

SHOGUN

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SHOGUN – THE BASIC GAME

Game components

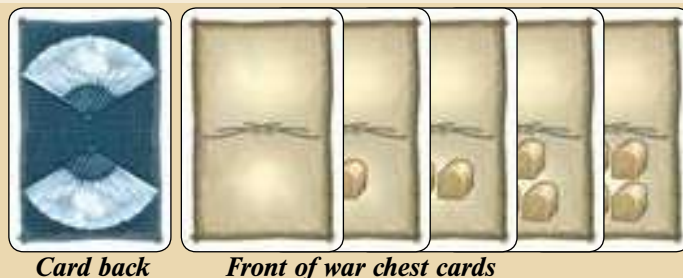
- **1 Game Board** – 2 different sides: 1 with a sun symbol and 1 with a moon. Each side displays 5 regions of central Japan in different configurations. On both sides of the board, each region contains 9 provinces. On both sides of the board, 8 provinces are specially marked and surrounded by a light border; these provinces are not used in games with 3 players.



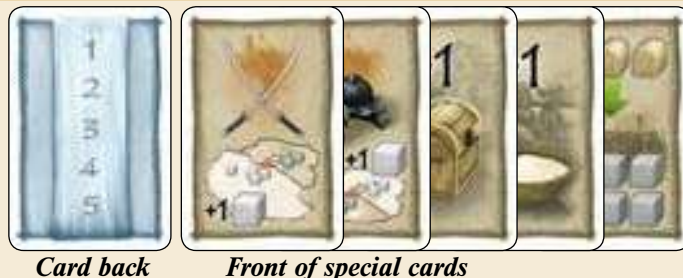
- **53 Province cards** – for each province, the game includes 1 or 2 cards, depending on whether the card is used for one or both sides of the game board. The sun and moon symbols indicate the side(s) of the board for which each card is used.



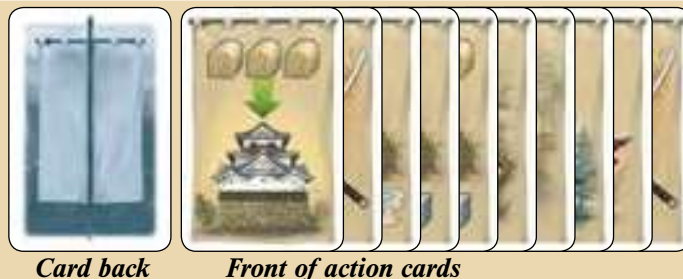
- **25 War chest cards** – a set of 5 cards for each player. In each set, the bottom half of the cards shows 0 to 4 chests, and the top half is blank.



- **5 Special cards** – each card grants its owner a special privilege.



- **10 Action cards** – used to indicate the order in which actions are carried out.



- **12 Event cards** – with the top half showing an event that affects a specific action, and the bottom half showing the rice losses suffered by the players during a winter round.



- **5 Daimyo cards** – used to indicate player turn order.



Card back

Front of Daimyo cards



- **5 Individual boards** – 2 different sides. Players use the front side, which depicts a countryside scene, when claiming starting provinces; players use the back side during the rest of the game to plan their actions.



- **310 Colored cubes** – representing player armies, with 62 in each player color.
- **20 Green cubes** – representing neutral farmer armies.



- **55 War chests** – representing currency. The 35 wood-colored chests each have a value of 1, and the 20 orange-colored chests each have a value of 5.



- **5 Victory point markers** – used to indicate each player's current victory points on the scoring track of the game board.
- **5 Rice markers** – used to indicate each player's supply of provisions on the provision track of the game board.



- **80 Building tiles** – 28 castles, 26 temples, and 26 Nô theaters. Players may build these buildings in their provinces to earn victory points.
- **42 Revolt markers** – used to indicate the level of unrest among the farmers in a province.



Castle

Temple

Nô theater

Revolt marker

- **1 Three-part battle tower** – used to conduct battles.
- **1 Rules booklet**

The battle tower, which must be constructed before each game, consists of 3 parts: a funnel, a cardboard tower, and a tray.



Contrary to what is pictured here, the tower tray and funnel are made of transparent plastic to provide all players with a better view of battle results. For technical reasons, the plastic components of the battle tower are shown here in black.

The Goal

As warlords in 16th-century Japan, the players attempt to secure a position of dominance for their respective clans. The most successful Daimyo at the end of the game will become Shogun.

To succeed, a player will need not only to control as many

provinces as possible, but also to develop their realm by building castles, temples, and theaters.

The player who manages to build the most buildings in each of the 5 regions will be rewarded with valuable bonus points.

Preparation

Provinces in the Game

Players choose whether to play on the **sun or moon side** of the game board, then lay out the board accordingly. Return unneeded province cards to the box, keeping only those cards with a symbol matching the chosen side of the board.

With only **3 players**, **8 province cards will not be needed** and are returned to the box. These 8 provinces are marked on the board with a special symbol and a light border.

During the game, no armies may be moved into these unused provinces.



