

SAKE & SAMURAI- FAQ 1.1

General rules

Q. When a player is forced to discard a card *from his hand*, which player chooses the card to discard?

A. The player who must discard the card always chooses the card. This will not happen if you force him to discard a card *from the table* (ex. Using *Drunken Purchase*); in this case you choose the card to discard.

Q. Playing a weapon is an action and using the weapon is also an action, correct?

A. Rules say “ During this phase you may play up to 2 cards. Depending on the situation, you will consider either the four action boxes OR the card text. If you play a card for the four action boxes you cannot use its card text, (and viceversa).” So you can play 2 cards: you can play a card to equip with a weapon and/or you play a card to do an action; both options count as a card played.

Weapons

Q. You can have multiple weapons, but for offense only use one, correct?

A. Yes. You choose which one to use for the attack. Or, if you can't use any of them, you must attack with your bare hands! Rulebook says: “If you use a weapon, you need to be at the exact distance indicated on the weapon card to be able to add the weapon's attack value to your attack”.

Q. Is there a limit to how many weapons you can have?

A. Rulebook says: “You may own as many weapons and items as you like, but you may never have in play two identical weapons or items.”

Q. At the beginning of your turn, can you change your weapon for attack?

A. Weapons are wielded and placed in your defense area only for defense purpose. In any attack you can use a weapon you have in play if you are at a valid distance, adding the weapon's attack bonus to the attack value of the card played for the attack.

Location

Q. In the Distillery do the Spirits take a Sake counter from the Masu at the beginning of their turn?

A. No, this rule is only for Samurai.

Defense

Q. Do I always need to play a card using its Defense Action to use defenses bonuses on Weapons/Items (such as *Makeshift Armour*) ?

A. Yes. If you don't use a card as a Defense Action, you cannot use any defense bonus.

Ranged attack

Q. Can I perform a ranged attack on players who are not my neighbours?

A. Sure, not only a ranged attack, but a Melee attack too! It always depends on the Steps. If you have a *Nodachi* and you have an opponent (A) 1 Step away from you and another opponent (B) is 1 Step away from the first (A); you can attack B with your *Nodachi* because B is 2 Steps away from you. Keep in mind that, with a *Nodachi*, your opponent must be 2 Steps away from your right *or* left side to be attacked!

Q. For a ranged attack can I play a card as an action and add the attack value to my weapon's attack value even if the symbols do not match?

A. Yes, it may be “ranged” but it remains an “attack”!

Minions

Q. What happens to a Samurai's Minions when that Samurai is eliminated and becomes a Spirit?

A. His Minions are discarded together with his hand of cards, Items, Weapons and Sake drinks.

Q. Can Samurai attack or move through a Minion?

A. They can attack through a Minion without hurting him, but they cannot move through a Minion because (see rulebook): “ you can never have less than 1 Step counter between you and any of your opponents, and you can never take someone’s place by overtaking him. Samurai never give way!”. If the Minion is your own instead, you can be at 0 step of distance, but if you move in his direction, the Minion is “pushed forward” and moves with you. He will still move and attack at the end of your cards play.

Q. Minions can never get more than an Attack doing 2 damages (0+2), so they are not able to hurt a Samurai if he has a Katana?

A. Remember that you have to play a card to do a defense action! Rulebook says “ During an opponent’s turn you may play one of the cards from your hand to defend yourself from an attack: play a card to subtract its Defense action box value from the damage you are receiving. You may also add the Defense value of your wielded weapon, but only when defending against melee attacks (you cannot use your weapon when defending from ranged Attacks).”

Death, Sudden Death and Seppuku

Q. Who is he winner if there are Samurai and Spirits at the end of the Sudden Death round?

A. The priority is always the Sake. At the end of a Sudden Death round the winner is the player with the most Sake drinks: each Samurai, and Spirits as a team, counts how many Sake they have, the drunkest player wins. If there is a tie, there is another Sudden Death round.

Q. If after the Sudden Death round 1 Samurai and 1 Spirit are left (3 players match) with 3 sake drinks on each of them and the Spirit uses the blue Elation option, can he take 1 random card from the hand of the Samurai and discard it because there is no other Samurai left?

A. Yes, the card must be discarded.

Q. At the end of a Sudden Death round, if a Samurai commits Seppuku, does he become a ghost of Enma? And what happens to a Ghost of Enma committing Seppuku?

A. Both Samurai and Ghost committing Seppuku are out of the game, they lose.

SAKE & SAMURAI - ERRATA

Below you can find the text of the Rulebook with the ‚crossed out‘ errors and the corrections in red.

Rulebook page 1 - Attack action: “If you are not ~~wielding~~ **using** a weapon, you must be 1 step away from your opponent and the damage you deal is that indicated by the attack action box of the card you played. If you use a weapon...”

Rulebook page 3 - Game Example about Interrupt: „Albert is 1 Step away from Bruno [...] He plays a card using the Attack action box value (which is **2**), [...]and attacks with No-Dachi with a total attack power of 6 (**2** for the action box and **+4** for the No-Dachi).

Rulebook page 3 - Game Example about Interrupt: „... had Albert not had the Katana he ~~would have been unable to both move and attack.~~“ Replace it with „**could have only attacked with his bare hands (ie. using only a card from the hand, and no weapons)** „

Rulebook page 4 - Petards: affects Samurai. All other Samurai discard one card from their hand. They can choose the card to discard.

Distillery Location Card - At the beginning of **each of his turns, a Samurai** takes 1 Sake Drink from the Masu without playing a card.

SAKE & SAMURAI - OPTIONAL RULES

Less Samurai, more Sake!

At the setup of the game put in the Masu 3 Sake drinks per player, if you play with 5 or less players.

