your hand.



Fast Draw: When you hit another character with a Weapon card, you deal 1 **additional** wound for each *Fast Draw* you have in play.



Focus: On your turn, you may play 1 additional Weapon card for each *Focus* you have in play.



Geisha: Force 1 player to discard 1 card (regardless of Difficulty). You may choose any Property card in play, or one drawn randomly from the player's hand.



Jujutsu: Each of the other players chooses to play 1 Weapon card or suffer 1 wound. Harmless players **are not** affected by the *Jujutsu*.



Tea Ceremony: Draw 3 cards from the deck. Each of the other players draws 1 card from the deck.

THE CHARACTERS

Unless your Character card says otherwise, you may use your abilities as many times as you wish (if possible).



Benkei (5): All other players have +1 Difficulty when they attack you.

Chiyome (4): You can only be wounded by Weapon cards. You are not affected by *Jujutsu* and *Battle Cry* cards. You are affected normally by other Action cards, such as *Tea Ceremony*.





Goemon (5): You may play 1 additional Weapon card during your turn. So, if you have 1 *Focus* in play, you may play up to 3 Weapon cards each turn.

Ginchiyo (4): You take 1 wound less than normal when attacked by any Weapon, to a minimum of 1 wound. E.g., a *Nodachi* would only deal 2 wounds to you instead of 3, but a *Shuriken* still inflicts 1 wound.





Hanzō (4): You may play a Weapon card from your hand as a parry , unless it is the only card in your hand. You may use this ability even in response to cards such as *Battle Cry*.

Hideyoshi (4): You draw 1 card more than normal during the Draw Phase of your turn.





Ieyasu (5): During your Draw Phase, you may take the top card of the discard pile as your first draw. Any other cards you draw must come from the draw deck.

Kojirō (5): Your Weapons can hit any Difficulty, regardless of the value on your Weapon card.





Musashi (5): If you successfully attack another character with a Weapon card, you inflict 1 additional wound. This does not apply to cards that are not Weapons, like *Jujutsu*.

Nobunaga (5): During your Play Phase, you may discard 1 Resilience Point to draw 1 card from the deck. You may not use your last Resilience Point in this way.





Tomoe (5): Each time you successfully attack another character with a Weapon card, you draw 1 card from the deck. You only draw 1 card, even if your Weapon does more than 1 wound.

Ushiwaka (4): Each time you suffer a wound from a Weapon card, you draw 1 card from the deck (so 3 wounds = 3 cards).



STRATEGY TIPS

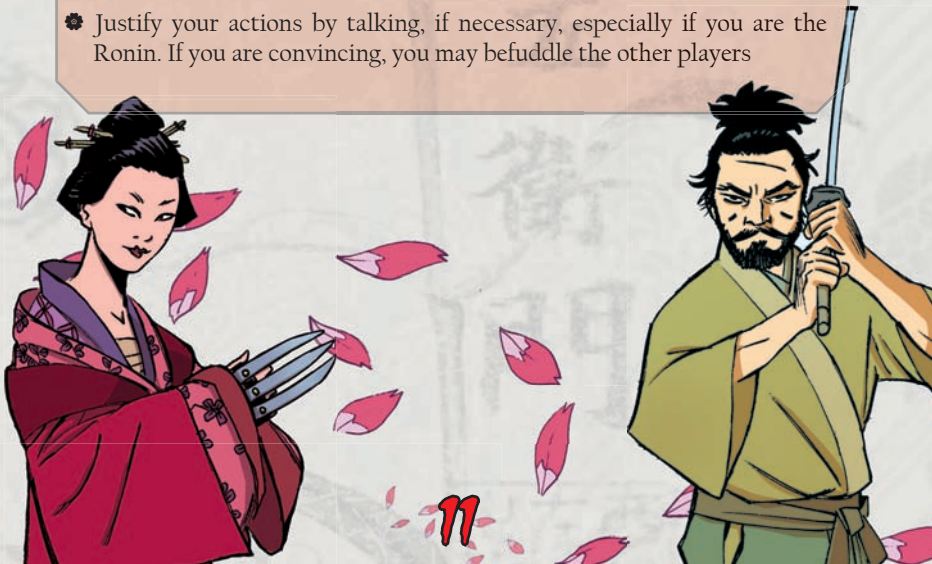
- Remember that a player with no cards in his hand is Harmless, and cannot be the target of most cards, especially Weapons. Try to empty your hand so you are Harmless! If another player is Harmless because he has no cards in hand, you can play a *Tea Ceremony* or *Breathing* card to make him draw one, so he becomes a target again!

- Play your Properties! Their effects add together, and you can become very deadly with just a couple of *Focus* or *Fast Draw* cards. Plus, they take up space and are of little use when in your hand.

- Beware of the Ronin! Especially with 6 or 7 players. Keep in mind that he *triples* his Honor Points. Try to spot your teammate(s) early so you can make an effective team. Never let a player have too many Honor Points, unless you can truly trust him—which will happen very rarely! And keep an eye on anyone who plays a *Daimyo* to draw cards.

- If you are the Ronin, you might disguise your Role by acting like a Ninja or Samurai from the beginning, trying to be consistent with your choice during the game. Try to get the other players of the team you choose to be suspicious of each other, so they don't know who the Ronin is. At the very end of the game, you might Defeat a weak character, regardless of his Role, to get the precious Honor Points.

- Justify your actions by talking, if necessary, especially if you are the Ronin. If you are convincing, you may befuddle the other players



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This game is based on the
BANG!® Game System™
In 2002, a new Sheriff rode into town...
BANG! is the best-selling, award-winning, Wild West shoot-out card game. The original mechanics of the BANG! Game System feature:

- The distance between the players is an actual part of the game!
- Unique character combinations make every game different!
- Different goals and secret roles for each player create tension and surprises with every play!
- The "draw" mechanic and the many different types of cards add depth to the game!

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