

SAY BYE TO THE VILLAINS

成敗

A GAME BY SEIJI KANAI



SAY BYE TO THE VILLAINS

A cooperative game by Seiji Kanai
For 3-8 players (4-6 recommended)



STORY

At a secluded shrine just outside town, a young girl stood alone in a rainstorm. Shaking in the cold dark, she prayed for hours for some miracle, to avenge her father's death.

"Spirits," she said, "I beg you: do not allow my father's killers to walk freely, his blood staining their hands." She prayed over and over, eventually fainting from fever and fatigue.

Having watched the girl for a time, a shrine maiden emerged from the shadows. Cradling the girl, the maiden spoke to figures in the darkness.

"I have work for you," the maiden said, pulling four koban (gold coins) from her sleeve. "Thanks to Heiji-san, we know who helped murder this girl's father. The first," she set the first koban on the top step of the shrine, "is officer Aoyagi. The second," another coin, "Soubei Echigoya. Together, they framed her father. His so-called bodyguards, the swordsman Hachiro Inui," a third coin, "and the ruffian Jingoro, the wild dog," the fourth coin, "held the actual blades. Dispose of them and you will earn this payment."

"I will handle Inui," said a short-haired ronin as he stepped forward to pick up one of the coins. In a fluid motion he tucked a long blade into his belt, then slipped away into the night.

"Jingoro is mine!" shouted a young girl, her fist in the air. She grabbed a coin and darted off.

"An officer..." said a lawman with a pained expression. He clasped Aoyagi's coin and marched toward town in disgust.

Finally, a mystical beauty approached in silence. With a graceful hand she clasped the coin for Soubei Echigoya, then drifted away without a word.

The maiden watched until all four figures had disappeared. "This evil will not be tolerated," she whispered to the girl she still held. "Tonight our vanquishers will give you justice."

**Say-Bye (Seibai) means punishment or vigilante justice in Japanese.*

GAME OVERVIEW

The players are vanquishers, punishing villains the law cannot reach. But each villain holds several secrets. Some are guarded by many followers. Others threaten to kill hostages. And still others are perhaps not as evil as they appear. The vanquishers themselves are not invincible; ambushing a villain in a dark alley with no preparation could result in defeat as easily as victory.

Each vanquisher holds a hand of cards representing that vanquisher's special abilities and preparations for battle. Players must use these cards to learn the villains' secrets, and to strengthen their own blades of justice. But using abilities takes time, and time is precious when so much evil is about. You must cooperate with your fellow vanquishers lest you yourselves become the vanquished.

GOAL

Defeat all of the villains.

COMPONENTS

This box contains everything you need to play.

- Rulebook (this book)
- 160 cards (8 Vanquisher cards, 8 Other Face cards, 8 Villain cards, 56 Situation cards, 80 Action cards)



Vanquisher card



Other Face card



Villain card

VANQUISHER CARDS

These cards represent heroic characters the players control.

1. **Name:** The vanquisher's name.
2. **Gender:** The vanquisher's gender. The ♀ symbol indicates a female vanquisher; otherwise the vanquisher is a male.
3. **Traits:** The vanquisher's fighting power expressed as Speed, Power and Life.
4. **Special Ability:** The vanquisher's special ability (if any).

OTHER FACE CARDS

These cards represent how the vanquishers look when they are about to fight. These are used to indicate which vanquisher will target which villain. The back side acts as a reference card.

VILLAIN CARDS

These cards represent evil characters the vanquishers are trying to defeat in order to win the game.

1. **Name:** The villain's name.
2. **Resources:** This value indicates the number of Situation cards to be attached to this villain.
3. **Traits:** The villain's fighting power, also expressed as Speed, Power and Life.
4. **Special Ability:** The villain's special ability (if any).



Situation card

SITUATION CARDS

These cards represent the villains' resources, such as ruffians they employ, hidden traps and other treacherous tactics.

1. **Time:** This value indicates how much time this card consumes when it becomes a vanquisher's Action card (only a select few cards have this).
2. **Title:** The title of the situation.
3. **Trait Modifier:** This value indicates how much this card adjusts the vanquisher's trait values (if any).
4. **Effect:** What happens when you encounter this situation.



