CREDITS

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SMSUS02



Game Material



1. 7 Samurai game boards
2. 7 Samurai meeples
3. 7 Support tokens
4. 6 Farmstead tokens
5. 10 Barricade tokens
6. 3 Family tokens
7. 66 Raider cards
8. 1 Village game board
9. 1 Active Player marker
10. 7 Wound tokens

Principle of the game

Samurai Spirit is a game of collaboration, in which the players take on the role of Samurai, engaged by the peasants to protect their village and their crops against the attack of the terrible raiders of the ONI-MUSHA clan. In order to gain victory, the players must work together to protect the farms and the families in the village! The fight will be arduous, but the Samurai are equipped with a powerful trump to help achieve victory: a fighting "animal" spirit.

Elements of the game

The Samurai game boards

Each Samurai is represented by a double-sided game board: a human face and an animal face.

Several game elements appear on this game board:

- A The battle track on which a Samurai meeple F will be placed
- B The Kiai value: The exact point at which the Samurai's power activates.
- C The elements the Samurai must protect:

 ***Peasants (hat)***

 ***Farmsteads (farm)***

 ***Families (doll)***

- D The talent of the Samurai.
- E The Kiai of the Samurai.



Human face

Animal face

The Village, the Barricades, Farmsteads, and Families

The Village game board represents the Village which is composed of:

- A ***Farmsteads***
- B ***Barricades***
- C ***Families***

The tokens for the ***Barricades***, ***Farmsteads,*** and ***Families*** are placed on the corresponding spaces on the board.

- The barricades constitute a short-lived protection against the raiders. If the ***Barricades*** are destroyed, then the farms become vulnerable.
- A penalty can be found on the reverse of each ***Farmstead*** token. If you choose to play at the ***Hard*** or ***Heroic*** difficulty level, then this is the penalty imposed should the farm be destroyed.
- In the chaos of combat the Samurai must take care to protect the peasant ***Families***. They in turn help the Samurai.



During the course of the game, Raider cards are placed on three sides of the Village game board:

- The stack with the Raider cards is located on the side with the hill (face down). D
- The Discard pile is located on the side with the graveyard (face up). E
- The Intruder stack is located on the side with the gate (face down). F

The Raider cards

The raiders are represented by cards with values from 1 to 6, which are divided up as follows:

- 52 Plunderers (value: 1, 2, 3, or 4)
- 7 Lieutenants (value: 5)
- 7 Bosses (value: 6)

During the first round only the Plunderers must be fought off. The Lieutenants join them in the second round and then finally, the Bosses join the fight in the third round.
Various elements are depicted on the cards:



A The battle value of the Raider

B Possibly a Defense symbol (hat, farm, doll)

C Possibly a Penalty,

D Possibly Flames.

Game setup

There are four levels of difficulty: ***Easy***, ***Normal***, ***Hard***, ***Heroic***. The following game set-up refers to the ***Normal*** difficulty level, which is suggested for the first game. The remaining difficulty levels are explained at the end of these rules.

Note: In games with only 1 or 2 players, some modifications are necessary. These are explained at the end of the rules.

The Village

- Place the Village game board in the centre of the table.
- Place the 6 Farmstead tokens building-side-up on one of the dedicated spaces (3 left and 3 right).
- Place the 3 Family tokens doll-side-up on the corresponding spaces.
- Place a number of Barricades equal to the **number of players + 2** on their dedicated spaces. Return the remaining Barricade tokens to the box; you will not be using them.

Raiders

- Shuffle all of the Plunderer cards (values 1, 2, 3, and 4) together. Keeping the cards face-down, count out a number of these equal to the **number of players × 7**. These form the Raider stack. Return the remaining cards to the box unseen.
- Set aside the Lieutenant cards (value 5) and Boss cards (value 6). They will be incorporated later in the game.

Samurai

Each player chooses a Samurai board, or is given one at random (as he wishes).

He places it in front of himself human-side-up, and places a Samurai meeple on space 0 of his battle track. In addition to this, each player places his support token next to his Samurai board.

A randomly chosen player places the Active Player marker in front of his board: He begins the game.

Example of game setup with 5 players:

- *7 Barricades are placed on the Village game board (number of players + 2). Their position is of no importance, as long as they are on Barricade spaces.*
- *The Raider stack consists of 35 Plunderer cards (number of players × 7).*
- *The discard pile and the Intruder stack are empty.*

How to play

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

1 Round procedure

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

A) Apply the battle penalty

If you have Raider cards to the right of your Samurai board (see "Fight" below), then 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, then nothing happens; continue with the second step of your turn.

