



Say Bye to the Villains

A cooperative card game
for 3-8 players
(4-6 recommended)
Play time: 30-60 min
Game design: Seiji Kanai
Art: Noboru Sugiura

Story

In a cold, dark, relentless downpour, a solitary young girl stands in prayer. In despair, she had put her last hope on the faint rumour that the shrine outside town would fulfill one's wish, and thus she was here. Her body shook with cold, her legs and hands were numb, but she would not stop praying.

"Dear spirits, please... Avenge my father. Please, I beg you. Let not the evil ones go free." A little later, she fainted of fever and fatigue. A young shrine maiden appeared from the shadows and cradled her.

"I have work for you. I want you to dispose of her father's murderers." She took four koban (gold coins) from her sleeve and placed them carefully on the steps.

"According to Heiji-san, it was officer Aoyagi, and Soubee Echigoya who framed her father. And those who held the blades were his so-called paid bodyguards, the swordsman Hachiro Inui and the ruffian Jingoro the wild dog."

—"I will handle Inui" said a short-haired ronin emerging from nowhere, picking up one of the coins. With an elegant sweep, he stuck a long blade in his belt and left the shrine.

—".....". A mystical beauty extended her graceful hand and without a word, picked up the next coin, rose and left silently.

—"That Jingoro is mine!" shouted a young girl with her fist in the air, she snagged one of the coins and ran off into the rain.

—"An officer..." With a pained expression, a young lawman took the last coin.

"This evil can be tolerated no longer. Tonight we will have your lives."

Four shadows disappeared into the night. It was the night of the Vanquishers.

*Say-Bye(Seibai) means (capital) punishment or lynching by justice in Japanese.

Game overview

The players are Vanquishers who punish Villains the law cannot reach, and point their blades of Justice at the evil lurking in the town. But each Villain holds several secrets. Some have virtually an army of followers. Some have hostages they threaten to kill. Some may look like Villains, but are secretly pained by their actions. And the Vanquishers are not invincible. By simply approaching the evil ones in a dark alley without any preparation, the Vanquisher might become the Vanquished.

Each Vanquisher (player) has a hand of cards representing special abilities and preparations for the final showdown. Players must use these to learn the Villain's secrets and strengthen themselves in order to finally strike with the hand of justice. But using cards and abilities takes time, and time is a precious commodity. You must cooperate within the time limit, or you will not emerge out victorious.

Components

Everything that is needed for this game is included in the box

1 rulebook / 160 cards (the side with "Kanai Factory" on it is the back)

8 Vanquisher cards

These represent the characters that the players control.

1 Name: The character's name.

2 Traits: The character's

fighting ability expressed in

three traits: Speed, Power and Life.

3 Art: What the Vanquisher looks like.

4 Special Ability: The Vanquisher's Special power (some have none).

5 Sex: The Vanquisher's sex. Female

Vanquishers have a ♀ mark, Male ones don't.



8 Other face cards

How the Vanquishers look when they are about to fight.

These are used when you decide your Aim.

(Back side is chart of standard abilities)



8 Villain cards

The evil characters that the players are trying to defeat.

1 Name: The Villain's name.

2 Traits: The Villain's fighting power, expressed in the same traits as the Vanquishers.

3 Art: What the Villain looks like.

4 Special ability: The Villain's special ability (some have none).

5 Situation card amount: Number of situation cards to be attached to this Villain.

* Villains also have a sex, but it has no effect on this game. (There is no ♀ mark at female Villain.)



80 Preparation cards (red back)

Card with possible preparation actions for the Vanquishers. When used, they are called "action cards".

1 Name: The name of the action.

2 Time: How much time this action takes to perform.

3 Trait adjustment: How much this card adjusts the trait values.

4 Effect: What happens when you perform this action.

5 Art: The effect represented by a simple picture.



56 Situation cards (blue back)

Representing the Villains' secrets, such as the ruffians they are employing.

