

When the Hitman fails
Judging whether the cards cancel each other out comes first, so red and blue Boss cards die upon each other's blade and cancel each other out.
Thus, green Hitman in Kamiza (top) doesn't have anyone to defeat.
In such a case, green Hitman scores 1 pt.
In Shimoza (bottom), purple Hitman scores 1 pt.
Red Boss 0 pt Blue Boss 0 pt
Green Hitman 1 pt Purple Hitman 1 pt

The Corrupt Policeman card is not involved in the yakuza battle.
Blue Hitman defeats red Boss and wins 4 pt.
Green Corrupt Policeman receives half of the points won by blue Hitman as a bribe. $4 \div 2 = 2$
In Shimoza (bottom), purple Hitman wins 1 pt.
Red Boss 0 pt Blue Hitman 2 pt
Green Policeman 2 pt Purple Hitman 1 pt

4: Policemen behind the Scenes

This is judged if only 1 Corrupt Policeman card and 1 YAKUZA card remains in Kamiza. Half of the points scored by the card remaining in Kamiza (top) is given to the player who played the Corrupt Policeman card as a bribe (decimals rounded down). Thus, two players share the points scored by the winning card.

e.g. If 1 Boss card and 1 Corrupt Policeman card remain in Kamiza (top), the 5 pt won by the Boss is shared by two players.

$5 \div 2 = 2.5 \rightarrow$ Each player gains 2 pt.

Points won by the card in Kamiza is shared (decimals rounded off), and the Boss is not defeated.

If 1 Hitman card and 1 Corrupt Policeman card are remaining, the 1 pt won by the Hitman is halved.

$1 \div 2 = 0.5 \rightarrow$ Decimals rounded down, so 0 pt for each player.

The player who played the Corrupt Policeman card and gained points receives 1 WANTED chip.

Only 1 YAKUZA card can take a seat in Kamiza, but the Corrupt Policeman card is not involved in the yakuza battle.
In this case, in Kamiza (top), both red Boss and blue Corrupt Policeman win.
Blue Corrupt Policeman receives a bribe from red Boss. 5 pt won by red Boss is shared by 2 players (decimals rounded down). $5 \div 2 = 2.5 \rightarrow 2$
In Shimoza (bottom), green and purple Underboss cards cancel each other out.
Red Boss 2 pt Blue Policeman 2 pt
Green Underboss 0 pt Purple Underboss 0 pt

Corrupt Policeman cards also cancel each other out.
Any of the same type of cards played in the same area cancel each other out.

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OWANTED Chips

This is a proof of being regarded as a nuisance by the YAKUZA syndicate.

A player who receives 3 WANTED chips drops out of the game.

(Being a nuisance costs your life.) If you manage to receive a bribe by your Corrupt Policeman in the first 2 of the 3 games, your life is at risk.

※However, if you fail to receive the bribe because only your Corrupt Policeman card remains in Kamiza or it remains there with 1 Hitman (whose 1 pt can't be shared), you don't need to receive a WANTED chip.



5: Receiving Scoring Chips

After judging the battle result, place scoring chips on the cards remaining in Kamiza (top) and Shimoza (bottom). Each card receives the chips matching the number on it. Take care to count when there is an upside-down Hitman card or/and Corrupt Policeman card. For each remaining card, you receive the scoring chips matching the number on it. After that, collect your card and chip(s) on it. Place the card in front of you, face up if if won and face down if it lost.

●Game Tips

Devise plans to make your Boss sit at Kamiza! That 5 pt is valuable.

Defeat your opponent's Boss by your Hitman! Crush your opponent's major source of scoring.

The support at Shimoza is not to be dismissed. It's occasionally vital to gain points little by little.

You can snatch half of your opponent's score by the power of your Corrupt Policeman, but be careful not to rely too much on the police, or else...

●Advanced game rule (for players who want more stimulation than the standard rule)

The start player of each round places his card face up on the table.

Other players play their cards face down as usual. Since the player with the highest score becomes the start player, it make the game quite challenging.

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【Sample phrases】Once you get used to the game, try to make your original phrases.

Boss:

"I'm the next president!"

"Try and kill me if you can!"

Underboss:

"Our boss is the next president!"

"Get out the way, punk!"

Hitman:

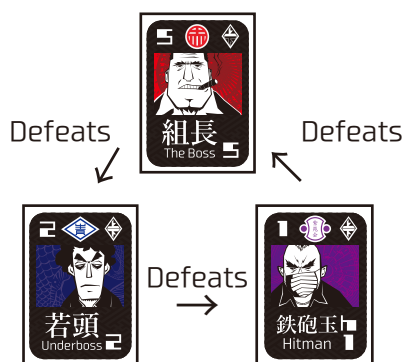
"I'm out to get you, old man!"

"Your time is over, old man!"

Corrupt Policeman:

"What's all this commotion?"

"If you want me to, I could overlook this matter."



Corrupt Policeman is not involved in the yakuza battle.
Receives half the points from the winner in Kamiza.
If remaining with a Boss: $5 \div 2 = 2.5 \rightarrow 2$ pt
If remaining with a Underboss: $2 \div 2 = 1$ pt
If remaining with a Hitman: $1 \div 2 = 0.5 \rightarrow 0$ pt
If remaining with a Hitman who defeated a Boss: $4 \div 2 = 2$ pt

* The same rule applies regardless of the number of players.

* This game is a remake of "上座～ KAMIZA ～" (2014).

The art design and part of the rule have been modified, but you can also use the copy of the previous KAMIZA to play this game with the new rule.

In such a case, please substitute some chips for those supplied with this version. The new version's rule sheet can be downloaded from our website.

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