Important: If you are unable to apply the Raider's penalty (e.g. a left arrow when your left neighbour has already dropped out), you receive a wound instead.

Example: It is Claude's turn. There are 3 Raider cards to the right of his board, and the last one laid shows the flame symbol. He therefore removes one of the Barricades from the Village (A) and can then continue with his action (B).

B) Carry out an action

You MUST carry out EXACTLY ONE of the following three actions:

1. Fight
2. Support
3. Pass

1. Fight

If (and only if) you choose to Fight, turn over the topmost Raider card on the stack; this is your current opponent. Following this, 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 one 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:



Case 1:
If the total is LESS THAN your Kiai value, you stand your ground (nothing further happens).



Case 2:
If the total is EQUAL TO your Kiai value, you may immediately activate your Kiai.



Case 3:
If the total is GREATER THAN your Kiai value, you are overcome by the raiders: Immediately remove one village Barricade.

Updating the battle track

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.

DEFEND - Place the Raider card TO THE LEFT

Choosing when to defend can be a tough choice, and you must use it judiciously; but be sure not to ignore this option! (See "End of the Round" below for further details)! 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 a hat, farm, or doll symbol, and you do NOT already have a Raider with that same symbol to the left of your board, then you may defend, placing that card to the left of your board.

Clarifications:
When you Defend, you place the Raider to the left of your board, and you do not modify your battle track. Only those Raiders you Confront (i.e. they go to the right of your board) affect your battle track.
If you already have the same symbol to the left of your board, or the Raider bears no symbol, then you cannot Defend against it; you must Confront the Raider.
Consequently, you may have a maximum of 3 cards to the left of your Samurai board. (Their symbols must be visible at all times.)

Example:
Claude already has a Raider with the farm symbol to the left of his board. When it is his turn, he opts for the "Fight" action and draws a card with the hat symbol. He decides to Defend, and places it to the left of his board. If the Raider had borne either the farm symbol or no symbol, he would have been forced to Confront it, place it to the right of his board, and modify his battle track accordingly.



2. Support

Rather than face the enemy directly, you decide to help a fellow Samurai in need.

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 his next turn. After completing his next turn, he must hand the token back to you - regardless of whether he used it.

Example: Claude enjoys the support of Philippe (who is playing Heihachi). Heihachi's talent allows Claude to give his active card to one of his neighbours, if it has an even value. After having applied the penalty of the last Raider in his combat line, he opts for the "Fight" action and draws a Raider with a value of 3. Unfortunately, he cannot pass this on to either of his neighbours. Nevertheless, he must return the support token to Philippe after completing his turn, even though it has not helped him.

Clarification: A Samurai can receive support from several fellow players, and during his next turn, he can benefit from ALL the corresponding talents.

3. Pass

You can 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. This round is then finished for you.
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.

Important: If your Samurai meeple is already past your Kiai value (i.e. on the flame), then you MUST PASS.

Example: At the beginning of his turn, Claude suffers the penalty of the last Raider card in his combat line, and must remove a Barricade from the Village. Because his Samurai meeple is past his Kiai, he is forced to PASS. He lays his Samurai meeple down where it is on his board.

2 Talents, Kiai, and Wounds

Using your Talent

Your Samurai possesses a unique talent, which 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 in no way required to use it. The individual Talents are explained later in this rulebook.

Activating your Kiai

Every Samurai possesses a very special power, called Kiai. The effect of each 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, by following the steps below:

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 (i.e. the one directly on the table), and place it face-up on the discard pile. Next, update your battle track accordingly. As a result, you might be able to re-activate your Kiai on a future turn!

Example: Claude is playing Kyuzo, whose Kiai value is 9. He already has two cards to the right of his Samurai board: one card with the value 4 and one card with the value 2, making 6 in total. He carries out the "Fight" action and draws a Raider with a value of 3. Claude Confronts the Raider, placing it to the right of his Samurai board, and increases his battle track by 3. This leads him to a total of 9, which is exactly equal to his Kiai value. He decides to use his Kiai. Then he removes the first card which was placed to the right of his Samurai board (value 4) and updates his battle track by placing the meeple on the value 5 (2 + 3 = 5). By doing so, he might be able to reach his Kiai value once again during the current round.



Active Player marker

There is a marker for the player who begins the game. It is recommended to use it when a Samurai uses his Kiai, so that you do not lose track of whose turn it is. Under certain circumstances, though, it is possible for a player to activate his Samurai's Kiai without it actually being his turn.

Sustaining a Wound / Freeing your animal spirit

During the course of a round, a Samurai can sustain one or more wounds, and may also sustain a wound at the end of the round if he has not protected the peasants (hat symbol).

