



Bushido

Breaker

It's up to you to protect the  
shogun or end him...

2-4 Players | Ages 12+ | 30-60 Minutes



## *Introduction*

It is the Sengoku period, an era of great unrest within the gravely compromised empire of feudal Japan. Your emperor is nothing but a figurehead while the shogun holds the true power. There are many men who desire to hold the title of shogun and then there is you...

Will you be the noble samurai, following the Bushido code of honor, who is entrusted with protecting your shogun at all costs? Understanding the fragility of the current government and the distrust of the daimyos' motives, you must be prepared for the impending storm.

Will you be the ninja, the stealthy mercenary, trained in the art of espionage and assassination? As the ninja, you have been hired by a traitorous daimyo who desires you execute the shogun. You must now sneak into the shogun's fortress in order to kill him and anyone who gets in your way.

It is up to you to protect your shogun or end him...

# Overview

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Bushido Breaker is a 2-4 player hidden movement card game of deduction and calculated risks. You choose to play as the ninja or as the samurai while your opponent plays as the rival faction. In order to assassinate the shogun, the ninja must either disable alarms or kill all samurai.

The purpose of the samurai being to protect their shogun, they must either capture or kill all ninja.

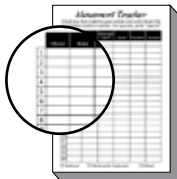
**Every round:** the ninja will choose his action card and lay it face-down. Then the samurai will choose his action card and reveal it, telling the ninja what he is doing with it. If the samurai is successful, the ninja reveals his thwarted action. If the ninja is successful, his action takes effect and he secretly discards the card or places it back within his hand (if it's infinite uses).

## Components

8 locations | 44 action cards | 8 special cards



7 samurai cards | 1 tracking notepad (40 sheets)



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# Setup for 2 Players

Place the *Shogun's Chamber* card on the table. Place the following cards below the *Shogun's Chamber* in this order: *Shogun's Corridor*, *Shogun's Castle*, and *Jigoku Dojo*. To both sides of the *Jigoku Dojo*, place the gate cards. Now slide a samurai card slightly underneath every location except the *Shogun's Chamber*.

See below:



# Setup for 3-4 Players

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Place the cards as you would for the 2 player setup. Now take the *Jigoku Dojo* card and move it to the left of the *Shogun's Castle*. In the *Jigoku Dojo's* original location, place the *Daimyo's Castle*. To the right of the *Shogun's Castle*, place the *Dining Room*. All cards except the *Shogun's Chamber* have a samurai card underneath them.

See below:

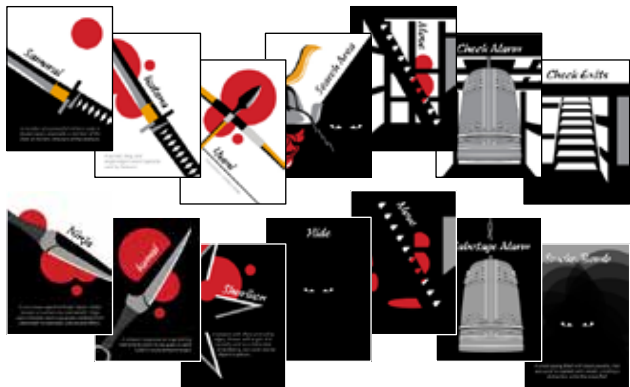


# Action Cards Setup

Action cards are the cards that will remain in your hand throughout the game, unless discarded. These cards (specific to the ninja or samurai) reflect the abilities you may use each turn.

For 1 vs. 1 or 2 vs. 2 player games: each samurai gets 5 *Katana* cards, 2 *Yumi* cards, 1 *Search Room* card, 1 *Move* card, 1 *Check Alarm* card, and 1 *Check Exits* card. Each samurai then **secretly** chooses 1 special card. For the breakdown of special cards, refer to page 10. Each ninja gets 5 *Kunai* cards, 2 *Shuriken* cards, 1 *Hide* card, 1 *Move* card, 1 *Sabotage Alarm* card, and 1 *Smoke Bomb* card. Each ninja then **secretly** chooses 1 special card.

In a 3 player game there is only 1 ninja against 2 samurai, so the ninja gets to choose 2 special cards and both samurai receive none.



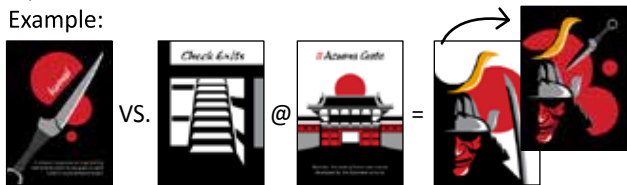
# Playing as the Ninja

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As the ninja, choose to start in either *Azuma (East) Gate* or *Nishi (West) Gate*, without the samurai's knowledge. On the tracking notepad: write down your chosen location and check the box matching your action for this turn.

On your first turn, you have several options: 1) kill the samurai in your location with your *Kunai* 2) kill a samurai at an **orthogonally** (not diagonally) adjacent location with *Shuriken* 3) *Hide* at your location to confuse the samurai into thinking you moved 4) *Move* to an orthogonally adjacent location 5) *Sabotage Alarm* at your location 6) use your special card if applicable. Once your card is chosen, lay it face-down. This card must now remain unmoved.

Example:



If your turn is successful (your action wasn't countered), complete the action without revealing your card. If it was an attack action (*Kunai* or *Shuriken*), simply flip or remove the samurai card from play. If **noticed** (a non-attack action has been countered), you must reveal the action you attempted. There is a check box on your notepad for every time you're noticed. If you are ever to be killed or **captured** (noticed twice), you can lay down *Smoke Bomb* to negate the round. For cards with limited use, keep 2 discard piles: 1 face-up (noticed pile) and 1 face-down. The samurai may look at your face-up pile at any time.

