

Bushido Duels



A game of cards, dice
and knowing your enemy

BUSHIDO DUELS

Bushido Duels is a card dueling game where strategy, memory and luck are key to victory. A duel takes about 10-15 minutes to play.

It's the year 1607 and Japan has entered the Edo period. The Tokugawa has established itself as the dominant force in Japan and it's a time of legends. Fighters wander the land testing their strength and honing their skills against all manner of opponents. Play as one of eight unique fighters and get ready to challenge your friends to a duel, Samurai style!



COMPONENTS

11 Cards for each of the 8 fighters (88 cards in total)

- 6 Standard Attack Cards
- 3 Special Attack Cards
- 1 Health Tracker Card
- 1 Mon Wheel Card
- 12 Dice, 6 white and 6 black
- 8 Health marker cubes

SETUP

Decide which game type you want to play and follow the instructions.

- Bushido Duels	5
- Clash of the Clans	7
- Kyoto Grand tournament	8
- Free for all	9

RULES

The game is played in pairs over several duel turns. The players select techniques trying to bluff and out-think their opponent, while trying to keep track of played cards and use their special techniques at precisely the right time.

WINNING AND LOSING

To win in Bushido Duels you must Knock Out your opponent's fighter. This happens when an Attack Cards damage, effect or special rule causes your opponent's fighter's health to go below 1. The **Knocked Out** player loses the duel.

THE DUEL TURN

The **Duel Turn** is comprised of the following phases.

- The stance phase
- The attack phase
- The discard/refresh phase

The stance phase

- The fighters prepare and plan their attacks

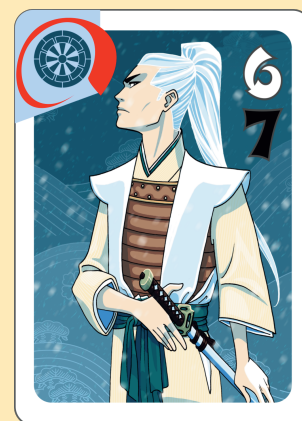
The players choose an Attack Card they wish to play. Once a player has decided on a card they place it in front of them, face down.

The attack phase

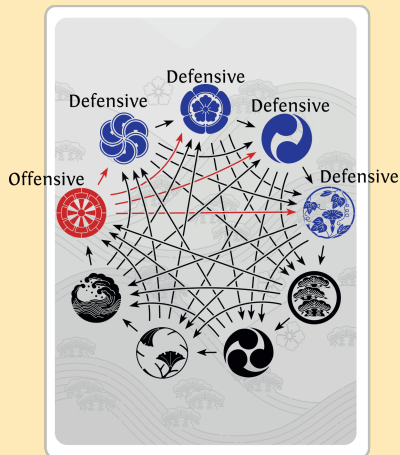
- The fighters unleash their attacks



The players reveal their Attack Cards at the same time and compare the Mon symbols of the cards to determine which technique is offensive and which is defensive.



The Mon symbol in the card's upper left corner represents the technique and determines its placement in the Mon Wheel.



The Mon Wheel determines if your technique is offensive, defensive or if the attack was a tie. An offensive technique points towards the defensive ones.

The Speed value of an Attack Card is shown in white in the upper right corner. The value can either have a fixed value or a varying value indicated by an **X**. The value determines the speed of the Attack Card, the **lower** the value the **faster** the attack. To make sense of the Speed value, consider it the reaction time the fighter has when committed to the technique.



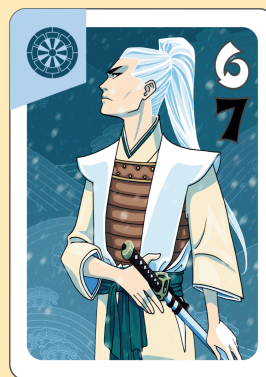
Note: Counting clockwise from any Mon symbol. The next four symbols are always defensive in relation to the chosen Mon.

The damage is determined by the Strength value shown as a black number or an **X** in the upper right corner of the card. The **higher** the value the **stronger** the attack. Generally damage is inflicted by the offensive technique.



If both players played a card with the same Mon symbol, it's a tie and the cards are discarded directly. Neither of the players receives any damage.

Next, compare the Speed and Strength values of the Attack Cards.



Offensive



Defensive

In the example above the defensive technique's Speed value (7) is not faster than the offensive technique's Speed value (6) and the offensive technique connects with full strength **inflicting 7 points of damage**.

Should the defensive technique be faster, the defensive technique will block or dodge the offensive technique either fully or partially. Subtract the defensive Attack Card's Strength value from the opponent's Attack Card's Strength value to determine the damage inflicted.