*Used for
sun side
of game board*



*Used for
moon side
of game board*



*Used for
both sides
of game board*

In a 3-player game, the following provinces are not used on the sun side and moon side of the game board, respectively:

Izumo	Echigo
Iwami	Mutsu
Sanuki	Kazusa
Tosa	Awa-Boso



Iwami	Iyo
Aki	Tosa
Mutsu	Hitachi
Shimotsuke	Shimosa



Player Materials

Each player chooses a color and takes the matching pieces: an **individual board** along with **62 armies** (i.e., 62 cubes in the player's color), a **Daimyo card**, a **set of chest cards** (0 to 4 chests), and starting capital as follows:

- with **3 players**, each takes 18 chests,
- with **4 players**, each takes 15 chests,
- with **5 players**, each takes 12 chests.

Each player's **armies** and **chests** must remain **visible** to the other players during the game. When playing with fewer than 5, return all unnecessary components to the box.



*Daimyo card and
a set of 5 chest cards*



18 Chests (for 3 players)



62 armies

Claiming Starting Provinces

Shuffle the **province cards**, place them in a face-down stack near the board, then turn the **top 2 cards face up**.

The **front side of the individual boards** shows 9 countryside areas next to the Daimyo, each marked with a number. Each player places the displayed number of armies on each area of their individual board (7 to 9 areas are used, depending on the number of players). The armies in each area form a group.

Players deploy these army groups to their respective starting provinces as follows: Beginning with the oldest player and then in clockwise order, each chooses **1 of the 2 face-up province cards** or **draws the top card** from the face-down draw pile, then transfers an **army group of their choosing** from their individual board to the matching province on the game board.

The player then takes the chosen province card into their hand along with the chest cards.



*9 areas for the
placement of
starting armies*

*Use this area only
in a 3-player game*

*Use this area only in
a 3- or 4-player game*

Note: If players are unsure about which provinces would be good to claim, they can choose to skip the "Claiming Starting Provinces" step and instead use the Starting Set-up shown on page 14.

If a player takes a face-up card, replace it with another from the draw pile.

This process continues until each player has transferred all of their army groups onto the game board.

Place the remaining province cards (which do not belong to any player) within reach near the game board. These provinces may be conquered during the game.

After claiming starting provinces, each player turns over their individual board so that the side showing the action spaces is face up. The player's remaining armies form their individual supply.

Note: If a player's choice consists of the same 2 face-up cards from the previous round, they may return the 2 cards face down to the bottom of the pile and turn up the next 2 instead before selecting a province.

The back side of an individual board shows 10 action spaces, an auction space, and a province overview



Victory Point Markers and Rice Markers

All players set their victory point (VP) markers on the "0" space of the scoring track, and their rice markers next to the bottom of the provision track.

Victory point track

Provision track

Victory point markers

Rice markers



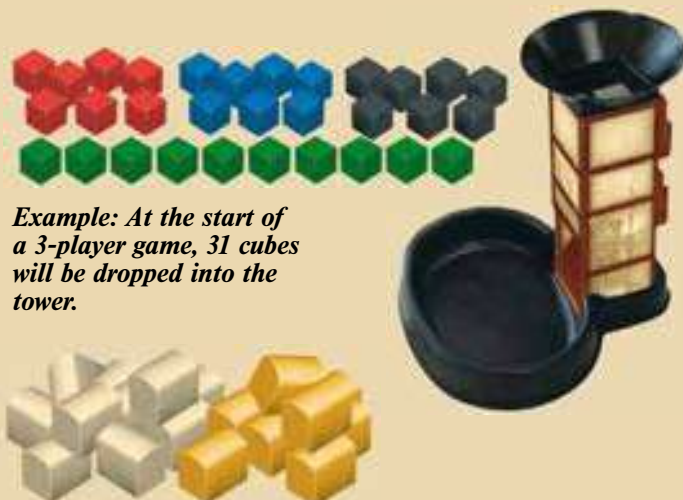
The Battle Tower

Now, the tower must be loaded with an initial set of armies.

Seven armies from each player and a total of 10 farmer armies are dropped **together** into the tower.

Armies that fall back out into the tower tray are returned to their respective supplies.

The remaining farmer armies form a general supply.



Example: At the start of a 3-player game, 31 cubes will be dropped into the tower.

War Chests

Chests are used to pay for the various actions. After each player takes their starting chests, the remaining chests form a general supply.

Event Cards

Shuffle the event cards and place them as a **face-down draw pile**.

Then turn the **top 4 event cards** face up next to the game board.

During each of the next 3 rounds, 1 of these events takes effect for all players.

In the fourth round (winter), the remaining event card shows how much rice each player loses over the winter.

Place the **action cards** and **special cards** within easy reach.



Example: Four randomly drawn event cards are laid face up.



5 special cards



10 action cards

Playing the Game

The game transpires over 2 years, which are divided into a total of 8 rounds. After 3 rounds representing spring, summer, and fall, a **fourth scoring round (winter)** takes place; this sequence of 4 rounds is then repeated.

