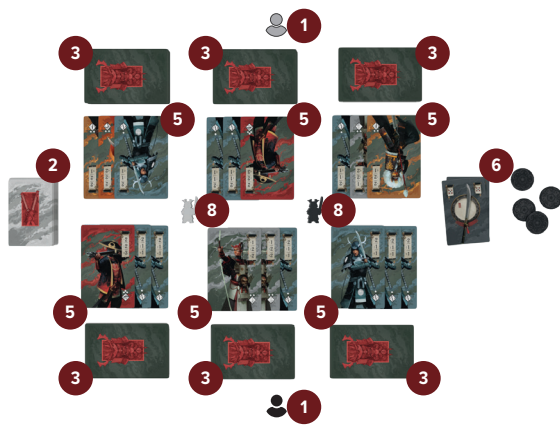


SETUP



1. Sit down so that each player is facing each other, with the game components between you.
2. Shuffle the 32 standard weapon cards into a face down deck and place it within reach of both players. This will be the weapon deck. Leave the special weapon cards to the side for now.
3. Shuffle the 36 enemy cards and then split them up into 6 equal sized face-down decks. Place them according to the example above.
4. Shuffle the 6 boss cards and then place one boss card face-down into each of the 6 enemy decks. Do this by placing 3 cards from each deck face-down on the table, then place one boss card on top of them, and finally place the rest of the cards for each deck on top of the boss card. In this way, each enemy deck will have one boss card which is in the 4th to last position.
5. Reveal the first 3 cards from each enemy deck and lay them according to the image above so that each subsequent card mostly overlaps the previously drawn card. Ensure that all numbers and icons on the right side of each enemy card are visible. These sets of 3 cards are the attack row for the deck they were drawn from.
6. Place all 4 deflect tokens as well as 4 special weapons nearby so that both players can easily access them.
7. Each player now draws 4 cards from the top of the weapon deck and adds them to their hand. If either doesn't like their initial 4 cards, they may shuffle them all back into the weapon deck and draw 4 more. This redraw can only be done once per player, once per game, and only during this setup step.
8. Each player now takes 1 Samurai meeple and this will be theirs to control for the entire game. Both Samurai meeples must be placed into the battlefield with one placed into each of the two locations shown in the image above. Players are **not** allowed to describe the cards they have in their hand and must come to a decision so that each of the 2 locations have a meeple placed there.

GAME FLOW

During each round players will be defeating or deflecting incoming enemies by discarding weapon cards from their hands. Each option will eliminate one enemy from the game, but only those that are defeated will gain honor points for the players. Players will play weapons or pass and this will continue until both players have passed.

After this, all remaining enemies will attack and the damage they inflict will discard weapon cards from the weapon deck. The players will only emerge victorious if they've made it through all of the enemies and they've gained at least 40 honor points. If they go through the weapon deck 3 times before this happens then they lose the game.

ROUND STRUCTURE

Each round uses the same structure as the solitary game where it is split into a samurai phase and an enemy phase. They are always performed in that order and after finishing the enemy phase you proceed with a new round unless the game has come to an end. See the Ending The Game section to learn about how the game ends.

Each of the game's phases use the same rules as the solitary version of the game, with some additions that are explained below:

SAMURAI PHASE

DRAW STEP

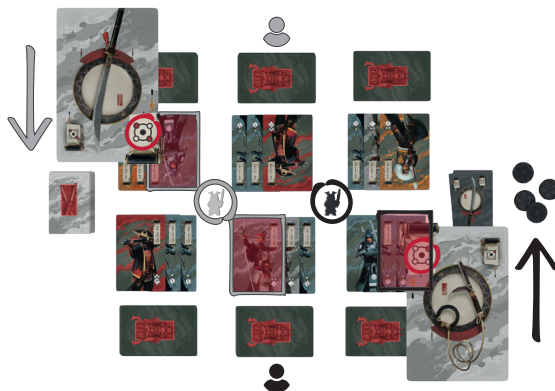
Each player must draw 4 cards from the weapon deck into their hands.

Note: As with the solitary game, players skip this draw step during the first turn of the game.

FIGHT STEP

Each player will take turns playing weapon cards from their hand to attack or deflect. Players will also discard cards from the weapon deck to move their Samurai meeple as well as change their target options through concentration.

On a player's turn they must play 0 - 2 cards from their hand, as well as perform as many special actions as they want. If they play 0 cards then this is referred to as a "pass" turn and they will not take any further turns within that round. If only one player hasn't passed they may continue to play as many cards as they want until they also choose to pass. Once both players have passed, the enemy phase will begin.



TARGETING AN ATTACK ROW

Players must use their Samurai meeple to calculate which attack rows they can target when playing weapon cards. Each Samurai meeple will always be positioned between 4 out of the 6 attack rows and players will target using their perspective from their seating position.