Note: Tied values are never faster or stronger, nor do they trigger criterias on Special Attack Cards.

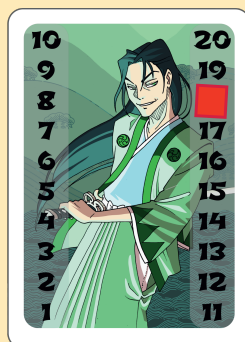
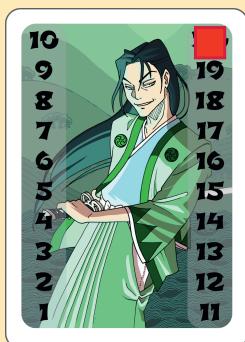


Offensive



Defensive and faster

In this example the defensive technique is faster (4 compared to 6) and will hence block some of the incoming damage and only receive 2 points of damage ($7 - 5 = 2$). If the damage is reduced to 0 or below the player receives no damage.



Keep track of your health by moving the Health Marker on the Health Tracker Card in front of you. If this causes a player to be Knocked Out the game ends, otherwise proceed to discard/refresh phase.

Discard/Refresh phase

- *The fighters regroup*

Each player places the played Attack Card to the side, face down forming their discard pile. If this causes a player to have no Attack Cards left in their hand they pick up their discard pile to refresh their hand. A new duel turn then starts. This will repeat until one of the fighters are Knocked Out.

THE FIGHT DECK

Each fighter has a Fight Deck comprised of nine Attack Cards, each of these has a Mon symbol identifying the technique. All fighters share the same set of Mon symbols.

Standard Attack Cards

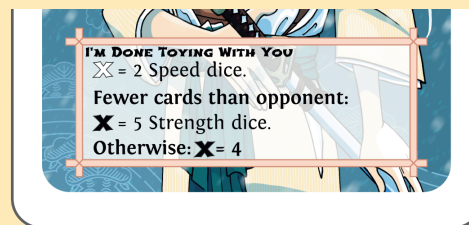


Six of these cards are standard attacks, with varying strength and speed, known to all fighters.

Special Attack Cards



The final three cards are special attacks. While the Mon symbols are the same across all fighters their unique rules differ from fighter to fighter.



The rules are printed at the bottom of each Special Attack Card. Follow the instructions on the card when revealing them in the attack phase.

The rule text often contain a criteria, in the example above **Fewer cards than opponent**. If the player fulfills the criteria they follow the instructions under the criteria, if not they follow the instructions under **Otherwise**.

Note: If there is a conflict between a rule on an Attack Card and this rulebook the rule on the card takes precedence.

USING SPEED AND STRENGTH DICE



The dice are six-sided with the numbers 1-3 twice. The Speed dice are white, and the Strength dice are black. Special Attack Cards sometimes requires the Speed and/or Strength values to be determined using dice. Simply roll the number of dice specified on the Attack Card and add the results together.



Example: Adam rolls 3 Speed dice (White) and 4 Strength dice (Black). The results are 1, 2, 2 for the Speed dice and 2, 3, 3, 1 for the Strength dice. By adding the respective dice results together Adams Attack Card has a Speed value of 5 ($1+2+2=5$) and a Strength value of 9 ($2+3+3+1=9$).



PLAY MODES

BUSHIDO DUELS

(2, 4, 6 OR 8 PLAYERS)

Your honor has been questioned! There is only one way to settle the score and that is to Duel!

Pick a fighter of your choice or choose one at random.

Picking a fighter of your choice.

Take the 9 Attack Cards, the Health Tracker Card, a Health Marker and the Mon Wheel Card belonging to that fighter.

Choosing a fighter at random

Place an Attack Card from each of the fighters and shuffle them together. Each player draws a face down card and reveals it. This is their chosen fighter. Take the 9 Attack Cards, Health Tracker Card, Health Marker and the Mon Wheel Card belonging to that fighter.

Starting Health

Place the Health Tracker Card on the table in front of you and position the Health Marker on position 20.

Choosing an Opponent

Who has insulted you and questioned your honor?

Each player rolls 3 dice and adds their results together. The player with the highest result gets to challenge an opponent first. Any ties are re-rolled.

The player who was challenged can accept or refuse. Should the challenged player refuse, the dishonor of doing so reduces their health by 2. This is accumulative for each challenge they refuse. Should a player's Health be reduced below 1 in this way that player is removed from play as the fighter is dishonored beyond redemption.

The player issuing challenges continues until an opponent accepts. The remaining players then issue challenges in the order established by the dice rolls until all players have an opponent.

Example: Adam refused 2 challenges before finally accepting a challenge. Each time he refused a challenge he lowered his health by 2 on his health tracker card. This results in a starting health of 16 in his duel.

