

Press review



Game presentation



[SAMURAI SPIRIT](#) is a cooperative game in which players incarnate samurais hired by peasants in order to protect their village and crops against the attack of the fearsome brigands from the clan Oni-Musha.

Together, players will have to protect the village's farms and families in order to reach victory!

Thanks to its simple rules and various game modes (from 1 to 7 players, in 4 levels of difficulties), the game offers a cooperative experience to a cohesive team that will have to face a tough challenge that requiring all skills and qualities.

[Access the rules.](#)

*Editor: [Funforge](#)
Author: Antoine Bauza
Art: Víctor Pérez Corbella
Nbr of players: 1 to 7
Gametime: 20 to 45 min
Age: 10+*

Articles & videos

Geek-o-Rama



Quote: « I really enjoyed playing Samurai Spirit. »
[Access the article.](#)

SHUT UP & SIT DOWN

REVIEW: SAMURAI SPIRIT

IMPROMPTU MAKEOUTS · MIDDLE AGED ANIMALS · QUINN'S JAPANESE HERITAGE · WEREBOARS

BY **QUINTIN SMITH** ON SEPT. 19, 2014

0 145



[Access the video.](#)



Samurai Spirit Review - with Zee Garcia

[Access the video.](#)



[Access the video.](#)
[Access the 2nd video.](#)
[Access the 3rd video.](#)



[Access the video.](#)



[Access the video.](#)
[Access the 2nd video.](#)

Review: Samurai Spirit

By Christian Wilson



Samurai Spirit is essentially Akira Kurosawa's masterpiece *Seven Samurai* in boardgame form. The players are samurai tasked with defending a village from an onslaught of bandits that attack in three waves. If the players can protect at least one family and one farmstead in the village, they win. If the village falls, or if even one samurai dies, it's all over.

I think I have an unhealthy relationship with co-operative games. I love the concept in theory. Get together with friends and work together to solve a problem. The issue is that pure co-operative games almost all suffer from the same issue: "quarterbacking". Because these games are effectively a collaborative puzzle, and because there's no hidden information, there are usually one or two "best" moves that the players can agree on. Unfortunately, this allows for dominant and/or very experienced players to take over a game, while shy or less-experienced players end up feeling marginalized and often don't actually get to play much of the game.

This frustrates me to no end, and yet I still rush out and eagerly buy each new co-op game that comes out, hoping for some innovation that fixes this problem.

Quote: « I absolutely adore *Samurai Spirit*. »

[Access the article.](#)

COG Gaming



Antoine Bauza's Samurai Spirit REVIEW | COG Gaming

February 22, 2015 by bduerksen30 | 1 Comment



Year Published: 2014

Designer: Antoine Bauza

Publisher: Funforge

Players: 1-7

Playtime: 30 minutes

One Sentence Synopsis: Help the Samurai determine if the Wood Cut school has the chops to save the village.

Quote: « I think the mechanics are extraordinarily tight and engaging, the game moves surprisingly quickly for the amount of round-table discussion it generates, and the mechanics all integrate well with the theme. »

[Access the article.](#)



WE'VE GOT SPIRIT, HOW 'BOUT YOU? (A REVIEW OF SAMURAI SPIRIT) 🟡

Quote: « 8/10: very good! ».
[Access the article.](#)

Dale Yu: Review of Samurai Spirit (Funforge / Passport)

Posted on September 25, 2016 by Dale Yu

Samurai Spirit

- Designer: Antoine Bauza
- Publisher: FunForge / Passport Game Studios
- Ages: 9+
- Players: 1-7
- Time: 30 min
- Times played: ~10, varying player counts, all on Normal difficulty



Quote: « Samurai Spirit is a very engrossing game – there are constantly decisions to be made as a team. »

[Access the article.](#)



ESSEN 2014 – SAMURAI SPIRIT

POSTED ON OCTOBER 21, 2014 BY JESTA

Protect the Village and their crops from the Oni-Musha clan.

But don't get me angry!

There is a Village in the centre of the table that has Farmsteads and Family tokens surrounded by Barricades.



Quote: «It was fun, we won and quite easy so I wonder how much we got wrong. Lot's of people saying this is hard/impossible. »

[Access the article.](#)

Protect the Village in 'Samurai Spirit'

Posted on 2 June, 2015 by Jonathan H. Liu • 0 Comments



Quote: « I've enjoyed *Samurai Spirit* and I look forward to playing some more and trying to beat it at harder levels or with varying number of players. »

[Access the article.](#)



March 3, 2015

Co-op games have saturated the board gaming market as of late, and many of these games build upon the "slowly growing threat" narrative. Players are running around a board, putting fires out, fending off monsters, curing diseases—generally just trying to survive as the threat gets worse and worse each round. If the group can hold out long enough, they succeed and call it a day. Acclaimed designer Antoine Bauza's most recent title, *Samurai Spirit*, builds upon these ideas but adds a neat little twist to make facing the growing darkness more addicting than ever.

Quote: « If you're willing to give the game at least a few plays to reveal its subtleties, it's a fantastic thing to experience. »

[Access the article.](#)



Samurai Spirit is a co-op game inspired by the classic Kurosawa film, *Seven Samurai*. Like the movie, this game focuses on the efforts of seven ronin tasked with the defense of a village from a group of merciless bandits. In the spirit of the theme, let's evaluate the game using the seven tenets of Bushidō, the way of the warrior.

Sincerity

It only seems fitting to start with this tenet, because it's something the game does very well. It's truly a cooperative game, and although each player has their own character, decisions are best made as a group. There's no need to keep secrets from other players.

More than that, the game is very true to itself. It's small package speaks to its simplicity. The objectives are clear. And if the box art leaves you expecting animals wielding katanas, it will deliver.

Benevolence

This is your motivation in this battle of good and evil: protecting the innocents. In a world of sometimes convoluted and massive games, the straightforward plot can be a nice relief. The mission is clear and the consequences are definite.



Quote: « If you're ready for a little teamwork, *Samurai Spirit* is definitely worthy of your attention. »

[Access the article.](#)

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