Wounds bear the following consequences:



- 1st wound: Take a Wound token, and place it on your Samurai board, which will still be human-side-up.



- 2nd wound: Remove the wound token from your board and return it to the supply. Then turn your Samurai board over to be animal-side-up. Your board will still be between the Raider cards that were to the left and right of your board before the transformation. Set the meeple on your battle track, according to the total value of your battle line. Your fighting spirit has been awakened, and your combat ability and Kiai have improved!

Example: Claude's Samurai sustains a second wound during the game. At the moment, he has two Raider cards to the right of his board (values 4 and 2) and one to the left (with the farm symbol). Claude removes the wound token and turns over his Samurai board to show the animal side. His cards remain where they are and the Samurai figure is returned to space 6 on the battle track. He now has a longer battle track at his disposal and a more powerful Kiai.

- 3rd wound: Take a Wound token, and place it on your Samurai board, which will now be animal-side-up.
- 4th wound: The Samurai dies, the group loses faith, **the village and the game are lost**.

End of a round

Two events terminate the current round **immediately**:

A. The last card of the Raider stack is drawn and played.

OR

B. All players have passed.

Important: When all players have passed, the remaining cards of the Raider stack are placed on top of the intruder stack.

At the end of a round the Samurai carry out the following steps IN ORDER:

1. Each Samurai who has not placed any card with the hat symbol on his defense side (to the left of his board) sustains a wound.
2. Each Samurai who has not placed any card with the farm symbol on his defense side (to the left of his board) removes one Farmstead from the village. If you are playing the game at ***Hard*** or ***Heroic*** level, then the penalty depicted on the reverse side of the Farmstead token must be applied.

Penalties for destroyed Farmsteads



A Immediately remove a random Family token from the village.

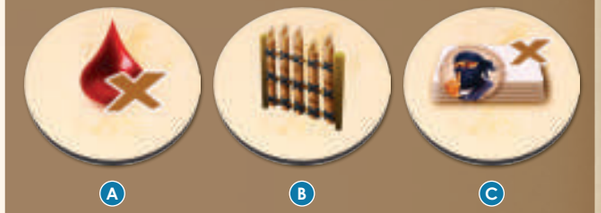
B Immediately remove another Farmstead, and apply its penalty, too.

C Immediately remove a Barricade. If there are no Barricades to remove, a Farmstead is destroyed instead: apply its penalty.

D A random player immediately sustains a Wound.

3. Every Samurai who does not have a card with the family symbol on his defense side (to the left of his board) removes a random Family token from the village. AFTERWARDS, the corresponding bonus is given for each Family remaining in the village.

Bonuses for saved Families



A A random player removes the Wound token from his board.

B Add a Barricade to the village.
Important: The number of Barricades in the game cannot exceed the number of Barricades in use at the beginning of the game.

C 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 one 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 depicted on the reverse side of the Farmstead token must be applied).



Example: The players have completed steps 1 to 3. Now there is only one remaining Barricade in the village. The Intruder stack beside the village consists of 3 cards. The first card revealed shows no flames. On the second card, flames can be seen: a Barricade is removed from the village. The third card also shows flames: Since no more Barricades are available, a Farmstead is removed from the village.

End of the first round: If at least **one Farmstead AND one Family** remain, then the players begin the next round. **ALL** cards used in this round are collected together. The players place their Samurai meeples on space 0 on their battle tracks again. For each player, add one 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 **one Farmstead AND one Family** remain, the players begin the next round. **ALL** cards used in this round are collected together. The players place their Samurai meeples on space 0 on their battle tracks again. For each player, add one 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 **one Farmstead AND one Family** are remain in the village, **the players win**!

Note: Players who have a wound marker on their Samurai board retain it for the next round. If a board has been turned to the animal side, then it stays that way for the rest of the game. (Once the animalistic fighting spirit has been set free, it cannot be tamed until no enemy is left standing.)

Last active player

The last active player (the one who drew the last card, or the last one to pass) gives his Active Player marker to the player on his left.
This player begins the next round.

Levels of difficulty

There are four different levels of difficulty. The game procedure described above corresponds to *Normal* level. The specifics of the individual levels are as follows:

EASY

- Number of Barricades at the beginning of the game: number of players + 3.
- The penalties for destroyed Farmsteads are not applied.
- The Raider stack consists of 6 Plunderers per player. For the second round, add a number of Lieutenant cards to the stack equal to the number of players minus 1. For the third round, add a number of Boss cards to the stack equal to the number of players minus 1.