Winning the Game

A Duel is over when one of the player's fighter has been Knocked Out. When the duels are over all players left standing have won!

The score has been settled and your honor has been restored!

CLASH OF THE CLANS (4, 6 OR 8 PLAYERS)

Two clans are set to wage war on each other. The prelude to this is the altercation that is about to take place right now!

“As you walk across the marketplace you spot a rival clan entering the market. Grasping your swords, you prepare to defend yourselves and the honor of your clan. - Attack!”

Pick a fighter of your choice or choose one at random.

Picking a fighter of your choice.

Take the 9 Attack Cards, the Health Tracker Card, a Health Marker and the Mon Wheel Card belonging to that fighter.

Choosing a fighter at random

Place an Attack Card from each of the fighters and shuffle them together. Each player draws a face down card and reveals it. This is their chosen fighter. Take the 9 Attack Cards, Health Tracker Card, Health Marker and the Mon Wheel Card belonging to that fighter.

Starting Health

Place the Health tracker card on the table in front of you and position the Health Marker on position 20.

Choosing your Clan

Roll 3 dice and add the results together. Divide the players into two clans by putting the half with the highest rolls in one clan and the rest in the other clan. Should there be a tie for the last spot in a clan the tied players re-roll their results until the spot is filled.



Example: Adam, Lisa, Carl, Steve, Lucy and Jill (six players) have decided to play Clash Of The Clans. They each roll three dice and add their results together. The results are:

Adam: 8 (3+3+2)

Lisa: 6 (1+3+2)

Carl: 5 (1+1+3)

Steve: 5 (2+1+2)

Lucy: 4 (1+1+2)

Jill: 3 (1+1+1)

Since there are six players, each clan will have three fighters. Adam and Lisa rolled the highest and are put together in one clan while Lucy and Jill rolled the lowest and are in the other clan. Carl and Steve both rolled a total of 5 and re-roll their dice.

Carl: 6 (2+1+3)

Steve: 7 (3+1+3)

Steve joins Adam and Lisa and Carl teams up with Lucy and Jill.

Choosing an opponent

Roll 3 dice. The player with the highest result gets to challenge an opponent in the opposite clan first.

The player who was challenged can accept or refuse. Should the challenged player refuse, the dishonor of doing so reduces their health by 2. This is accumulative for each challenge they refuse. Should a player's health be reduced below 1 in this way that player is removed from play as his fighter is dishonored beyond redemption.

The player issuing challenges continues until an opponent accepts. The remaining players continue to issue challenges in the order established by their dice roll until all players have an opponent.

Adjusting Health

Before a duel starts players that refused one or more challenges must adjust the starting health of their fighter.

Example: Adam refused 2 challenges before finally accepting a challenge. Adam moves the Health Marker from 20 to the number 16. This is the health his fighter will have at the start of the duel.



The Duels

The players pair up with their opponent and start their duels.

Advancing

The victorious players continue the fighting. They restore their health to the maximum value of 20 (their honor has been restored) and repeat the choosing an opponent process.

Any fighter without an opponent must wait on the sidelines until the next round or victory for the clan.

"The message has been sent. You and your clan are not to be trifled with. Soon all-out war will break out and who knows how it will end but on this day, you were victorious!"

Example: Adam and Lisa won their duels while Lucy from the opposing clan won hers. They all restore their health to 20. They each roll three dice. The results are:

Adam: 4 (1+1+2)

Lisa: 5 (2+2+1)

Lucy: 4 (2+1+1)

Lisa won the roll and challenges the only opponent left, Lucy. They Duel while Adam waits to see if their clan wins or if he must face Lucy in another duel.

Winning the Game

When there's only one clan left standing the battle is over.

CLASH OF THE CLANS HARDCORE

This variant plays exactly as The Clash of the Clans except that during the advance step the players that weren't Knocked Out continue the fighting without restoring their health between duels. Repeat the choosing an opponent process (refusing challenges can lower your health further).

THE KYOTO GRAND TOURNAMENT - THE CROWNING OF A KENSEI (4 OR 8 PLAYERS)

It's time for the Kyoto Grand Tournament. Fighters from across the islands are gathering to take part in this prestigious Tournament held once every 10 years.

People near and far, highborn and lowborn alike flock to the city to watch this event. This spectacle draws all manner of fighters eager to test their skill in this most honorable of tournaments.

Who will win and be worthy of the title of Kensei / Sword Saint?

Pick a fighter of your choice or choose one at random.

Picking a fighter of your choice.

Take the 9 Attack Cards, the Health Tracker Card, a Health Marker and the Mon Wheel Card belonging to that fighter.

