

●The order to judge battle results (Make sure to judge in this order)

1. Checking for any squealing

If 1 手入れ (*te-ire*/police raid) card is played, the round ends without any player receiving the score due to the police raid. (See 【例1】/[Eg. 1] on the back of the JPN manual. )

In this case, the player who has played the 手入れ (*te-ire*/police raid) card shall win, place that card in front of him, and be the start player of the next round.

2. Men in battle (1)

If 2 or more same type of cards are played at the same side, they cancel each other out.

(See 【例2】/[Eg. 2] on the back of the JPN manual.)

Place your cards which have lost face down and cards which have won face up in front of you.

(Even 手入れ (*te-ire*/police raid) cards cancel each other out. The turf war in the police is fierce!)

The same type of cards played at different sides, like one played in kamiza/top and another played in shimoza/bottom will not cancel each other out. (See 【例3】/[Eg. 3] on the back of the JPN manual. )

3. Men in battle (2)

After judging the results in "2. Men in battle (1)", if there are still cards exceeding the available number of seats on the side they have been placed, the card with the lower number will lose.

Eg., If the remaining cards are 1 若頭 (*waka-gashira*/underboss) card and 1 鉄砲玉 (*teppo-dama*/hit man) card on the *shimoza*/bottom side, both cards can score, because 2 seats are available.

(See 【例2】/[Eg. 2] on the back of the JPN manual. )

4. When the 鉄砲玉 (*teppo-dama*/hit man) wins

In the case of "3. Men in battle (2)", if 1 組長 (*kumicho*/boss) card and 1 鉄砲玉 (*teppo-dama*/hit man) card remain on the kamiza/top side, 鉄砲玉 (*teppo-dama*/hit man) can defeat 組長 (*kumicho*/boss).

The player who has played the 鉄砲玉 (*teppo-dama*/hit man) card shall place it face up and upside down in front of him and receive 4 points for it instead of the usual 1 point. (The *teppo-dama*/hit man has risked his life to defeat the opponent's *kumicho*/boss).

5. Identifying chickens (applied only to determine the winner after 3 Games)

If 2 or more players have achieved the same total score after 3 games, the player who has the lower card remaining in his hand at the end of the last game shall be the winner.

Thus, the player with the 手入れ (*te-ire*/police raid) card (0 point) will win over the player with the 鉄砲玉 (*teppo-dama*/hit man) card (1 point) over the player with the 若頭 (*waka-gashira*/underboss) card (2 points) over the player with the 組長 (*kumicho*/boss) card (5 points). Let's call a player who finishes the game without risking his *kumicho*/boss a chicken.

●Important notes on playing KAMIZA

1. Devise plans to make a *kumicho*/boss sit at *kamiza*!
2. Defeat your opponent's *kumicho*/boss by your *teppo-dama*/hit man!
3. While there is a way to gain points little by little at a *shimoza* (bottom seat), such a player is hardly worthy of respect!
4. Squealing for a police raid is a powerful strategy, although such an act will only brand you as a coward.

●Advanced game rule (for players who want more stimulation than that in the standard rule)

The start player of each round shall play his card face up on the sheet. (And other players shall play their cards face down.)

Such simple modification will change the feel of the game substantially.

This will prevent the start player (provisionally at the top) from escaping to victory by playing the 手入れ (*te-ire*/police raid) card.

●KAMIZA sample phrases (Once you get used to the game, try and bluff with your original phrase.)

組長 (*kumicho*/boss): "I'm the next president!" "Try and kill me if you can!"

若頭 (*waka-gashira*/underboss): "Our boss is the next president!" "Get out the way, punk!"

鉄砲玉 (*teppo-dama*/hit man): "I'm out to get you, old man!" "Your time is over, old man!"

手入れ (*te-ire*/police raid): "Police! Someone's squealed of your operation!" "We've caught you red-handed!"

●Glossary

*Kamiza* : Literally "top seat", *kamiza* is a seat/position in the room reserved for the person with the highest rank.

It is the seat for the *yakuza* at the top (like a throne).

*Yakuza* : Japanese mafia. One of its prominent features is the *oyabun-kobun* relationship where *kobun*, subordinates, owe their allegiance to the *oyabun*, the boss. The bond between *yakuza* is said to be stronger than that of blood relatives.

*Yakuza* are known for their strict code of conduct, such as strong perseverance at the risk of their life, readily willingness to die for their boss, and the boss' obligation to carry out revenge for his *kobun* subordinates if required.