NORMAL

- Number of Barricades at the beginning of the game: number of players +2.
- The penalties for destroyed Farmsteads are not applied.
- The Raider stack consists of 7 Plunderers per player. For the second round, one Lieutenant card per player is shuffled into the stack. For the third round, one Boss card per player is shuffled into the stack.

HARD

- Number of Barricades at the beginning of the game: number of players + 1.
- The penalties for destroyed Farmsteads are applied.
- The Raider stack consists of 7 Plunderers per player. For the second round, one Lieutenant card per player is shuffled into the stack. For the third round, one Boss card per player is shuffled into the stack.

HEROIC

- Number of Barricades at the beginning of the game: number of players.
- The penalties for destroyed Farmsteads are applied.
- The Family bonus is not applied (but you still set up the Family tokens doll-side-up: You still must save the families!).
- The Raider stack consists of 7 Plunderers per player. For the second round, one Lieutenant card per player is shuffled into the stack. For the third round, one Boss card per player is shuffled into the stack.

Scoring

In the case of a victory, the players can score their performance as follows:
- 1 point per Farmstead remaining (maximum possible: 6 points).
- 1 point per Family remaining (maximum possible: 3 points).
- 1 point if none of the Samurai have a wound (it does not matter whether they are human or animal).

In keeping with the level of difficulty, the points scored should be supplemented by a grade:
- Easy level: no addition, try the "normal" level now!
- Normal level: add one + symbol (example: 7+)
- Hard level: add two + symbols (example: 10++)
- Heroic level: add three + symbols (example: 8+++)

Variations

Two-player game

The game is set up as described above, but with the following exception: The 5 support tokens belonging to the absent Samurai are placed beside the village, face up.

During the game 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 et draw 14 new ones, then, check again.

AT THE BEGINNING OF YOUR TURN (i.e. BEFORE applying the penalty on your last Raider card), you can decide to use one or more of these support tokens. The effect of each token you use is added to your own talent for the current round. Then turn over the corresponding support token. Each token can only be used once **per game**.

Solo game

Samurai Spirit can also be played by just one player. Take 2 Samurai (or maybe 3) and play according to the two-player rules.

Talents of the Samurai

Reminder: You are never forced to use your Samurai's talent. You can combine your own talent and those of the other Samurai who have supported you.



Heihachi

Every time he draws a card showing an EVEN value (2, 4, or 6) he can pass this card on to a neighbouring Samurai (i.e. the player sitting to his left or right). This Samurai must then play this card, as if he had drawn it himself, and must choose the "Fight" action.



Daisuke

Every time he draws a card showing an ODD value (1, 3, or 5) he can pass this card on to a neighbouring Samurai (i.e. the player sitting to his left or right). This Samurai must then play this card, as if he had drawn it himself, and must choose the "Fight" action.
Note: Heihachi and Daisuke cannot give a card to a neighbouring Samurai who has passed.



Gorobei

Gorobei can ignore penalties on Raider cards that have an EVEN value (2, 4, or 6).



Kanbei

Kanbei can ignore penalties on Raider cards that have an ODD value (1, 3, or 5).



Kikuchiyo

If Kikuchiyo has chosen the "Fight" action, he can carry this out a second time during his turn.
Example: Kikuchiyo carries out the "Fight" action. He draws a Raider card showing the value 3 and the farm symbol. Since the cards already lying on his defense side show no such symbol, he decides to Defend, placing the card to the left of his board. Thanks to his talent, he can then draw another Raider card. It's a 2, and he decides to Confront the Raider, placing it to the right of his board.



Kyuzo

When Kyuzo draws a Raider card whose value is identical to that of another card in his combat line, he may place this duplicate on the discard pile.
Example: Kyuzo has three cards to the right of his board: one card with the value 2, one card with the value 4, and a last card with the value 2. His neighbour, Heihachi, draws a card with the value 2 and because of his talent, passes it on to Kyuzo. Kyuzo must now either Confront it or place it directly onto the discard pile (since its value matches one of the cards to the right of his board).



Katsushiro

Every time he draws a card, he may decide to place it under the stack of Raider cards and draw a new card. If he does so, this second card must be kept and played.

Kiais of the Samurai

Reminder: You are never forced to use your Samurai's Kiai effect.
In certain situations, it is not possible to activate the Kiai.



Heihachi

Human: He can add one Barricade to the village.
Animal: He can add one Barricade to the village and remove one Wound marker from a Samurai board (even his own).
Important: There can never be more Barricades in the game than at the beginning of it.