Choosing a fighter at random

Place an Attack Card from each of the fighters and shuffle them together. Each player draws a face down card and reveals it. This is their chosen fighter. Take the 9 Attack Cards, Health Tracker Card, Health Marker and the Mon Wheel Card belonging to that fighter.

Starting Health

Place the Health Tracker Card on the table in front of you and position the Health Marker on position 20.

Choosing an opponent

Take an Attack Card from each of the participating fighters and shuffle them together. Draw cards randomly in pairs.

Advancing

The winners of the duels advances to the next round. Your health is restored between duels. If there are more than two players left repeat the choosing an opponent process.

Winning the game

The last player standing is the winner of the Kyoto Grand Tournament.

HARDCORE TOURNAMENT

Plays the same way as *the Kyoto Grand Tournament*, except that after advancing the players that advance does NOT restore their health.



“The dust has settled, and the roar of the crowd is deafening. They chant your name as you look at your opponent who lies defeated before you.

You have done it. You have bested them all! The Skill of your blade is unmatched!

The honor of this achievement is beyond measuring. Still, you know that this victory is a double-edged sword. On one hand an incredible opportunity. You'll be admired and offered riches to teach your fighting style.

Some lords might offer you a position within their house, or if the Gods smile upon you, give you the control of your own province.

On the other hand success will breed jealousy. People in power may take offense to your rise and see you as a potential threat. Rival schools and all manner of fighters are going to come after you for personal gain or for the honor of defeating you.

You draw a deep breath, all that lies in the future. In the here and now you have accomplished something few fighters have done before you. You have won The Kyoto Grand Tournament, earning you the title of Kensei / Sword Saint.”

FREE FOR ALL (3+ PLAYERS)

Warning: This is a game type that should only be attempted after you've played a couple of duels since this is chaos ramped up to 11.

In this chaotic skirmish the players will have to try to outlast their opponents not knowing from where the next attack will come.

"You all eye each other. Who should you attack first? Is a temporary alliance possible? Can anyone really be trusted? All these questions race through your head as the signal sounds.

Everyone leaps into action! Who will be left standing? There can be only one!"

Each player chooses a fighter or selects one at random in the same way as in "Bushido Duels", page 4.

Each player's Health Tracker Card is placed in front of them.

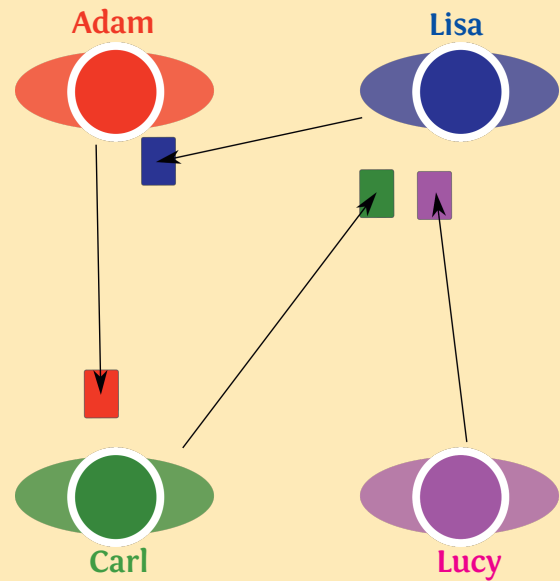
The **Free for all** turn works a bit differently from the normal duel turn. It consists of the following phases:

- **Stance phase**
- **Brawl phase**
 - Select active player
 - Resolve Attack Cards using the normal attack phase rules
 - Clean up/discard/refresh phase
 - Go back to select active player until all cards are resolved.



Stance phase

Instead of the normal stance phase, each player selects an Attack Card and at the count of three they place their chosen Attack Card in front of the opponent they wish to attack.



Example:

Adam has 1 card in front of him.

Lisa has 2 cards in front of her.

Carl has 1 card.

Lucy has none.

Proceed to the brawl phase.

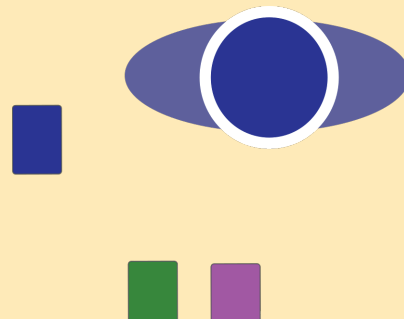
Brawl phase

The brawl phase is a chaotic extension to the normal attack phase where each player may be involved in fights with one or more players.