Spring, Summer, and Fall

Each of these 3 rounds has the following steps:

- Lay Out Action Cards
- Lay Out Special Cards
- Plan Individual Actions and Bid for Turn Order
- Determine Events
- Determine Turn Order
- Carry Out Actions

■ Lay Out Action Cards

Actions are the core of the game. All **10 actions** are shown on the **individual boards**. Each player may carry out each action in one of their provinces once per round.

The **order** in which these actions are taken is determined **anew each round**. To do so, shuffle the 10 action cards, place them in a face-down pile, then reveal the top 5 one card at a time, laying them out in order beneath fields 1 through 5 at the bottom of the game board. Next to these, lay out the remaining 5 cards **face down** beneath fields 6 through 10.

Note: The display shows the order in which the various actions will take place (first Number 1, then Number 2, etc.). The first 5 actions are visible to all players and can thus be taken into account when deciding which actions to take in which provinces. The 5 face-down action cards are revealed progressively.



Example of a display of 10 action cards

■ Lay Out Special Cards

Shuffle the special cards, then place them **face up** in the order in which they are drawn on the 5 spaces marked for them on the game board. Later in the round, these cards will be **auctioned** to the players. Each special card has **2 functions**: first, its **position in the row** on the board determines the turn order of the player who takes the card, and second, the card shows a **privilege** granted to its owner for the **current round**.

+1 War Chest

When taking the action “Collect Taxes”, the player receives 1 extra chest.



+1 Rice

When taking the action “Confiscate Rice”, the player receives 1 extra unit of rice.

6 Armies

When taking the action “Deploy 5 Armies”, the player may deploy 6 armies instead.

+1 Army with Attack

An attacking player who takes the action “Battle / Move A and B” may place 1 extra army from their supply in the battle tower.

+1 Army with Defense

A defending player may place 1 extra army in the battle tower when one of their provinces gets attacked by another player taking the action “Battle / Move A and B”.

Note: If an action is affected by both an event and a special card, first the event is applied and then the special card.

Example: Arne collects taxes in Settsu. Settsu earns him 7 chests. The current event, however, limits his tax income to a maximum of 5 chests. Because Arne possesses the special card “+1 War Chest” this round, he collects 1 additional chest, for a total of 6 chests.



7 chests



5 chests



6 chests

Plan Individual Actions and Bid for Turn Order

Simultaneously, each player secretly decides how to distribute their 10 actions among their provinces.

Each player selects 1 of their province cards and places it **face down** on the chosen action space on their individual board. The actions are as follows:

Build a Castle

The player pays 3 chests to the general supply and places a castle in the **chosen province**.

Build a Temple

The player pays 2 chests and places 1 temple in the **chosen province**.

Build a Nô Theater

The player pays 1 chest and places 1 Nô theater in the **chosen province**.

Note that a building – whether a castle, temple, or theater – may be placed only on an **unoccupied building space**. Each province contains from 1 to 3 such building spaces.

No province may contain more than **one** of the same building type.

Confiscate Rice

A player is credited the number of rice units shown on the chosen province card. To indicate this gain, move the player’s rice marker up on the provision track accordingly.

Collect Taxes

The player takes from the general supply the number of war chests shown on the province card.

When a player collects taxes or rice from a province, it is **possible** that a **revolt** will occur. (See rules for “Resolving Battles” on page 11.)

Note: In the rare case in which a player does not have enough cards to play in all 10 of his action spaces, he leaves the remaining spaces empty. These empty action spaces are treated as if chest cards had been played there.



Action:
Build castle



Action:
Build temple



Action:
Build theater



Example: Arne builds a temple in Aki. Afterward, there is still room in Aki for 1 more building, which could be either a theater or a castle.



Action:
Confiscate Rice



Action:
Collect Taxes

Each province card shows the tax and rice proceeds of the province.



If **no revolt occurs**, or if a revolt is successfully **put down**, place 1 **revolt marker** in the province.

Deploy 5 Armies

The player pays 3 chests and deploys 5 armies from their individual supply to the chosen province.

Deploy 3 Armies

The player pays 2 chests and deploys 3 armies to the chosen province.

Deploy / Move 1 Army

The player pays 1 chest and deploys 1 army to the chosen province.

Additionally, the player may move armies **from this province** into 1 of **their own** adjacent provinces. (No battling is permitted!)

In general, the following applies to army movement:

- Any number of armies may be moved to an adjacent province except that **at least 1 army must remain behind**.
- There is **no limit** to the number of armies that may occupy a given province.
- Provinces joined together by a **sea route** (dashed lines) are considered to be **adjacent**.

Battle / Move -A-

Armies are moved from the selected province into an adjacent one. If the adjacent province does not belong to the moving player (i.e., the adjacent province is neutral or owned by another player), a battle ensues. (See rules for “Resolving Battles”.)

The rule requiring that **at least 1 army remain behind** in the originating province still applies.

Battle / Move -B-

The same rules apply as for -A-.

If a player does **not** want to take a particular action in their realm, they can **place 1 of their war chest cards** on the **undesired action space**. In this case, any chests on the card are **ignored**.

