

HONOR OF THE SAMURAI™



GAMEWRIGHT

THE CARD GAME OF INTRIGUE, HONOR AND SHAME.



Become a Samurai warrior, surrounded by the intrigue, honor and treachery of the Sengoku period (1467-1568). Each Samurai seeks to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. The player with the most honor points wins.

GAMEWRIGHT

Gamewright, Inc.
Games for the Infinitely Imaginative™
P.O. Box 120, Boston, MA 02258
tel: 617-924-8006 • fax: 617-924-6101
e-mail: Gamewright@aol.com
<http://www.gamewright.com>
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THE CARD GAME OF INTRIGUE, HONOR AND SHAME.

Ages 10 to adult

3-6 players

Playing Time: approximately 1 hour

Level of Difficulty: moderate

Contents:
110-Card Custom Playing Deck
6 Custom Dice
60 Score Counters
Instruction and History Booklet

Game Author: Scott Kimball
Game Developer: Monty Stambler, MD
Graphic Design: Bird Design
Illustrator: Alexander Farquharson

ISBN #0-9635805-6-2



Packaging made in USA • Cards made in Belgium • Dice made in Hong Kong

(Taille de la boîte : 222 x 158 mm)