Action card

ACTION CARDS

These cards represent the preparations vanquishers make before fighting the villains.

1. **Time:** This value indicates how much time this action consumes.
2. **Title:** The title of the Action.
3. **Trait Modifier:** This value indicates how much this card adjusts the vanquisher's trait values (if any).
4. **Effect:** What happens when you perform this action.

SETUP

1. **Setup Vanquishers:** Use any method to decide which vanquisher each player will play. Each player takes the chosen Vanquisher card and the corresponding Other Face card (the Other Face card won't be used for a while; in the meantime its reverse side can be used as a reference card). Any remaining Vanquisher cards will not be used in this game.
2. **Setup Villains:** Shuffle the Villain cards and draw as many villains as there are players. Then place them face-up in a column in the center of the play area. These are the villains the vanquishers must defeat. Any remaining villains will not be used in this game.
3. **Setup Situation Cards:** Shuffle the Situation cards into a face-down pile. For each villain, draw (without looking at them) as many Situation cards as indicated by the villain's resource number located in the upper right hand corner of the card. Place the cards in a face-down row beside the villain. Place the remaining Situation cards to the side of the play area as the Situation deck.
4. **Setup Action cards:** Shuffle the Action cards into a face-down pile. Deal 7 cards to each player; players may look at their cards but may not show them to the other players. Place the remaining Action cards to the side of the play area as the Action deck.
5. **Decide Starting Player:** The player whose vanquisher has the highest Speed becomes the starting player. If multiple players are tied for having the vanquisher with the highest Speed, use any method to decide which of these players should begin.

EXAMPLE SETUP (4 PLAYERS)



FIRST GAME ADVICE

For your first game, we recommended not using the vanquisher “Gensai,” as he has rather weird powers, nor the exceedingly difficult villain “Tenzen Nogami.” Use them once you’re familiar with the game.

HOW TO PLAY

The game is played in turns, beginning with the starting player and proceeding clockwise around the table. When it's your turn, you become the active player and you must choose one of the following four actions, if able. However, once your vanquisher has targeted a villain, you will take no further turns until the final showdown begins.

TAKING A TURN

During your turn you must choose **one** of the following four actions:

1. **Play an Action card**
2. **Use your vanquisher's special ability**
3. **Use a standard ability**
4. **Target a villain**

(1) PLAY AN ACTION CARD

Play one card from your hand and place it face-up to the right of your vanquisher card. Then resolve the card's effect.

If playing the Action card would cause your total time to exceed 10, you cannot play the card.

(2) USE YOUR VANQUISHER'S SPECIAL ABILITY

The number preceding a special ability indicates the amount of time required to use the ability. For example, when an ability is preceded by "2:" you must place 2 cards from your hand, face-down, to the right of your Vanquisher card (they count as Action cards, but their effects are not resolved). Whereas face-up Action cards display their time consumed, each face-down Action card counts as 1 time.



As with playing an Action card, if using a special ability would cause your total time to exceed 10, you cannot use the ability. E.g., if your total time is currently 9, you cannot use an ability that consumes 2 time.

Once the ability's time cost has been paid (not all abilities consume time), resolve the ability's effect.

(3) USE A STANDARD ABILITY

All vanquishers have available to them the four standard abilities listed below. The rules for using one of these abilities are the same as for special abilities:



Draw 1 card: Draw the top card from the Action deck and add it to your hand.



Draw 2 cards, then discard 2 cards: Draw the top two cards from the Action deck and add them to your hand. Then discard any two cards from your hand. You may discard one of the newly drawn cards if you wish.



Pass 1 card to any player: Choose one Action card from your hand and add it to any other player's hand. You may discuss which card you should pass with the other players.



Check 1 Situation card: Secretly look at a face-down Situation card without revealing it to other players. This might trigger a "When Checked" effect (see "Situation Cards" on page 13).

These standard abilities might seem weak compared to your vanquisher's special ability, but knowing when to use them (especially passing a card to another player) can be the key to victory.