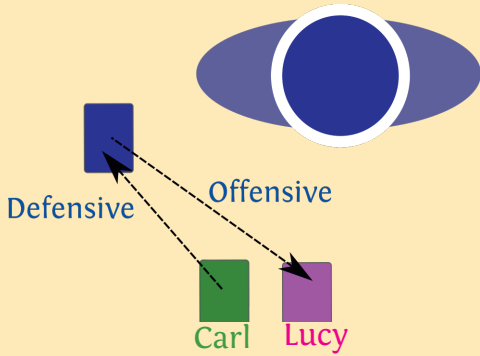
Select active player

The player with the most Attack Cards becomes the active player, in case of a tie, roll off. In the example above **Lisa** is the active player since she has the most cards (2) in front of her.

Resolve Attack Cards



The active player (**Lisa**) will resolve one attack phase for each Attack Card in front of them, comparing them to the card they've played. A total of two attack phases in the example above. The active player resolves the attacks in any order they wish.



Lisa first selects the card from **Carl**, losing some health but still is in good shape. Then turns her attention to the card from **Lucy** resulting in an offensive technique causing 5 points of damage.

If a player is Knocked Out before all Attack Cards are resolved. The unresolved cards are regarded as ties for game purposes and no damage is dealt or received.

Note: Each fight (pairing) is an independent attack phase. Meaningful rolls, comparisons of Criterias, Speed and Strength values are made independently for each of the opponents' cards.

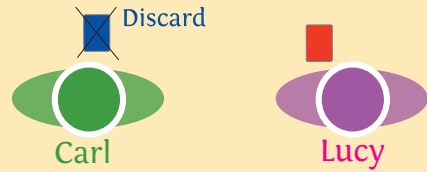


Clean up

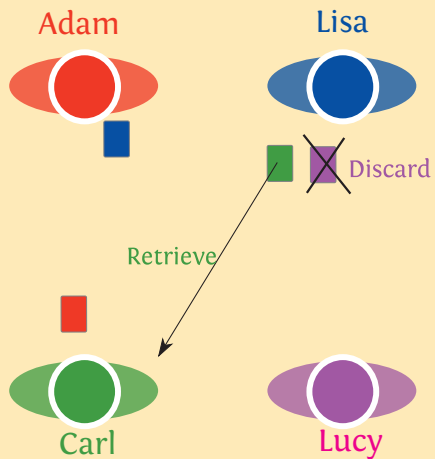
After all Attack Cards in front of the active player has been resolved clean up is performed.

In case the active player has a card in front of one of the other players involved in this fight, discard the card following normal rules otherwise leave it where it is.

In the example on **page 8** **Lisa** will leave her card where it is, in front of **Adam**.



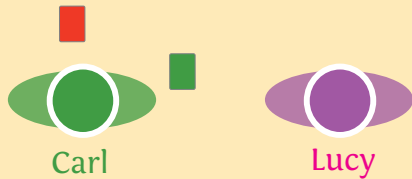
Had **Lisa** instead placed her card in front of **Carl** (illustrated above), she would now discard it since she has already fought **Carl** once this turn.



The other players involved in the fight checks if they will be involved in a future fight or if they can discard their cards.

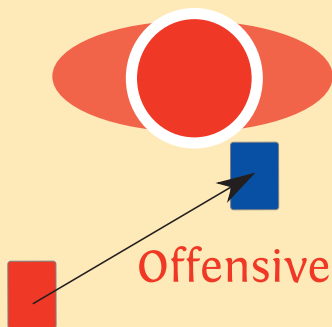
In the example **Carl** will still be involved in a fight with **Adam** so he'll retrieve his card, while **Lucy** is done fighting for this turn and takes her card and places it in her discard pile.

Select a new active player



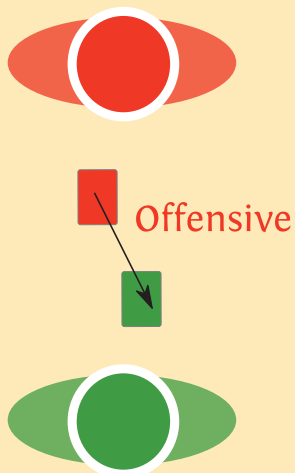
After the first round of the brawl phase, both **Adam** and **Carl** has 1 card in front of them. They roll off and to determine the new active player.

Adam rolls higher and is the new active player. Even though he will later fight with **Carl** he will only resolve his Attack Card against the card in front of him. In the example above, **Lisa's** card.



Adam's technique is offensive in this pairing but only manages to deal 2 points of damage.

Lisa is done fighting for this turn and discards her card. **Adam's** card is in front of **Carl** so it remains where it is.



The last active player is **Carl**. **Adam's** technique is offensive in this pairing an inflicts 5 points of damage.

New Stance phase

Once no more cards are left to be resolved the brawl phase is over the players still standing starts a new stance phase, selecting cards from their remaining hand.