Bid for Turn Order

Additionally, each player must **secretly bid for turn order and the accompanying special privilege**. To bid, the player places 1 of their unused chest cards or province cards face down on the auction space on their individual board.

To the extent possible, 1 card must be placed face down on each of the 11 spaces on a player’s individual board.

No space may contain more than 1 card.



Action:
Deploy
5 armies



Action:
Deploy
3 armies



Action:
Deploy 1 army /
Move armies



Example: Armies may move via sea route between Shima and Izu.



Action:
Battle / Move
-A-



Action:
Battle / Move
-B-

Example: Dirk would like to collect taxes this round. One of his provinces—Settsu—allows him to collect 7 chests in taxes. He chooses this option and plays his Settsu province card face down on the action space for “Collect Taxes” on his individual board. Because the Settsu card is now assigned on his individual board, Dirk cannot plan another action in Settsu (although he could, for example, move armies into it with a “Battle/Move” action from an adjacent province).



Determine Events

Shuffle the face-up event cards – there will be 2, 3, or 4, depending on which round is in progress – then draw one and place it face up on the event space on the game board. The card depicts the event that applies in this round to alter certain actions for all players.

Lay out the remaining event cards face up next to the game board.



(The event cards are fully explained on page 15.)

Determine Turn Order

The players reveal their bids (the cards on their auction spaces) and pay the amounts shown to the bank. If a player bids with a province card, they pay nothing.

In order of their respective bids (with the high bidder going first), each player establishes their position in the turn order by taking 1 of the **special cards** and **replacing** it with their own **Daimyo card**. When all have finished, set aside any remaining special cards for this round.

Players who **bid a province card** choose **before** those who played **chest cards with 0 chests**.

Only then do players who **did not bid a card** make their selections. (This can occur only when a player does not have enough province cards.)

If more than 1 player **makes the same bid**, the tied players shuffle their Daimyo cards and turn them up 1 at a time, thereby establishing the order in which they make their selections.

The positions of the Daimyo cards on the game board indicate player turn order. (In games with 3 or 4 players, ignore empty spaces.)

Note: The advantage of bidding with a province card is that no money must be paid for the bid even though the player still gets to go ahead of others who played a 0-value chest card. The disadvantage, however, is that opposing players will now realize that the player will not be able to carry out an action in this province in the current round.



Example: If a player takes the special card from space 1, they become start player for this round.



Example for 3 players: The turn order for this round is red, then blue, then black.

Carry Out Actions

Actions are executed in the order in which the action cards are lined up below the game board.

Each action is executed by **all players in turn order** before the next action is carried out.

All players who can carry out an action must do so. If a player ends up being **unable** to take a particular action or is able to take only **part** of the action, then they **skip the action entirely in this round**.

When all players have taken an action, reveal the next face-down action card.

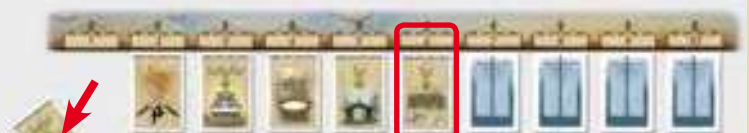
The round ends after all 10 actions have been taken. Each player takes back their Daimyo card and turns in their special card. Remove the event card for this round from play.

Reshuffle the action cards, then begin the next round.

If, however, the round that was just completed was the fall round, then the winter round takes place.

Note: Players reveal their province cards only when it is their turn to execute the action.

Players remove their province cards from their individual board only after all 10 actions have been taken by all players. Exception: When a player loses a province in battle, they immediately remove it from their board and give it to the player who took it in the battle.



When all players have carried out an action, the corresponding action card is set aside, and the next face-down action card in line is turned face up.

Note: After the fall round, the Daimyo cards are left in place until the end of the winter round so that the same turn order is maintained in winter.

Winter Round

In this round, players must supply their provinces with rice or face the threat of revolt. Additionally, scoring occurs.

• Supplying Provinces with Rice

Now, each player's **store of rice** sustains losses. The remaining **fourth event card** shows how many units of rice each player must give up. Move player rice markers down accordingly on the provision track.

Now, each player must possess **1 unit of rice for each of their provinces**. If a player does **not** have provisions for **each** of their provinces, then 1 or more **revolts** take place in their province. (See rules for "Resolving Battles" on page 11.)

• Revolts

The provisions table on the game board determines the number of provinces that experience revolts, as well as the strength of those revolts.

(see also the table shown here) ————— ➤

The besieged player's left neighbor draws randomly from that player's hand a number of province cards (not chest cards!) equal to the **number of provinces experiencing revolts**. These are the provinces in which revolts now occur (see rules for "Resolving Battles" on page 11). If a player faces more than 1 revolt, they choose the order in which the revolts occur.

• Scoring

The players now earn victory points for their provinces and buildings as well as for having the majority of a building type in a region:

For each of a player's provinces	1 VP
For each building	1 VP
For most castles in a region*	3 VP
For most temples in a region*	2 VP
For most Nô theaters in a region*	1 VP

* If 2 or more players tie, each of the tied players receives the full number of victory points **minus 1**.