(4) TARGET A VILLAIN

Targeting a villain indicates which villain your vanquisher will try to defeat during the final showdown (see page 14). Place your Other Face card to the left of the villain you intend to defeat.


You cannot target a villain already targeted by another player.

If you have no more cards in hand, or your total time has reached its limit and you cannot perform more actions, you **must** target a villain, although you may also target a villain even if you have sufficient cards and time to perform another action.

Once you have targeted a villain, you cannot take any further turns until the final showdown begins (even if an effect later lowers your total time below 10).

Action cards (and the corresponding time they consume) remain in play in front of you. When your time reaches 10, you must target a villain and wait for the final showdown.

MEASURING TIME



Oboro has consumed a total of 8 time: 6 time from playing cards as actions and 2 time for using her special ability, represented by the face-down cards.

END OF TURN

Once the active player has performed an actions, play proceeds clockwise to the next player.

SITUATION CARDS

Some Action cards and abilities allow you to **CHECK** (look at without turning face-up) or **REVEAL** (turn face-up) a face-down Situation card. If the Situation card has a “When Checked” or “When Revealed” effect, the active player applies the effect when the card is checked/revealed. (Any “**During Showdown**” effects happen later.)

When Checked: This effect is resolved immediately when a player checks (looks at) this card.

When Revealed: This effect happens immediately when the card is revealed, regardless of why it was revealed (either by the “When Checked” effect or by some other card effect. This effect might even change a Situation card into an Action card. A “When Revealed” effect may be nullified by certain Action card abilities.

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

If several “When Revealed” effects happen simultaneously (because several cards were revealed at the same time), the active player decides the order to resolve them.

A Situation card that changes into an Action card is no longer considered a Situation card; therefore effects that discard Situation cards cannot be used on them. However, effects that discard Action cards can discard a Situation card that has changed into an Action card.

FINAL SHOWDOWN

When all players have targeted a villain, it's time for the final showdown! Resolve each vanquisher's showdown one at a time. The resolution order is unimportant; players may choose any order they like, though you might want to save the biggest showdown for last, for dramatic effect.

Perform the following steps for each player's showdown.

1. Reveal all face-down Situation cards for the villain. (Note: do NOT resolve "When Revealed" effects during this step; these are only resolved if the card is revealed prior to the showdown. Situation cards featuring nothing other than a "When Revealed" effect may be discarded.)
2. Resolve any "During Showdown" effects. Apply any modifiers to the villain's and vanquisher's traits, as appropriate.
3. Ensure that both the vanquisher and the villain have at least 1 Life (see: "Zero Life at Beginning of the Showdown" on page 20).
4. Compare vanquisher and villain Speed. Whichever has the highest Speed attacks first and becomes the attacker; whichever has the lower Speed becomes the defender. (If their Speed is the same, then both attack at the same time.)
5. If the attacker's Power is greater than or equal to the defender's Life, the defender is defeated and does not get to counterattack. If the attacker's Power is lower than the defender's Life, the defender survives.
6. If the defender survives, the defender will counterattack. The defender becomes the attacker; the attacker becomes the defender. Compare the attacker's Power to the defender's Life, just as in the previous step.

Each vanquisher and villain may only attack once, even if they have survived a counterattack. Note that it does not matter how much of a vanquisher's or villain's Life remains after an attack, so long as they survive.

SHOWDOWN RESULTS

There are four possible results of a showdown:

- **Victory:** The vanquisher defeated the villain.
- **Sacrifice:** The vanquisher defeated the villain, but the vanquisher was also defeated (this can happen if both attack simultaneously).
- **Stalemate:** The vanquisher did not defeat the villain, but neither did the villain defeat the vanquisher (this can happen if neither has sufficient Power to overcome the other's Life).
- **Loss:** The villain defeated the vanquisher.

VICTORY CONDITION CHANGE

Normally, a victory is considered a success; all other outcomes are considered failures. However, some Situation cards specify a "Victory Condition Change" and is only considered a success if that showdown results in a stalemate. In this case, for the corresponding villain a victory is no longer considered a success; only a stalemate is considered a success.