SPECIAL ACTIONS

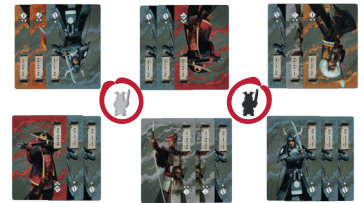
There are two special actions which can be performed multiple times and at any point during each player's turn in the cooperative version of the game:

CONCENTRATION

Follow the solitary rules for this action.

MOVE

The active player may move their Samurai meeple to the other position by discarding one weapon card from the top of the deck. There may be 2 Samurai meeples in the same location while the game is being played. By moving the Samurai meeple they will have changed the attack rows they can target when playing weapon cards.

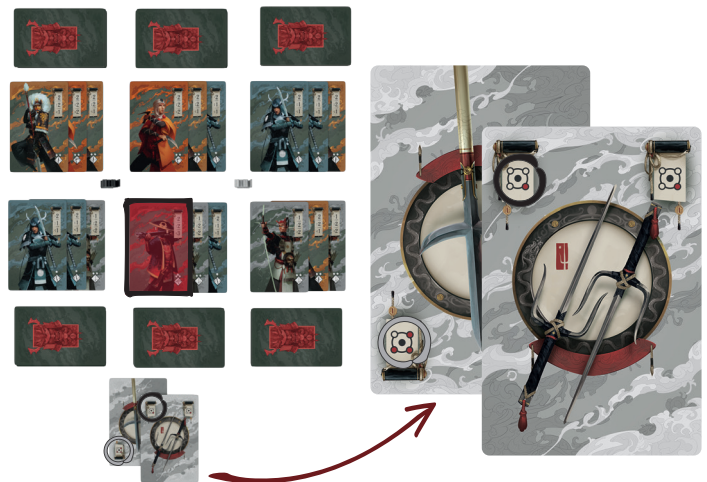


DEFEATING AN ENEMY

All defeated enemies are placed into one honor stack which is shared between the players. The enemies come in four different colors, and all non-red enemies are defeated following the solitary rules. Red enemies are stronger when playing cooperatively and must be attacked by both players to be defeated.

When attacking a red enemy, first check to see if the other player has an active weapon already played against that enemy. A weapon is active when it is placed faceup on the table, near one of the attack rows.

- If there is no active weapon associated with the targeted attack row then the played weapon becomes an active weapon and is placed near that attack row. Make sure the weapon is positioned so that it is clear which player placed it down.
- If your partner has placed an active weapon associated with the targeted attack row, then the red enemy at the top of this row is defeated and placed into the shared honor stack. Both weapons associated with this attack should then be discarded.



DEFLECTING AN ATTACK ROW

After deflecting an attack row, check to see if there is an active weapon associated with it. If there is, then discard that weapon.

COMMUNICATION

Players are only allowed to communicate with each other if both Samurai meeples are in the same location. While in the same location they may discuss their intentions as well as reveal their hands to each other.

OUT OF WEAPONS

Each player will draw a special weapon when the draw deck is re-shuffled. This process follows the solitary rules and instead of performing based on 2 or 1 special weapons, it is performed based on 4 or 2 special weapons being on the table.

ENDING THE GAME

Players will always win or lose the game together. All game end conditions follow the rules from the solitary mode and the following shows the ranks both players will gain based on their honor points after winning the game:

- 40 - 44 honor points: Apprentices
- 45 - 49 honor points: Warriors
- 50 - 54 honor points: Samurai
- 55+ honor points: Heroes of the Empire!

PATH OF THE WARRIOR - ADVANCED GAME VARIANT

Follow the cooperative setup rules with the following change:

Before setup step #3, add the 4 Yamabushi cards to the enemy deck and then shuffle it. Then remove from the game 4 cards from the top of this deck before proceeding with step #3.

All Yamabushi cards have the same effects as in the solitary game.



In this 2 player game, you and a partner will work together to fight off the oncoming horde of enemies. You will win or lose together, so cooperation will be key to surviving with honor!

ABOUT

Eiyo is a fast paced game where you need to strategically manage your weapons to defeat hordes of oncoming enemies. You will need to survive their attacks while also gaining honor points that will be crucial for emerging victorious once the game has ended.

COMPONENTS



32 Standard Weapon cards



4 Special Weapon cards (2 for the Solo Mode and all 4 for the Coop Mode)



36 Enemy cards



4 Deflect tokens



4 Yamabushi cards (only used with "Path of the Warrior" variant)



6 Boss cards



2 Samurai Meeples (for the Coop Mode)

CREDITS

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LANGUAGES



Digital rulebook available at thundergryph.com/matchbox

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