Players move their victory point markers forward 1 space on the victory point track for each victory point they earn.

After the first 4 rounds, 4 new event cards are revealed, all **rice markers** are reset to 0, and all **revolt markers** are removed from the provinces.

Four more rounds follow (spring, summer, fall, and winter), ending again in winter with the second and final scoring round.



Example: This winter, all players lose 3 units of rice.

Note: If multiple players face revolts this winter, the revolts are resolved in the turn order of the preceding fall round.

Unsupplied provinces Provinces in which revolts occur Additional farmers for the tower

1	1	1
2	1	2
3-4	2	2
5-6	2	3
7+	3	3

3-4	2	2
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Example: Dirk controls 9 provinces, but has only 6 units of rice available to him this winter. This means he will have 3 unsupplied provinces (left-hand column of the table). Consequently, revolts will occur in 2 of his provinces (middle column). Dirk's left neighbor randomly draws 2 province cards from Dirk's hand.

Revolts occur in these 2 provinces. In each such province, Dirk must remove his armies and place them into the tower along with 1 farmer for each revolt marker in the province and, in this particular case, 2 additional farmers (right-hand column of the table).

After 4 rounds: reveal 4 new event cards, remove all revolt markers, reset rice markers.



Resolving Battles

General Rules for the Battle Tower

All battles are fought with the aid of the battle tower. A player takes **all participating armies** (colored cubes of the attacker and defender) and throws them into the tower together with **all cubes lying in the tower tray** at the start of the battle. In the process, some of these cubes will remain in the tower, and some that were already inside the tower will fall out into the tray, thus producing a chance result.

The tower must never be intentionally emptied (only at the end of the game!). Any cubes that fall out accidentally during the game should be left lying in the tower tray. These cubes will be thrown back into the tower at the time of the next battle.

When Do Battles Take Place?

Battles take place in the following situations:

- **Player versus Player** – A player moves their armies into another player's province (i.e., a province already containing another player's armies).
- **Player versus Neutral Province** – A player moves their armies into a province that does not contain any armies (such a province belongs to no one and is considered neutral).
- **Farmers Rise Up Against a Player (Revolt)**
A revolt in a player's province can result from either of 2 occurrences:
 - **Rice / Tax Collection** – A player collects rice or taxes from a province **already containing at least 1 revolt marker**;
 - **Winter Shortages** – A player is **unable to supply rice** to all of their provinces in winter.

Participants in Battle

Player versus Player or Neutral Province

The attacker always battles with all of the armies that they moved into the province.

The **defender** adds to this **all of their armies** from the contested province.

If the province is **neutral**, then **1 farmer army** from the general supply is thrown into the tower instead.

Moreover, as in other battles, all armies in the tower tray are also thrown into the tower.

Farmers Rise Up Against a Player (Revolt)

The **player** is considered the **defender** and fights with **all of their armies** from the embattled province.



Note: To attack a province, a player must have at least 2 armies in the province from which their armies depart: 1 to move into the battlefield province and 1 to leave behind.

Note: Farmer armies (green cubes) are never placed onto the game board!

When farmer armies win a battle, they are removed from the tray and returned to the general supply.

Moreover, for each revolt marker in the province at the time of the uprising, 1 more farmer army from the general supply joins the battle.

Revolt in Winter

If the revolt occurs during a winter round, additional farmer armies, as determined by the provisions table on the game board, also join the battle.

Again, as in other battles, **all armies from the tower tray** are thrown into the tower.

Battle Results and Consequences

To determine the outcome of the battle, players count up the number of attacking and defending armies that fall into the tower tray. **The side with the most armies in the tray wins. Armies not participating in the battle are disregarded and remain lying in the tray.**

Player versus Player or Neutral Province

If **no revolt markers** are in the defender's province, all **farmer armies** in the tower tray count **for the defender**. (After a battle that includes farmers, return all green cubes to the farmer supply. If farmers are not involved in the battle, the green cubes remain in the tray.)

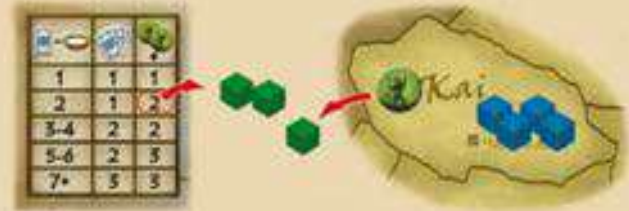
The side with fewer total armies in the tray is defeated, and all armies that fought on that side are removed from the tray and returned to their respective supplies. The victor, despite the win, also loses as many armies as the defeated side and returns them to their supply as well. The remaining victorious armies are placed in the contested province. The province card is taken or kept by the victor (as the case may be). In the event of a tie or if a battle remains **undecided** due to a victory solely from defending farmers, then **all** armies from **both** participants are removed from the tower tray and returned to their supplies. **All buildings, armies, and revolt markers** are removed from the contested province. The province card is returned to the supply.