GAME END

The game ends after each vanquisher's showdowns has been resolved.

If all players achieve a success, they have won; evil is defeated and peace is restored.

However, if at least one vanquisher failed, then the vanquishers as a whole have failed to complete their mission. They flee back into the shadows, shamed.

(At times it might become obvious that it is impossible to defeat a certain villain. Though the vanquishers will ultimately fail in their mission, try to at least defeat as many villains as possible. The townsfolk are counting on you!)

EXAMPLE SHOWDOWN

Vanquisher: Tatsu (Speed 1, Power 7, Life 8),

+ Meditation (Speed +2)

+ Grit (Life +5)

Vanquisher adjusted traits: Speed 3, Power 7, Life 13



Villain: Echigoya (Speed 4, Power 3, Life 3),

+ Hidden Pistol (Speed +5, Power +5),

+ Bodyguard (Power +2, Life +2)

Villain adjusted traits: Speed 9, Power 10, Life 5



Echigoya has the higher speed, so he attacks first. With the Hidden Pistol and the Bodyguard, his Power is 10. Tatsu is in danger, but due to his Grit, he survives the attack.

Next it's Tatsu's turn as the attacker. He has Power 7, and Echigoya has only 5 Life including his Bodyguard. Even together, they cannot defend themselves against Tatsu's powerful and deadly strikes, so Echigoya (and his Bodyguard) are defeated!

STRATEGY

Say Bye to the Villains is a cooperative game; if you focus solely on your target villain and don't come to the aid of your fellow vanquishers, your team will fair poorly. Typically, those vanquishers who are good at sharing information will also need more help during the showdown (either from appropriate Action cards, or by removing strong Situation cards protecting their target villain).

SHARING INFORMATION

As in many cooperative games, information is of great value. You'll need to share some critical information to defeat the villains, but if you share too freely the game will become too easy. Give the villains an honorable chance!

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

Forbidden: I have two Counter Measure and one Grit in my hand. I can use them to discard that Situation card on my next turn.

- You may not divulge what you have seen on a face-down card that you have checked (but not revealed). Nor may you divulge how that card affects the corresponding villain's Power.

Forbidden: He's armed with a Cursed Katana and a Secret Pistol, so watch out!

Forbidden: His speed is 13.

- However, so long as you do not break the above rules, you may speak openly. You may also hint at what you intend to do.

Okay: I can handle that Situation card.

Okay: I'll investigate Echigoya.

Okay: I'll take care of Echigoya.

- You may identify which villain you intend to target.

Okay: Echigoya is mine; I can handle that pathetic louse myself!

- You may talk vaguely about the villain's strength, in terms of who might be able to defeat him. Just don't go overboard listing all the vanquishers who could and could not defeat the villain.

Okay: He's weak. Heiji could defeat him.

Okay: No offense, but you're no match for Echigoya.

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

Okay: I don't have enough cards. Can you help me out?

Okay: I don't stand a chance; I need more Speed.

Okay: Could someone investigate this guy?

Okay: I have a great card to give to anyone who has spare time.

Okay: Can anyone defeat Echigoya?

CLARIFICATIONS

ADD THIS CARD TO YOUR ACTION CARDS

If a Situation card (e.g., Fatigue) is added to a vanquisher's Action cards, it is thereafter considered an Action card (e.g., it can be discarded by Teamwork).

ADJUSTED TRAITS

Traits are not resolved until the showdown. If a Situation or Action card with a trait is somehow discarded prior to the showdown, its traits will not be considered during the resolution.

DISCARD PILES

When a card is discarded, place it in a face-up discard pile to the side of the play area (keep the Situation and Action discards separate for easier sorting when the game is over). Discard piles are open information; players may inspect the contents of a discard pile at any time.

NULLIFYING AN EFFECT

Some cards allow you to nullify an effect. This means you ignore the effect without carrying it out.

REMEMBERING A CHECKED CARD

If a player has checked a face-down Situation card but cannot remember what it is, the player may freely check that card again at any time (i.e., the player is not penalized for not memorizing the card when first checking it).