1 Name: The situation's name.

2 Time: How much time this card consumes when it becomes a Vanquisher's action card. (only a select few cards have this)

3 Trait adjustment: How much this cards adjusts the trait values.

4 Effect: What happens when you encounter this situation.

5 Art: The situation, represented by a simple picture.



Preparations

1. Players use any method to decide which Vanquisher they will play. Then take the Vanquisher card and the corresponding Other Face card (The Other Face card won't be used for a while. The back side of it can be used as a chart of standard abilities). The rest of the Vanquishers are not used in the game.

2. Shuffle the Villains face down and then draw, reveal and line up as many Villains as there are Vanquishers. These are the Villains that the players must defeat. The rest are not used in the game.

3. Shuffle the Situation cards face down and place face down as many Situation cards by each Villain as indicated on the Villain card. The rest are kept in a face down pile called the "Situation deck".

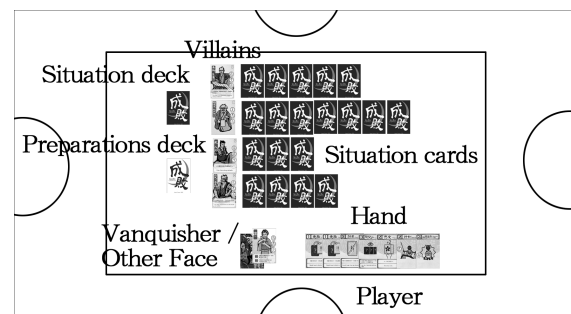
4. Shuffle the Preparation cards face down and deal 7 cards to each player. This is their hand. The rest are kept in a face down pile called the "Preparations deck".

5. The player with the highest Speed (on his Vanquisher) becomes the start player.

First game

For your first game, it's recommended not to use the Vanquisher "Gensai", as he has rather weird powers, nor the exceedingly difficult Villain "Nogami Tenzen". Use them once you're familiar with this game.

Example of setup (4 players)



Flow of the game

The game is played in "turns", where the start player takes the first turn, and play proceeds clockwise around the table.

On your turn, you use a card or a special ability. Action cards (and the corresponding TIME they consume) will be displayed in front of you.

A player whose time totals 10 must decide which Villain is his/her Aim, and must wait for the final showdown.

A player's turn

On your turn, you may choose one of the 4 actions following. Please refer to the figure later in the rules indicating how to place the cards.

1. Use one of the Preparation cards in your hand.
2. Use your Vanquisher's special ability once.
3. Use a standard ability once.
4. Decide Aim (Villain).

1. Use one of the Preparation cards in your hand

Choose one card in your hand, and place it to the right of your Vanquisher. Apply the card's effect. **The used card becomes an "action card" and will remain in front of the player.**

However, when using a Preparation card, you must take care so that your total "time" doesn't exceed 10. If the play would cause your time total to exceed 10, you can't use that card.

2. Use your Vanquisher's special ability

This also costs time, but mostly, it costs cards from your hand.

When you use an ability that says **1**: [ability effect], it means you must add **1** card from your hand, face down, to your action cards. It's put face down, so none of the card's effects happen. If it says **2**: [ability effect] you have to put down **2** cards face down, etc. **Each face down card among your action cards count as "TIME: 1".**

Once the cost has been paid, you apply the effects of your ability.

Of course, the time limit applies even here. If you already have action cards with a time total of 9, you cannot use an ability that says **2**: [ability effect], as it would cause your time total to exceed 10.

3. Use a standard ability

All Vanquishers have the four standard abilities listed below. The rules are the same as for special abilities:

1: [draw a card]

1: [draw 2 cards, then discard 2 cards]

1: [give a card to another player]

1: [look at target Situation card]

All of these seem to be weak compared to using a card from your hand, but they are all important, especially the option of giving away a card. Used wisely, these standard abilities will lead you to victory.

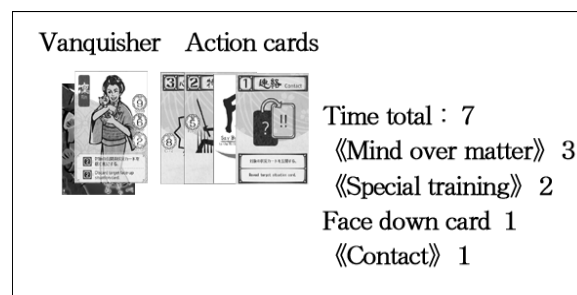
4. Decide Aim (Villain)

This means deciding which Villain you Aim to defeat. Show this by placing your Other Face card to the left of the Villain you intend to defeat. You cannot choose a Villain that another Vanquisher has already chosen.