Farmers Rise Up Against a Player (Revolt)

If the farmers win or the battle is undecided due to a tie, all participating armies are removed from the tray and returned to their respective supplies. All buildings and revolt markers are removed from the province. The province card is returned to the supply. If the player wins, they remove from the tray a number of their own armies equal to the number of defeated farmer armies, returning these armies to their individual supply. They then transfer their remaining armies from the tray into their province and return the defeated farmer armies to their general supply.



Example: In winter, Arne is short by 2 rice units. His province of Kai is randomly selected for a revolt. A total of 3 farmer armies join the battle (2 as determined by the provisions table, plus another because of the revolt marker in the province).



Note: If the defender would otherwise win but only farmer armies come out into the tower tray, the battle is treated as undecided.



Example: The blue player moves 4 armies from Shinano to Kozuke, a province owned by the yellow player. A battle results. All attacking armies (4 blue) and all defending armies (3 yellow) are thrown together into the tower. Three blue armies, 1 yellow army, 1 red army and 1 green (farmer) army fall out into the tray.

Because there are no revolt markers in Kozuke at the moment, the farmers side with the defending yellow player. Despite this, blue wins (3:2). Ignore the red cube and leave it in the tray. The yellow army, the green army, and 2 of the blue armies are returned to their respective supplies. The remaining victorious blue army is placed in Kozuke. The blue player receives the Kozuke province card from the yellow player.

Note: When a province changes owners, the matching province card must be surrendered immediately, even if it was lying on the previous owner's individual board.

Game End

The game ends after the second winter round with the final scoring. The player with the most victory points wins. In case of a tie, the player with the greatest number of war chests wins.

將軍



Game Overview

Preparation

1. **Sort Province Cards** (board side / 3 player)
2. **Distribute Player Materials** - Each takes:
 - Individual board, Daimyo card, and 62 armies
 - Chests: 18 with 3 players
15 with 4 players
12 with 5 players
 - 1 set of war chest cards (0-4 chests)
- 3a. **Claim Starting Provinces**
 - Assign army groups to 9 Provinces (3 players)
 - Assign army groups to 8 Provinces (4 players)
 - Assign army groups to 7 Provinces (5 players) or
- 3b. **Distribute Provinces by Starting Set-up** (see below)
4. **Load Tower:** with 7 armies per player and 10 farmer armies (return cubes that fall out to supply)
5. **Draw 4 Event Cards**

Round Overview

1. **Spring**
 - Lay Out Action Cards
 - Lay Out Special Cards
 - Plan Actions / Bid for Turn Order
 - Determine Events
 - Determine Turn Order
 - Carry Out Actions
2. **Summer** - same as spring
3. **Fall** - same as spring
4. **Winter**
 - Determine rice losses / potential revolts
 - Award victory points
 - Remove revolt markers
 - Draw 4 new event cards
 - Reset rice markers to 0
5. **Year End / Game End After Year 2**

Predetermined Starting Set-up

This starting set-up applies to the sun side of the game board. We recommend that beginners use this side as well as this starting distribution of the provinces.

The tables list the provinces on the left and the number of armies to deploy in them on the right.

Each player takes the corresponding province cards. (Remember to look for the game board symbol!)

Starting Set-up for 3 Players

Player A		Player B		Player C	
Province	#Armies	Province	#Armies	Province	#Armies
Suruga	5	Yamato	5	Bizen	5
Mino	4	Echizen	4	Omi	4
Tamba	4	Shimotsuke	4	Hida	4
Musashi	3	Shimosa	3	Etchu	3
Harima	3	Ise	3	Hoki	3
Izu	2	Hitachi	2	Bitchu	2
Owari	2	Awa-Shikoku	2	Bingo	2
Sagami	2	Kaga	2	Settsu	2
Tajima	2	Kii	2	Shinano	2

for 4 Players

Player A		Player B		Player C		Player D	
Province	#Armies	Province	#Armies	Province	#Armies	Province	#Armies
Yamato	5	Kozuke	5	Mimasaka	5	Kai	5
Awa-Shikoku	4	Hida	4	Wakasa	4	Musashi	4
Kaga	4	Ise	4	Awa-Boso	4	Mino	4
Omi	3	Echizen	3	Harima	3	Mikawa	3
Tamba	3	Shinano	3	Bitchu	3	Bingo	3
Kii	2	Etchu	2	Hoki	2	Aki	2
Settsu	2	Shimotsuke	2	Tajima	2	Totomi	2
Noto	2	Shima	2	Kazusa	2	Sagami	2

for 5 Players

Player A		Player B		Player C		Player D		Player E	
Province	#Armies	Province	#Armies	Province	#Armies	Province	#Armies	Province	#Armies
Sagami	5	Shimotsuke	5	Mino	5	Hoki	5	Yamato	5
Mimasaka	4	Echizen	4	Hida	4	Shinano	4	Kaga	4
Harima	4	Tamba	4	Iyo	4	Bingo	4	Kii	4
Kazusa	3	Shimosa	3	Owari	3	Echigo	3	Shima	3
Izu	3	Kozuke	3	Totomi	3	Aki	3	Omi	3
Awa-Boso	2	Hitachi	2	Mikawa	2	Izumo	2	Ise	2
Bizen	2	Wakasa	2	Tosa	2	Etchu	2	Noto	2



The event cards serve 2 functions.