ZERO LIFE AT BEGINNING OF THE SHOWDOWN

During the game, it does not matter if for some reason a vanquisher or villain's Life reaches zero (or lower). That vanquisher/villain may still continue the game. Life only matters when the final showdown begins.

At the beginning of the showdown, however, if either the vanquisher or villain has less than 1 Life, the showdown is immediately resolved without looking to other Situation and Action cards.

- If both the vanquisher and the villain have zero (or less) Life, the result is a **stalemate**.
- If only the vanquisher has zero (or less) Life, the result is a **loss**.
- If only the villain has zero (or less) Life, the result is a **victory**.

Note that this check occurs before any "Victory Condition Change" effects.

TURNING CARDS SIDEWAYS

Some abilities like the vanquisher Heiji Quick-ear and the Action card Investigation allow you to turn cards sideways. By turning a card sideways you are informing the other players of something special (for example, that they are extremely dangerous), though you cannot say what that something actually is.

VILLAINS

Dougen Takimoto

Only adjustments (via Situation cards) are doubled. The traits printed on Dougen's card are not doubled.

Hachiro Inui

If Hachiro does not attack first, he will always counterattack, even if he was defeated by a vanquisher with a higher Speed.

Tenzen Nogami

If no player is able to target this villain, the last remaining vanquisher who has not targeted a villain is forced to target Nogami, and that showdown automatically results in a loss.

ACTION CARDS

Godspeed, Critical Hit, Invincibility

The corresponding trait increases infinitely and is greater than any other value.

Rage

When you use this card you must immediately target a villain, so don't use it too soon!

Trust Lady Luck

Playing this card may cause your total time to exceed 10. This is allowed, but you will be unable to play any additional cards, even those that consume zero time.



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 "During Showdown" abilities.

Sworn Enemy

If the villain with this card has already been targeted by another vanquisher, discard this card with no effect.

OPTIONAL RULE: ADJUSTING THE DIFFICULTY

If you find the game is too difficult to win, you can decrease the difficulty by making any of the following adjustments:

- Deal 1 fewer Situation card to each villain.
- Allow each vanquisher more time (e.g., 11 time instead of 10 time).

If the game is too easy to win, you can similarly increase the difficulty by making any of the following adjustments:

- Deal 1 additional Situation card to each villain.
- Allow each vanquisher less time (e.g., 9 time instead of 10 time).
- Limit communication (e.g., each turn a player is permitted to speak about only one thing).

VANQUISHER BIOGRAPHIES

SEINOSHIN SAKAKIBARA MALE, 24 YEARS OLD

A young lawman with a strong sense of justice. He is admired by the townsfolk for defending the weak, but his straightforward, honest, and unbending ways have earned the ire of many powerful people. When one of his evil superiors was targeted by the vanquishers, Sakakibara initially supported his boss, as he seeks to bring villains into the light rather than burying them in the dark. But some, like his boss, elude such formal justice, a fact that distresses Sakakibara and motivated him to join the vanquishers.



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 household, but he left his home to perfect his sword technique. Many try to avoid him, intimidated by his name and face. But in truth he is kind and warm; he first met the vanquishers while standing in defense of a friend. He is the master of quick draw, and has the best sword technique of all the vanquishers.



OBORO FEMALE, ? YEARS OLD

A mysterious woman with long hair in a loose knot. Outwardly, her arts and beauty are that of a geisha, causing many to underestimate her. Her strange martial arts, using fine threads of steel, are both powerful and quick, and it is said that no one has ever escaped her grasp. Not even the vanquishers know her motivations for joining their team.



RIN – FEMALE, 16 YEARS OLD

A kunoichi (female ninja) who has mastered the techniques of the Kogarashi (wintry blast) clan. As the last in her bloodline, she has been rigorously trained, but also spoiled, causing her to grow into an emotional and energetic woman (uncommon for a ninja). Young but extremely skilled, she can perform discrete assassinations as easily as she gathers intelligence. Her only weakness is that she is prone to act on prejudice. She met the vanquishers while training and immediately applied, wanting to put her skills to good use.