If you have no more cards in hand, or your time total has reached its limit and you cannot perform more actions, you will automatically be forced to decide Aim.

Once you have done this, you will not be able to perform actions any more. You may do this even if you have cards and/or time left. But if another Vanquisher looks like in trouble, it would be wise to help him/her first.

Image of how to place the cards



Turn end

Once the turn player has finished applying the effect of the card/ability he used, the turn passes to the player to the left.

Effects of Situation cards

Some Preparation cards and abilities allow you to reveal (turn face up) or look at a face-down Situation card. If the Situation card in question had a [when revealed] or [when checked] effect, **it's the turn player who should apply the effect.** (Any [during battle] effect happens later)

[When checked]: This effect happens immediately as soon as someone checks (looks at) this card. (Currently, the only [when checked] effect in the game is "reveal this card".)

[When revealed]: This effect happens immediately as soon as the card is revealed, regardless of why it was revealed (either by the [when checked] effect or by some other card effect).

It may happen that the Situation card turns into an Action card by this effect.

A [when revealed] effect may be cancelled by

certain Preparation card effects.

Once the effect has been applied (or cancelled), the card is discarded (unless it was transformed into an Action card).

If several [when revealed] effects happen simultaneously (because several cards were revealed at the same time), the turn player decides the order.

Important rule: Sharing information

As in many cooperative games, information is of great value. If all players' information would be shared freely, the game would simply turn into a solitaire and would be no fun at all. Therefore, information sharing is regulated by the following rules. Please note there are many ways to share information; this paragraph merely covers how the players may communicate outside of the game per se.

* You may not give concrete information about what you have in your hand.

Forbidden: "I have 2 "Counter measure" and 1 "grit" in my hand. I can discard that open Situation card on my next turn!"

* You may not reveal what you have seen on a card that only you have looked at. Nor may you reveal how they affect that Villain's strength.

Forbidden: "He has a Cursed Katana and a Secret Pistol! He's dangerous!" or

Forbidden: "He has speed 13!"

However, as long as you do not break the above rules, you may talk freely.

* You may insinuate what you intend to do.

OK: "I can do something about that [Situation card]."

OK: "No need to worry yourselves about Echigoya. (meaning you handle the situation)"

OK: "I'll investigate Echigoya."

* You may say what Villain you intend to Aim for
OK: "Echigoya is MINE, don't touch him! / I can handle that pathetic louse myself!"

* You may talk roughly about the Villain's strength, in terms of who might be able to defeat him.

OK: "He's weak. Heiji could kill him."

OK: "I don't mean to insult you, but you are no match for Echigoya."

But, don't be ridiculous going on stating for every single player if they can or cannot defeat them. That's not how you play the game.

* As long as you don't break the above rules, you may ask for and ask anything.

OK: "I don't have enough cards! Give some!"

OK: "I don't stand a chance, need more Speed!"

OK: "Can someone investigate this guy?"

OK: "Does anyone have spare time? (meaning: I have a high time cost card and I could give it to you)"

OK: "Isn't there anyone who can kill Echigoya!?"

Finally, if you think too much about communication rules, the game won't be enjoyable. The important thing is the first two: don't reveal exact card information, don't talk about exact traits or trait differences. As long as you keep that in mind, then just go on gut feeling. Just chat around and have a good time to defeat the Villains.

Battle

When all players have decided Aim, it's time for the final showdown.

Order

The order is unimportant. Players may choose the order freely.

However, for dramatic purposes, it's recommended that you perform the battle for the obvious winners first, and leave the battles for which there still are unknown circumstances to the end.

How to decide winner

First, reveal all face down Situation cards for the Villain.

Any [during battle] effects are resolved immediately and applied to the Villain or the corresponding Vanquisher. ([when revealed] effects don't happen, and cards with only these effects are discarded). Apply any adjustments to the Villain's and Vanquisher's traits, so that you have final numbers.