Their upper half indicates modifications to a specific action in the current round.

Their lower half indicates the amount of rice losses suffered by all players in winter.

Players have the opportunity to take upcoming events into consideration when playing the game in that all 4 applicable events are revealed at the start of each year. Hence, players are not simply at the mercy of the events.

Of course, in addition to the events, special cards also affect player actions.

For this reason, the order in which the modifications take place is important: First, the event takes effect, then the special card is applied.

Example: The player receives 6 armies.



When a Nô theater is built, remove 1 revolt marker from the province.

Rice losses in winter: 5 units



When a Nô theater is built, remove 1 revolt marker from the province.

Rice losses in winter: 7 units



When a neutral province is attacked, place 2 farmer armies in the tower.

Rice losses in winter: 3 units



When a province with a castle is attacked, the defender throws 1 additional army from their supply into the tower.

Rice losses in winter: 2 units



When a province with a castle is attacked, the defender throws 1 additional army from their supply into the tower.

Rice losses in winter: 6 units



Provinces with a temple may not be attacked this round.

Rice losses in winter: 3 units



When taking the action "Collect Taxes," the player receives a maximum of 5 chests, even if the province card shows a higher amount.

Rice losses in winter: 0 units



When taking the action "Collect Taxes," the player receives a minimum of 6 chests, even if the province card shows a lower amount.

Rice losses in winter: 2 units



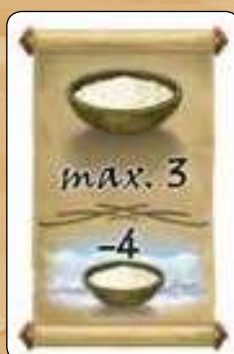
Provinces with a temple may not be attacked this round.

Rice losses in winter: 4 units



When taking the action "Confiscate Rice," the player is credited a minimum of 4 units, even if the province card shows a lower amount.

Rice losses in winter: 3 units



When taking the action "Confiscate Rice," the player is credited a maximum of 3 units, even if the province card shows a higher amount.

Rice losses in winter: 4 units



When taking the action "Deploy 5 (or 3) Armies," the player deploys only 3 (or 2) instead.

Rice losses in winter: 1 unit

TENNO'S COURT – EXPANSION MODULE 1

The basic Shogun rules remain unchanged – you will find any changes or amendments in this section.



Game components

- **1 Tenno's Court** – in the lower area you see the entrance hall where the court officials ask for permission to enter the audience hall in the upper area.

The audience hall has space for 3 favor cards.



Audience hall with space for 3 favor cards.

The card spaces show 4, 3 or 2 court officials.



Entrance hall

- **5 Extra player boards** – adding 3 new options to the player boards of the basic game.



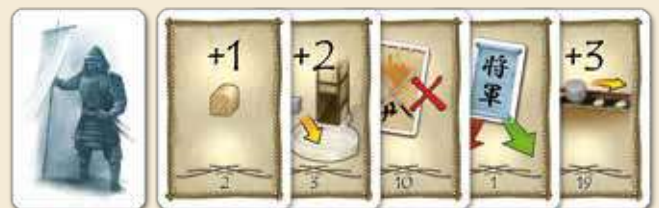
On the extra player boards are three spaces for placing cards, the action boxes.

- **35 Wooden court officials** – 7 of each player color. Court officials are used at the Tenno's Court to obtain favor cards.



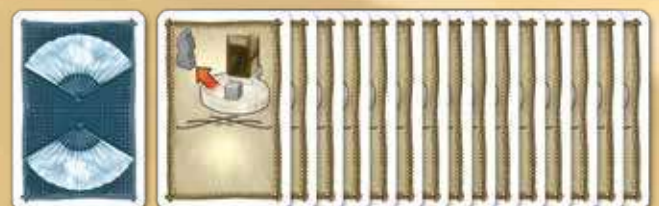
- **21 Favor cards** – each card is a special favor which its owner can use only once. The number near the bottom edge of each favor card is for identification and other game purposes only.

See page 20 for a detailed explanation of all favor cards.



Back and front of favor cards

- **15 Dice tower cards** – serving to convert armies into court officials.



Back and front of dice tower cards

Set-up

Use the same set-up procedure as in the basic game.

Place the **Tenno's Court** to the left or to the right of the main game board.

In addition to their material from the basic game, each player receives:

- 1 extra player board,
- 7 court officials in their player color, and
- 3 dice tower cards.

The players place their extra player board next to their standard player board. Keep the court officials and dice tower cards within reach of all players. When playing with fewer than 5 players, place any court officials and dice tower cards not needed back in the box.

When loading the dice tower initially, the players take **one court official from their own supply for each of their own army pieces** falling into the tray of the tower. They place these court officials in the entrance hall of the Tenno's Court and return the army pieces to their own supply.

Shuffle the **favor cards** and place the deck face down next to the game board.