TATSU – MALE, 40 YEARS OLD

A cheerful giant earning his living in the town's tavern. He does well thanks to his good cooking (and to his wife's beautiful smile). His sheer strength is his weapon. He has been known to break the neck of villains with but a single blow. The vanquishers once saved both Tatsu and his wife, and now Tatsu works in their service to repay the debt (his tavern serves as the chief source of information for the team).



HEIJI QUICH-EAR – MALE, 30 YEARS OLD

A lightning-quick playboy. Though many disregard him as an inconstant romancer, his social habits help him gain valuable knowledge, with which he is always discrete. Once, about to be killed by criminals for a petty offense, he was saved by Sakakibara. Heiji has been a devoted friend ever since, even following Sakakibara's lead in joining the vanquishers, serving as their informant.



SHIGURE – FEMALE, 20 YEARS OLD

A medium from a shrine just outside town. Though not skilled in battle, she is a valuable source of information, a planner, a healer and potion maker, and she has mystical spirit powers. Her father, the high priest, founded the vanquishers. Though he is now retired, his daughter continues his work, even offering her quiet shrine as their base when needed.



GENSAI – MALE, 60 YEARS OLD

An old man and tinkerer. Sharing a rundown house with Yashamaru, Gensai devotes himself to strange inventions. His greatest, an automated exoskeleton, can make Gensai a powerful member of the vanquishers; unfortunately, he spends so much time on the machine's maintenance that his teammates know better than to rely on him in a pinch.



VILLAIN BIOGRAPHIES

TENZEN NOGAMI – MALE, 45 YEARS OLD

An official responsible for several nearby towns and villages. Protected by those who outrank him, he is free to spread his evil. People are wise to fear his cold and calculating demeanor: his expert fighting abilities have buried countless adversaries.



MUNESHIGE ROYAGI – MALE, 38 YEARS OLD

An officer who gains influence via a clever array of lucrative schemes. He protects his position by promoting his political enemies to ineffectual roles, or by simply disposing of them. He is both intelligent and a skilled fighter, making anyone think twice before refusing involvement in his plots.



HACHIRO INUI – MALE, 31 YEARS OLD

A bodyguard employed by the other villains. A remorseless killer, he is interested only in perfecting the way of the sword; any townspeople seeking vengeance against him or any other villain will quickly discover that Hachiro's skill with the blade is unmatched.



SOUSBEI ECHIGOYA – MALE, 60 YEARS OLD

A greedy merchant, wringing money from the poor and funneling it to those already in power. Though he is old and weak, he has purchased powerful allies.



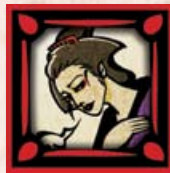
HOUKAI – MALE, 53 YEARS OLD

A corrupted and excommunicated monk. Outwardly he appears kind and gentle, but behind the veneer he performs devious rituals, extorts money from his followers, and sells their daughters into servitude. He is tall and strong, a powerful fighter known for his fearsome strikes, called the Vengeance of Buddha.



OGO, THE HANNYA-TATTOOED – FEMALE, 36 YEARS OLD

A madam from the town's pleasure quarters. She uses her beauty to entice many powerful men, and her position to control the women in her employ, wielding them as weapons in her plots. Ogo seldom dirties her hands with direct conflict, preferring manipulation to a sword. Named for the Hannya demon tattoo on her back, her motivations for spreading evil are both many and tragic.



JINGORO THE WILD DOG – MALE, 36 YEARS OLD

The town's gang boss. Though he often stoops to running errands for the other villains, he is tenacious and unforgiving, best known for promising, "Just you wait!"



DOUGEN TAKIMOTO – MALE, 42 YEARS OLD

An unscrupulous and discredited doctor. He pads his coffers by selling poisons and opiates in back alleys. His 'medicines' often leave his patients scarred and debilitated; his bribes to officials ensure that he remains unpunished. Though not a natural fighter, he uses exotic concoctions to augment himself at critical moments.



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