Then compare the fighters Speed. The one with highest speed attacks first. Compare the attacker's Strength with the defender's Life; if

the Strength is equal to or higher than the defender's Life, then the defender is defeated and **does not get to counter attack**.

If the attacker's Strength is lower than the defender's Life, the defender survives and hits back - the defender becomes the attacker and vice versa- compare Strength and Life again. Both fighters can only attack once - if their Speed is the same, then both attack at the same time.

Results of battle

There are four possible results of a battle:

- * **Victory:** The Vanquisher killed the Villain.
- * **Sacrifice:** The Vanquisher killed the Villain, but for some reason or another, was defeated too.
- * **Failure:** The Vanquisher did not kill the Villain, but wasn't defeated either.
- * **Loss:** The Villain defeated the Vanquisher.

If the result is "Victory", that is (normally) considered a "success".

Perform the battles for all players and determine if they Won or not.

Change of victory conditions

Some specific situation cards have "Victory Condition Change" on them. Fulfilling the condition on such a card will be a "success". Please note this also means "Victory" in the battle will NOT qualify as success, so take care.

Example of a battle

* Vanquisher Oboro Speed 7 Attack 6 Life 6
Action card
<Grit> Life +5
Total Speed 7 Attack 6 Life 11

* Villain Echigoya Speed 4 Attack 3 Life 3
Situation cards
<Hidden pistol> Speed & Attack +5
<Bodyguard> Attack & Life +2
Total Speed 9 Attack10 Life 5

Echigoya has the higher speed, so he attacks first. With the pistol and the bodyguard, his attack is 10. Oboro is in danger, but due to her grit, she withstands the attack. Oboro's time to attack. She has attack 6, and Echigoya has only 5 life including his bodyguard. Even together, they cannot defend themselves against Oboro's graceful and deadly strikes, and Echigoya (and his

bodyguard) are vanquished.

Game end

If every player achieve a "success", they have won; evil is defeated and peace reigns again in the town.

If not, it means the Vanquishers failed to completely fulfill their mission. They flee back into the shadows and await the next time.

* It's perfectly possible that during the game you realize that there is one Villain that you simply cannot defeat whatever you do. In that case, just try to defeat as many Villains as you can. The townsfolk are counting on you!

General advice

This is a cooperative game, which means that it's not only about you killing whatever Villain you decide to go for. Vanquishers who are specifically proficient in sharing information have comparatively weak powers, and will have a hard time defeating Villains without help from the others. Stronger Vanquishers will need to give them cards and time enough to prepare, and you all need to cooperate to get rid of the strongest Situation cards in order for the team to win.

Clarifications

*** Adjusted traits**

Cards like "meditation" will only have their effect when they are placed as action cards. If they by some card effect are discarded, they lose their effect.

*** Discards**

If a card is discarded for whatever reason, place it in a designated discard pile. Keep the Situation discards and the Preparation discards separately. The contents of all discard piles is open information and anyone can check them at any time.

*** Look again**

If a player has looked at a specific Situation card, that player can re-look at that card as many times as he/she likes. Just be careful not to move it.

*** No life during the game**

If the Life of any Vanquishers or Villains went down to 0 or under before Battle, there is no problem and continue the game. If the Life of a Vanquisher was 0 or under at the beginning of the Battle just after opened all

condition cards, result of the Battle is Loss automatically (The Vanquisher lost and could not attack.)

If the Life of a Villain was 0 or under (because of effect from Debauchery cards) at the beginning of the Battle just after opened all condition cards, result of the Battle is Victory automatically. At this condition, "Victory Condition Change" effects should not apply. (The Villain could not attack.)

If the both Lives of a Vanquisher and the Aim Villain were 0 or under at the beginning of the Battle just after opened all condition cards, result of the Battle is Sacrifice automatically.

Optional rule: Adjusting the difficulty

Just playing by the standard rules does make quite a difficult game, but if you want to increase the difficulty level, the following suggestions are ways to do that:

- * Increasing the Villain's Situation cards
- * Decreasing the maximum time for each player
- * Further limiting communication (for example, each turn, a player is only allowed to speak about one thing).

