



KAMIZA Second Generation

Yakuza Role-Playing Battle Game

Fight and survive for your group's prestige.

Will you manage to exercise the boss' power, or get assassinated by a hitman?

Meanwhile, corrupt policemen operate behind the scenes.

Who will survive through this battle to lead the next generation of Ban-yu-kai yakuza syndicate?

Players: 3-4 (4 recommended)

Playing Time: 20 min Age: 12+

Contents :

- 1 Rule sheet
- 16 YAKUZA cards: 4 cards × 4 sets/colors (red, blue, green, and purple)
Each set comprised of 1 Boss, 1 Underboss, 1 Hitman, and 1 Corrupt Policeman
- 8 WANTED chips
- 22 Scoring chips (6 One-pt chips, 10 Two-pt chips, and 6 Five-pt chips)

Goal of the Game

Survive through a power struggle and gain the highest score to become the next president of the yakuza syndicate.

Preparation

Each player receives and holds a set of YAKUZA cards (of the same color) in his hand with the front (numbered side) of the cards concealed from other players. Place the box of this game on the center of the table.

The area above this box is Kamiza (top) and the area below it is Shimoza (bottom).

Place the WANTED chips and scoring chips beside the box in separate groups.

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Order to Judge Battle Results (Judge in this order.)

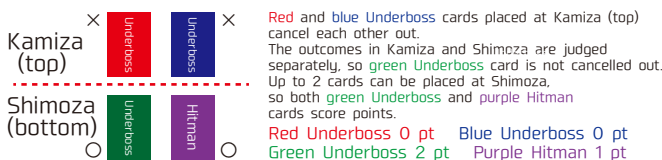
1: Men in Battle (Cards canceling each other out)

If 2 or more same type of cards are played at the same area, they die upon each other's blade and cancel each other out, scoring none.

(Judge the battle results in Kamiza [top] and Shimoza [bottom] separately.)

If your card is cancelled out, remove it from the center of the table and place it in front of you face down.

With the cards remaining in Kamiza (top) and Shimoza (bottom), proceed to "2: Men in Battle (Judging the winner)".



● Available area for each card (Remove cards placed in an unavailable area)

Kamiza (top): Boss, Underboss, Hitman, and Corrupt Policeman

Shimoza (bottom): Underboss, Hitman

2: Men in Battle (Judging the winner[s])

After "1: Men in Battle (Cards canceling each other out)", if the number of cards remaining in Kamiza (top) or Shimoza (bottom) still exceeds the limit, judge the winner(s) in each area.

● Number of cards that can take seats in Kamiza (top) and Shimoza (bottom)

Up to 1 card + 1 Corrupt Policeman card can take seats in Kamiza (top).

Up to 2 cards can take seats in Shimoza (bottom).

※ When playing the cards, cards exceeding the limit can be placed in each area.

For example, all the players may choose to place their cards in Kamiza (top) or Shimoza (bottom). However, only the cards within the limit can take seats there.

The card(s) with a higher number on it wins.

If a Corrupt Policeman card is remaining in Kamiza (top),

don't include it in the count.

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Outline of the Game

Play a total of 3 games, and the player who has gained the highest score wins to become the next president. Each game is comprised of 3 rounds. Each round proceeds as follows:

- 1: Players take turns in clockwise order starting with the first player.
- 2: In your turn, choose a YAKUZA card from your hand and place it face down in either Kamiza (top) or Shimoza (bottom) area.
When you play the card, make sure to utter a threat according to the sample phrase or utter your original threatening phrase.
- 3: After all the players have played their cards, the start player flips all the cards face up in the order he likes.
- 4: Judge the battle result, and each player receives corresponding scoring chips and/or WANTED chips.
(The judging procedure will be described later.)
- 5: After judging the battle result, the current round is over.
Play 3 rounds in total without replenishing your hand.
- 6: Each game is comprised of Steps 1 to 5.
After each game is over, the players collect the cards they've used to have 4 cards each in their hand, and then proceed to the next game.
(The entire game ends after the 3rd game is over.)

● Choosing the Start Player

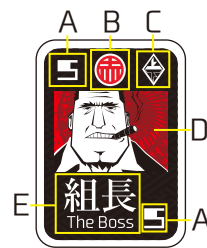
The most chivalrous player (regardless of the gender) shall be the start player.

In the 2nd and later rounds, the player who has gained the highest score up to that point shall be the start player of the next round (or the 1st round of the next game).

Card Description

- A: Points to gain
- B: Group's emblem
- C: 上/下 icon Indicates by white where (上/top or/and 下/bottom) you can place the card.
- D: Character image and symbol color
- E: Position

~ 2 ~



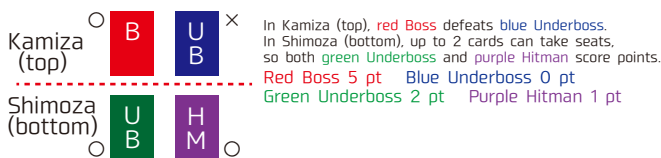
Keep the Corrupt Policeman card in Kamiza (For details, see "4".)

If your card has lost, remove it from the center of the table and place it in front of you face down.

e.g. If 1 Underboss card and 1 Hitman card are remaining in Shimoza (bottom), both of them gain score, since up to 2 cards can be placed in Shimoza (bottom).

Keep the cards which have won and the Corrupt Policeman card at Kamiza and Shimoza.

For details about judging the battle result involving Hitman cards, see "3: When the Hitman Wins".



3: When the Hitman wins

At "2: Men in battle (Judging the winner[s])", if 1 Boss card and 1 Hitman card remain in Kamiza (top), the Hitman defeats the Boss.

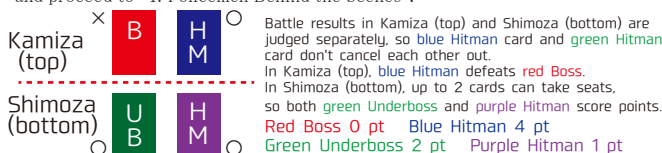
In this case, rotate the Hitman card in Kamiza (top) upside down.

The Hitman scores 4 pt instead of its usual 1 pt.

(The Hitman has defeated another group's boss at the cost of his life.)

If your Boss card has lost like this, remove it from the center of the table and place it in front of you face down.

Keep the cards which have won up to this point, along with a Corrupt Policeman card if there is one, in the Kamiza and Shimoza areas, and proceed to "4: Policemen Behind the Scenes".



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