Winning the Game

When there is only one fighter left standing the skirmish is over.

"You have done it! Was it skill? Luck? Manipulation? Or perhaps a combination?"

Whatever the case you have outlasted your opponents and is the one true victor of the free for all."





Name: Aguni Gin

Archetype: “The Swift”

Age: 18

Quote: “Don’t blink or you’ll miss it...”

Even as a child Aguni Gin was a prodigy when it came to swordsmanship. Sword masters all around the country tried to entice her to join their school but she refused. Instead she studied, perfected and expanded her family’s own “Second Shadow School” style that focuses on the speed of the blade and it’s wielder.

With her small frame Gin is capable of incredible speed. Often enabling her to draw her blade and strike her opponent before they even have had time to react.

Special Attack Cards: Whether it’s quickly dodging incoming attacks, performing two attacks at once or deliver an unblockable strike faster than the enemy can react to, speed is the key. However, should she fail to be fast enough her special techniques are far less effective.

Name: Takata Shigeru

Archetype: “The Wanderer”

Age: 40

Quote: “Yaaaawn...a fight?...Is that really necessary?”

A man who enjoys the simple things in life and whose favorite pastimes include fishing, napping and laying underneath a cherry tree watching the clouds drift by. Perceived as a lazy vagabond few know of his true fighting abilities. Shigeru doesn’t like to strain himself needlessly, his true powers only surfacing when absolutely necessary.

It’s not uncommon for him to cheerfully try to sway his opponent to lay down their weapon and go fishing with him rather than continuing the fight.

Special Attack Cards: Takata Shigeru’s special techniques are stronger on the defense than on the offense. Can he outlast his opponent or will his laidback attitude be his downfall?

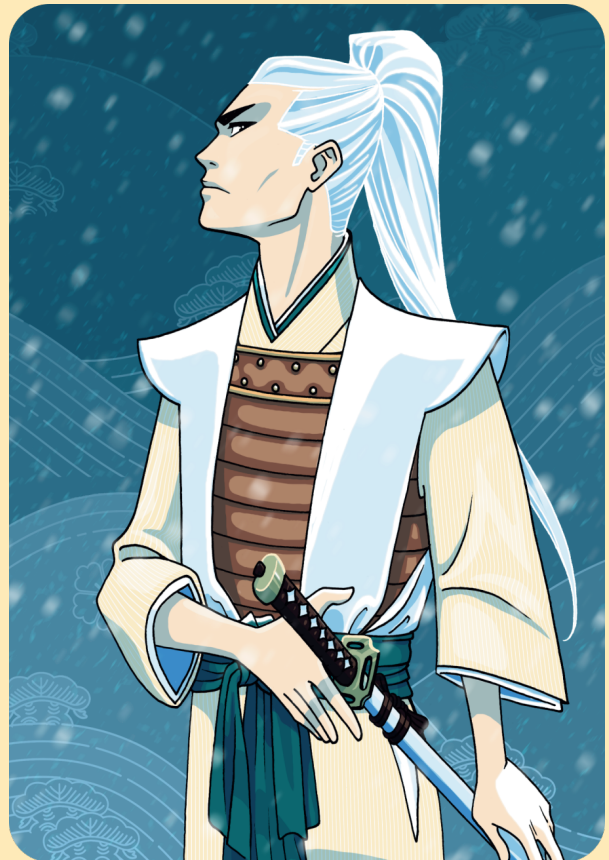


Name: Hamasaki Shinso
Archetype: “The Highborn”
Age: 26
Quote: “.....”

People of lower classes are filth. This is the belief of Hamasaki Shinso. A man who rarely speaks and regards himself to be the only true Sword Saint in history. With a nod he arrogantly accepts any opponent foolish enough to challenge him. A true master of the blade often limiting himself in battle by mockingly not using all of his abilities.

Hamasaki Shinso is regarded as one of the most prominent fighters in all of Japan. Unbeatable some say, but what would happen to his self-confidence and sword prowess should an opponent block an attack or perhaps even connect with their blade?

Special Attack Cards: Hamasaki Shinso’s special techniques are based around his absolute belief in his own ability. To fuel his attacks, he limits himself and toys with his opponent. This increases his power but could also leave him vulnerable to certain attacks.



Name: Harada Nobusuke
Archetype: “The Bruiser”
Age: 29
Quote: “Dance around all you want, I’ll only need to hit you once.”

An avalanche on legs is an apt description of Harada Nobusuke’s fighting style. Although lacking the finesse of traditional swordsmanship his raw power and bruiser mentality are indeed something to be feared.