On the contrary, if you find you can't really defeat the Villains, you can decrease the Situation cards or increase the time. However, making communication completely free is not recommended as the game atmosphere will suffer.

Card Comments

Vanquisher cards

* Heiji Quick-ear (Preparation card: Investigation)

What you're doing by tapping the cards, is informing the other players of something special (for example, that they are extremely dangerous).

Villain cards

* Tenzen Nogami

If no player is able to Aim at this Villain, the last remaining Vanquisher is forcibly assigned to Nogami, and the showdown automatically ends in a loss.

* Hachiro Inui

This Villain will always counterattack, even if he

was defeated by a Vanquisher with a higher speed.

* Dougen Takimoto

The negative adjustments to his traits are ALSO doubled.

Preparation cards

* Investigation (Vanquisher: Heiji Quick-ear)

What you're doing by tapping the cards is informing the other players of something special (for example, that they are extremely dangerous).

* Rage

As soon as you use this card, you must decide your Aim. So it's wise to use this card last.

* Trust Lady Luck

This may cause an exception where your time total goes above 10. In this case, it's legal, but unless you reduce the time to 10 or below (by, for example, <Wit>) you can't use even time 0 cards.

Situation cards

* Fatigue

Note that this card not only prevents you from using your special ability; it also nullifies <Seinoshin Sakakibara>'s and <Gensai>'s passive abilities.

* Sworn enemy

It's rare, but it can happen that the Villain with this card already has another Vanquisher on him. In that case, just ignore this card and discard it.

* Suspended ceiling

The Villain with this card will attack twice. However, the attack is regarded as separate from the Villains (even if they have the same speed) and their attack values (the damage they do) don't stack. Also, this card attacks even if the Villain was defeated before this card's turn.

Character introduction

The Vanquishers

Seinoshin Sakakibara (male, 24 years old)

A young lawman with a strong sense of justice. He is admired by the townsfolk for always being on the side of the weak, but his all too straightforward,

honest and unbending ways have caused powerful people to despise him. When one of his evil superiors became the target for the Vanquishers, he fought to defend him and was later asked to join the Vanquishers. He would much rather bring out the evil Villains in the light instead of burying them in the dark, and the fact that he cannot do so is a constant source of distress for him.

Yashamaru (male, 28 years old)

A ronin (masterless samurai) living in a ramshackle house. He was originally the third son of a lower class samurai house, but he left his home to perfect his sword technique.

As his name and face are intimidating, most people try not to come too close, but in reality he is a kind and warm young man.

He came in contact with the Vanquishers when he stood up to save one of his friends, and joined them. He has the best sword technique of them all, and he is a master of quick draw.

Oboro (female, ? years old)

A mysterious woman with long hair in a loose knot. Her arts and beauty are that of a famous geisha, but her true nature is shrouded in mystery. As a geisha, she is prone to be underestimated, but her strange martial arts using fine threads of steel are both powerful and quick, and it is said that no one has ever escaped the grasp.

She is in a unique position even among the Vanquishers, but nobody knows when and why she became the Vanquisher.

Rin (female, 16 years old)

She is a kunoichi (female ninja) who has inherited all techniques of the Kogarashi (wintry blast) clan. As the last true successor of her blood line, she has been both strictly trained and spoiled at the same time, and as a result has grown up into a emotional and energetic young woman, uncommon for a ninja. Young but extremely skilled, she performs both silent assassinations and stealth intelligence easily. However, being emotional, she is prone to act on prejudice. She met the Vanquishers during nightly training and immediately applied, wanting her skills to be put to good use.

Tatsu (male, 40 years old)

A cheerful giant earning his living in a tavern in town, doing well thanks to his good cooking and the cheerful smile of his beautiful younger wife. His sheer strength, from a life of training, is his weapon. He has been known to break the neck of

Villains with a one-hand blow.

He was saved by Vanquishers when he was in danger once himself, and became one to repay the debt. His wife was saved at the same time, and their tavern is a center of information for the Vanquishers.