Daisuke

Human: He may remove the last card from a Samurai's combat line (even his own) and give it to another Samurai (even to himself). This Samurai may lay it to the left or right of his board, in accordance with the usual rules. The two Samurai modify their battle tracks accordingly.
Animal: He may use the effect of his Kiai twice in a row.



Gorobei

Human: He takes the top two cards from the Raider stack and places them onto the discard pile.
Animal: He takes the top three cards from the Raider stack and places them onto the discard pile.



Kanbei

Human: He takes the top two cards from the Intruder stack and places them onto the discard pile.
Animal: He takes the top three cards from the Intruder stack and places them onto the discard pile.



Kikuchiyo

Human: He may remove the last card from a Samurai's combat line (even his own) and put it on the discard pile. The affected Samurai modifies his battle track accordingly.
Animal: He may use the effect of his power twice in a row.



Kyuzo

Human: A Samurai (even Kyuzo himself) may give his support token to another Samurai (even to Kyuzo).
Animal: Same as for the human form, but in addition, he may add a Barricade to the village.

Note: 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

Human: He may turn over the top two cards of the Raider stack and return them to the top of the stack, face-up, in any order he chooses.
Animal: He may turn over the top three cards of the Raider stack and return them to the top of the stack, face-up, in any order he chooses.

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.



The player sustains a wound.



The top card of the Raider stack is placed, unseen, on the Intruder stack.



During his turn, the player may not place Raider cards to the left of his Samurai board.



During his turn, the player may not carry out the "Support" action; however, he can still receive support from other players.



The player sitting to the left of the Samurai draws a Raider card and adds it to his combat line. Then he modifies his battle track accordingly.



The player sitting to the right of the Samurai draws a Raider card and adds it to his combat line. Then he modifies his battle track accordingly.

Important: For these last two penalties, the Samurai talents cannot be applied. It is a penalty card. But adding a penalty card might enable a player to activate his Kiai in accordance with the usual rules.

The Bosses' penalties



During his turn, the player must choose the "Pass" action.



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



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



The player must select a card from the left side of his board and put it on the discard pile.

Note: Some Bosses have 2 penalty symbols. In this case, both penalties must be applied, but the order in which they are carried out is up to the player.

Reminder: If a player is unable to apply a Raider's penalty (e.g. a left arrow when the neighbour on his left has passed), then he sustains a wound instead.

Frequently Asked Questions

QUESTION: May we count the cards in the stacks?
ANSWER: Yes, this is possible at any time.

QUESTION: Are the cards in the discard pile visible?
ANSWER: Yes, the players may look at the cards in the discard pile at any time.

QUESTION: Can one Samurai board have 2 Wound tokens at the same time?
ANSWER: No, that is not possible.

QUESTION: Can a Samurai board lying on the animal side and without any wound markers be turned over onto the human side again?
ANSWER: No, it is only possible to remove a Wound token from a Samurai board.

QUESTION: Can I carry out the "Support" action if my Samurai is the only one who has not passed?
ANSWER: No, in order to select the "Support" action, there must be at least one more Samurai still in the round.

QUESTION: Thanks to Heihachi's support, I am able to pass a card with an even value to a neighbouring Samurai. I have drawn an even card and I give it to my neighbour, in this case Daisuke. May he in turn pass it to his other neighbour?
ANSWER: Yes, the talents can be accumulated and a player can also use his Samurai's talent when it is not his own turn.

QUESTION: I have exceeded my Kiai value. At the beginning of my turn, I sustain a wound from my last Raider card. My Samurai board was showing the human side, and had a Wound token. So, I turn over my board to the animal side, remove the Wound token and return my meeple to my battle track. Must I now pass?
ANSWER: No, the "Pass" action is only compulsory if you are over your Kiai value at the exact moment when you are choosing your action, right after applying the Raider penalty. Note that turning your board to the animal side will activate your Kiai if you happen to be at your Kiai value for the animal side!

Author's notes

"*Samurai Spirit*" was inspired by "*Shichinin no Samurai*" (*Seven Samurai*), the work of the Japanese film director Akira Kurosawa. As in the film, so in the game: The fair sex is hardly represented, but the author hopes you will not take that unkindly.

"*Samurai Spirit*" is quite a technical game, and there is great danger of losing the first games. Do not be disheartened! Try not to drop down to the ***Easy*** level until you have given ***Normal*** several tries, and you are convinced that the ***Normal*** level cannot be conquered.

The difficulty of the games is dependent on the Samurai in the game and their respective positions at the table (as well as on the randomly shuffled Raider stack). Don't be afraid to try out new combinations to increase the fun and to vary the challenge!

The one- or two-player rules can be applied to games with three, four, five, or six players: Then the game is somewhat easier to win.