# Playing as the Samurai

Point to which samurai card to use (1 action per samurai, per turn); select the action card you will use at that samurai's location.

If there are 2 people playing as samurai, wait for the ninja to lay down his card before discussing your plan. You have a counter to nearly every ninja action which either notices the ninja or kills him.

Choose which samurai you'd like to use, being unaware of which gate the ninja occupies. On your first turn, you have several options: 1) use your *Katana* to counter the *Kunai* at the same location 2) *Check Alarm* to notice the ninja's attempt to *Sabotage Alarm* same location 3) *Check Exits* to notice the ninja's attempted *Move* from your location 4) *Search Room* to find the ninja should he *Hide* 5) *Move* your samurai card to a new location; multiple samurai can be at a single location 6) use your special card if applicable.

Example:



VS.



@



= Ninja dies

You could also choose a samurai at an orthogonally adjacent location to an entrance and use *Yumi*. This counters the ninja's attempt to throw a *Shuriken* at your samurai, thus killing the ninja. A more in-depth actions breakdown is on the following page...



# Action Cards Breakdown

All actions are completed orthogonally or at your location.

Ninja	Samurai
<i>Kunai</i> (1 use): kill a targeted samurai at the same location.	<i>Katana</i> (1 use): counter <i>Kunai</i> and kill the ninja at the same location. <b>Blocks <i>Shuriken</i></b> , but ninja isn't killed or noticed.
<i>Sabotage Alarm</i> (infinite uses): flip location card over. This alarm is now disabled.	<i>Check Alarm</i> (infinite uses): notice the ninja's attempt to <i>Sabotage Alarm</i> in your location.
<i>Move</i> (infinite uses): move to adjacent location. Can only be used <b>2 turns in a row</b> .	<i>Guard Exits</i> (infinite uses): notice the ninja leaving your location. <b>Ninja reveals where he moved</b> .
<i>Shuriken</i> (1 use): kill the targeted samurai at an adjacent location.	<i>Yumi</i> (1 use): point to a samurai to counter and kill any ninja who attempts to use <i>Shuriken</i> against you. <b>Blocks <i>Kunai</i></b> in your location, but doesn't notice or kill the ninja.
<i>Hide</i> (infinite uses): remain in your location. Can only be used <b>2 turns in a row</b> .	<i>Search Room</i> (infinite uses): notice ninja's attempt to <i>Hide</i> in your location.
<i>Smoke Bomb</i> (1 use): use after your action if you will otherwise be killed or captured.	<i>Move</i> (infinite uses): move samurai to adjacent location. <i>Move</i> also dodges <i>Shuriken</i> , but doesn't notice ninja.

# Special Cards Breakdown

*Move Diagonally* is the only special that is done diagonally.

Ninja	Samurai
<p><i>Shurikens</i> (1 use): throw a Shuriken (other <i>Shuriken</i> cards not used) at targets in 2 locations, adjacent to you. <b>Can be countered by Yumi or dodged, but can still successfully kill one of the two targets.</b></p>	<p><i>Reinforcements</i> (1 use): place 2 addition samurai anywhere except <i>Shogun's Chamber</i>. This card is only possible when there are 4 or less samurai and <b>takes place between rounds.</b></p>
<p><i>Move Diagonally</i> (2 uses): move diagonally into a location. <b>Can be countered by Check Exits.</b></p>	<p><i>Repair Alarms</i> (1 use): fix an alarm at any 2 locations. <b>Takes place between rounds.</b></p>
<p><i>Blowgun</i> (1 use): secretly choose any samurai and shoot a poison dart at him. He will die after the next turn. <b>This card is not revealed and can't be countered.</b></p>	<p><i>Showdown</i> (1 use): shift all players to Shogun's Corridor and remove the other locations, when 2 samurai are left. The ninja must kill both to win. <b>Takes place between rounds.</b></p>
<p><i>Metsubushi</i> (1 use): if you used <i>Kunai</i> and your target used <i>Katana</i>, lay this card down in order to negate <i>Katana</i> and still kill him.</p>	<p><i>Revelation</i> (1 use): at any time, force the ninja to reveal the last 4 actions on the tracking notepad. <b>Takes place between rounds.</b></p>



## Winning and Losing

There are 2 ways the ninja can win the game:

- Killing all samurai, thus making the shogun a “sitting duck”.
- By sabotaging 3 (2 players) or 5 (3-4 players) alarms and successfully moving into the *Shogun's Chamber*.

There are 3 ways the samurai can win:

- Killing all the ninja.
- Noticing each ninja twice.
- *If the Ninja* runs out of turns on their tracking notepad.

## Additional Instructions

- If there are 4 players, both ninja players may be on the same or different locations, throughout the game. Samurai can talk as much as they want. Ninja however, cannot communicate.
- As the ninja, whenever you *Move* into a location with a *Nightingale Floor*, you must say: “CHIRP”.
- The samurai has only 1 discard pile for limited use cards and his pile will be face-up.
- When Showdown is used, the ninja may still use *Move* as a bluffing mechanism, even though the ninja can't move until all Samurai are killed.

## *Special Circumstances*

- There may be exchanges where 2 ninja target 1 samurai or his location, but the samurai's action successfully counters both. In this situation, both ninja lose.
- If a samurai counters 1 ninja, but the other ninja successfully kills him with a different action in the same round - the samurai's counter is negated and he dies.
- If there is only 1 samurai alive and 2 samurai players, 1 player gets the rest of both samurai players' action cards and they collaborate on his moves.

## *Credits*

The following people made this game possible:

Game Design and Art: Zach White  
Special Thanks: Mai, Miguel, James, Erin,  
Gerald, and Martin

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For more information about the company,  
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