Heiji Quick-ear (male, 30 years old)

A lightning-quick playboy. From the outside, he looks like a pathetic guy walking from woman to woman, but in reality, he is the most knowledgeable in town. His ways are loose but his mouth shut tight, and it's not always easy getting information from him.

Once, after a minor mistake, he was about to be killed by criminals, but was saved by Sakakibara, and ever since has acted as a friend of him. Once Sakakibara became a Vanquisher, Heiji, loyal to his friend, started working as their informer.

Shigure (female, 20 years old)

A medium from a shrine outside the town. She is not very skilled in battle, but has true spirit powers and is invaluable as a source of information, a planner, a healer and a potionmaker. When needed, her unfrequented shrine works as a base for the Vanquishers to make their plans.

Her father, the high priest, was the founder of the Vanquishers (now retired), and she walks in his footsteps.

Gensai (male, 60 years old)

An old man performing weird experiments in the same ramshackle house that Yashamaru lives in. He uses the powered exo-skeleton(?) that he built himself. Its power varies so much depending on how much time is spent on maintenance, that he is unfortunately not much relied upon by the other Vanquishers.

Villains

Tenzen Nogami (male, 45 years old)

An official responsible for the nearby towns and villages. An incarnation of evil deeds, protected by the officials above him. His ice-cold decisiveness and intelligence, and his fighting abilities make him a feared man who has buried countless of his adversaries.

Muneshige Aoyagi (male, 38 years old)

An officer who climbed to his top position by way of his schemes and the vast amounts of money that

they generate. He has protected his position by either sending his political enemies to sinecures, or simply disposing of them. He is both intelligent and a skilled fighter, and is thus very well suited to such schemes.

Hachiro Inui (male, 31 years old)

A bodyguard employed by the other Villains as a pawn to realize their schemes. He lacks feelings and cuts down vengeful townspeople without any sign of remorse.

He is only interested in perfecting the way of the sword, and hence his skill with the blade is unprecedented.

Soubee Echigoya (male, 60 years old)

Such a typical evil merchant that almost no other introduction is needed. He wrings money from the poor in need and throws gold to those in power to enhance his own position. As an old man, he is weak, but he is rich enough to protect himself.

Houkai (male, 53 years old)

A corrupted monk with the appearance of kind and gentle attitude. But behind the mask, he is performing devious rituals, squeezing money from his followers and selling their daughters into prostitution. He was already excommunicated. He is tall and very strong, a powerful fighter with a fearsome energy in his strikes, calling them the vengeance of Buddha.

Ogo, the Hannya-tattooed (female, 36 years old)

A skilled woman from the pleasure quarters of town; her beauty makes her the lover of many powerful men. She controls the other women behind the scenes, using them as throwaway pawns in her plots. While intelligent and with many followers, she herself isn't much of a fighter. Her second name is from the Hannya demon tattoo on her back. The reasons why she is bloodying her hands with evil deeds are many and tragic.

Jingoro the wild dog (male, 36 years old)

The gang boss of town. In truth, he's nothing much to the world. He ends up running errands for the other Villains, but his tenacity is impressive. His most famous phrase is "Just... just you wait!"

Dougen Takimoto (male, 42 years old)

A quack doctor, earning his money by selling drugs and poisons made from suspicious ingredients. His medicines leave hideous side-effects and have even resulted in death, but his bribes to the officials

have left him unpunished. He himself is very weak, but he makes up with that with the drugs he uses on himself and his accomplices.

To end with

Thank you for reading. This time I wanted to make a cooperative game. I wanted information to be concealed so that no specific skilled player would simply take command over all. Instead everyone needs to gather information for the team to win. Like many of my earlier games, this game gets more interesting once the players start to learn what cards are part of the game, so my hope is that you will try it out several times. Also, this game relies especially much on immersion and roleplaying. If possible, talking like "My blade thirsts for blood of the evil" or "Beware that thy power might not suffice!" might enhance your experience. Thank you for trying out one of my games. I'll continue making games as much as I can, so please bear with me as I stumble forward.

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I'd like to take this place to thank Noboru Sugiura for the wonderful illustrations he had made for this game.

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