Despite his violent battle lust Nobusuke is a man of honor and doesn’t lend his blade to anything but the most just causes, often siding with the poor and oppressed.

Special Attack Cards: Harada Nobusuke is able to deal massive amounts of damage should he be able to connect with his attacks. However due to his battle raged state and reckless fighting style he is exceptionally vulnerable should his blade fail to hit its mark.





Name: Tengan Shunso

Archetype: “The Manipulator”

Age: 25

Quote: “A sharp mind beats a sharp blade”

Sneakiness, deceit and mind games are a way of life for Tengan Shunso. As skillful as he is with his blade it’s nothing compared to his ability to manipulate “allies” and foe alike.

Having Tengan Shunso as an ally or hired sword is a gamble at best. Although he gets results there is no telling what his true agenda is or what seeds of deceit he’s planted within a clan.

Special Attack Cards: Tengan Shunso is able to manipulate his opponent. These mind games reduces the opponent’s alternatives and makes Shunso’s attacks more effective. The attacks may not be the most lethal, but this skillset, used to full effect, could prove quite crippling for an unwary opponent.

Name: Nashio Naomi

Archetype: “The Lethal Rose”

Age: 24

Quote: “You may have a sword but against my allure you are hopelessly unarmed”

Smooth as silk but deadly as a viper is the fighting style and personality of Nashio Naomi. As skillful as she is with her blade “The Flower’s Caress” her ability to distract, entice, charm or disarm her opponent with as little as the fluttering of her eyelashes is a weapon in its own right.

Adversaries making the mistake to write her of as a silly, flirtatious woman who doesn’t know how to wield a sword have already lost and are about to receive “The Flower’s Caress”.

Special Attack Cards: Distraction is key in Nashio Naomi’s fighting style. An opponent’s effectiveness is reduced as her special techniques targets their Speed and Strength, making her a deadly opponent not to be taken lightly.



Name: Marameda Anzai
Archetype: "The Warlord"

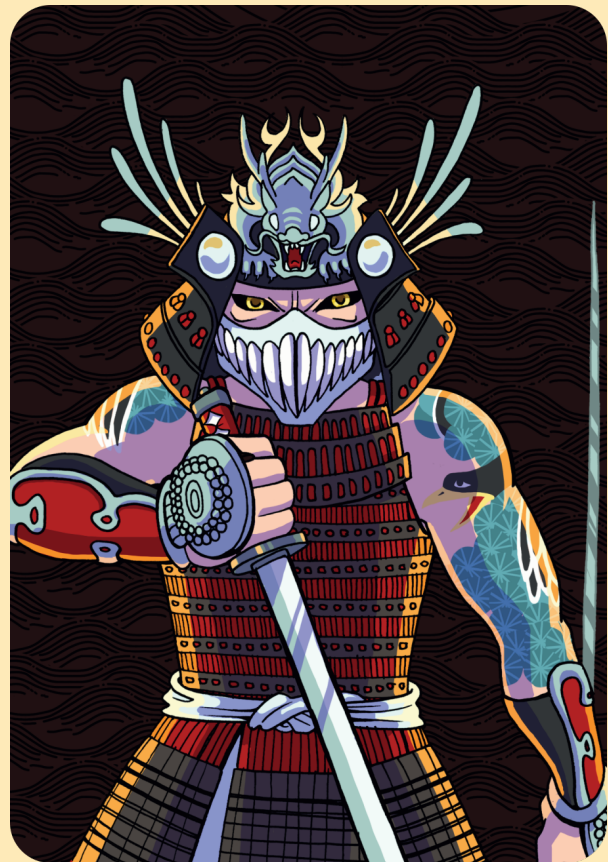
Age: ??

Quote: "Begging for your life only makes you easier to hit..."

There is evil and then there is Marameda Anzai... A man who's battle lust is fueled by the suffering and pain of others. It does not matter if they are strong or weak, young or old, rich or poor, to him they are all prey.

Who dares challenge him? For when facing Marameda Anzai one does not only have to cross blades with a swordsman of incredible skill, one also has to defeat fear incarnate.

Special Attack Cards: His abilities are at their strongest when his opponents are at their weakest. Given the upper hand Marameda Anzai is a tough opponent to defeat.



Name: Nakashima Noshi
Archetype: "The Thrillseeker"

Age: 36

Quote: "Why fear pain and broken bones when I'm having so much fun?"

Nakashima Noshi is a creature of chaos, neither good or evil. Always looking for the thrill of battle, whether it be fighting for a warlord, taking part in a duel or engaging in a common brawl. Seemingly impervious to pain, or perhaps even thriving on it, Nakashima Noshi becomes more dangerous the longer the fight goes on. Opponents sure of their victory have often been surprised to see Nakashima rise and attack more furiously than ever.

Special Attack Cards: The more damage Nakashima Noshi has taken the stronger he becomes. Will the opponent be able to finish him off before Noshi can retaliate with his most devastating attacks?



CREDITS

The following people made this game possible.

Game Concept: Per Samuelsson Sundin

Game Development: Per Samuelsson Sundin & Åke Forslund

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Layout: Per Samuelsson Sundin & Åke Forslund

Printed by: Cartamundi

A big shout out to all our wonderful play testers and a very special thank you to Lina Sundin and Teresa Jonsson for their love and support!

Find Out More

For more information about this game or our other great games, check out our website at:

<https://www.frozenmazegames.se>

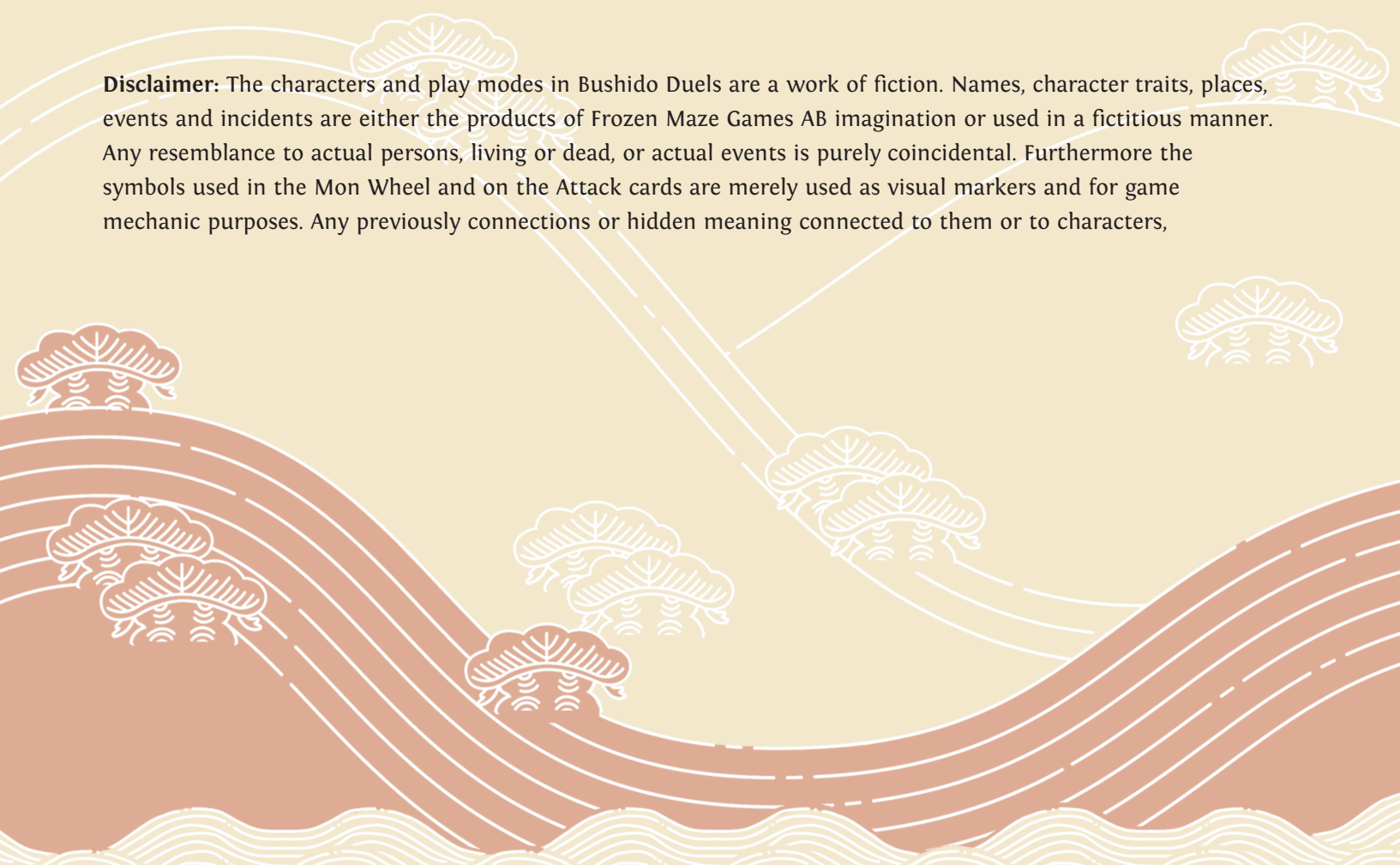
Did you like the artwork? Check out Emily Ryans portfolio at: <https://emilyryan.se>

Legal

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