During initial loading of the dice tower 2 green peasant armies, 2 blue armies of Jens, 2 red armies of Dirk and 1 purple army of Anika tumble down into the tray. Both Jens and Dirk put 2 of their court officials in the entrance hall of the Tenno's Court; Anika deploys one of her court officials there. They retrieve their army pieces from the tray and put them back into their supply.

Sequence of play

The basic sequence of play is enhanced with 2 additional steps during spring, summer and fall rounds. The intermediate round (winter) remains unchanged.

The two additional steps are:

■ Lay Out Favor Cards

■ Perform Actions at the Tenno's Court

The players augment the step “**■ Plan Individual Actions and Bid for Turn Order**” by also planning their actions on their extra player board.

On the right you see when these steps take place.

■ Lay Out Action Cards

■ Lay Out Special Cards

■ Lay Out Favor Cards

■ Plan Individual Actions and Bid for Turn Order

■ Determine Events

■ Determine Turn Order

■ Perform Actions at the Tenno's Court

■ Perform Actions

The additional steps in detail

■ Lay Out Favor Cards

Draw the top three cards from the deck of favor cards and place them **face up** on the card spaces in the audience hall of the Tenno's Court.

Place the **highest** numbered card on the space showing **four** court officials; place the next highest numbered card on the space showing **three** court officials and the **lowest** numbered card on the last **free** space.



The favor card #10 is placed on the space with 4 court officials, the #8 card on the space with 3 court officials, and the #2 card on the remaining space with 2 court officials.

■ Plan Individual Actions and Bid for Turn Order

When planning their actions on their player boards, the players additionally plan their actions on their extra player boards secretly and simultaneously.

They **must** place **1 card** on each space of their extra player board, if possible.

The 3 action boxes on the extra player boards allow the players to **convert armies into court officials** and deploy them at the Tenno's Court. Each player can use these spaces to convert 1, 2, or 3 armies.

Depending on which cards the players have placed on their extra player board, they can perform different actions during the step "■ Perform Actions at the Tenno's Court".

Province cards

If a player has placed a province card on one of their action boxes, then during the "■ Perform Actions at the Tenno's Court" step, they must remove as many of their **own** armies from this province as demanded by the action box. Then they take the same number of court officials from their own supply and deploy them at the entrance hall of the Tenno's Court. They return the armies to their supply.

At least **1 army** must remain in the province concerned.

Dice tower cards

If a player has placed a dice tower card* on one of their action boxes, then during the "■ Perform Actions at the Tenno's Court" step, they must remove (carefully!) as many of their **own** armies from the tray of the dice tower as needed. They take the same number of court officials from their own supply and deploy them at the entrance hall of the Tenno's Court. They return the armies to their supply.

Chest cards

If a player does not want to convert armies into court officials or cannot do so, they place a chest card on that particular box of their extra player board. In this case, they do **not perform** any action. Any chests on the chest card are **ignored**.

If an action cannot be **completed** (for example, there are not sufficient armies in the province/tray or the supply of court officials is running short) this action is **not performed**.

The 3 action boxes of the extra player boards:



Convert 1 army



Convert 2 armies



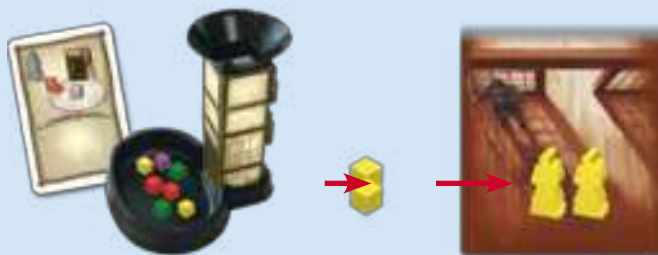
Convert 3 armies

One court official is deployed for each converted army.

Important: Cards must be placed horizontally on the extra player boards ("tapped")!



Barbara has played the province card "Kai" on her extra player board. Since she had put this card on the action box "Convert 3 armies" she removes 3 of her armies from Kai and instead deploys 3 of her court officials at the entrance hall of the Tenno's Court. Only 1 of her armies remains in Kai.



Barbara had placed a dice tower card on her action box "Convert 2 armies". She removes 2 of her armies from the tray and instead places 2 of her court officials in the entrance hall of the Tenno's Court.

*A dice tower card on a player board (of the basic game) has the same effect as a chest card – this action is not performed.
A dice tower card on the auction box is treated like a "0" chest card.



Barbara had placed a chest card in her third action box. She does not perform any action for this box.

■ Perform Actions at the Tenno's Court

After having determined the new player order, players perform their actions at the Tenno's Court. These actions take place **before** the players perform any actions of the basic game.

Performing actions at the Tenno's Court consist of **two** steps:

1. Reveal cards and deploy court officials

In player order and one after the other, the players reveal their cards on their extra player board and perform the appropriate actions, as explained above.

The start player begins by revealing their card on the "Convert 3 armies" box first and then performs this action. Next they repeat this procedure for their "Convert 2 armies" box and finally for their "Convert 1 army" box. Only after they have finished **all** of these actions does the next player takes their turn, etc.

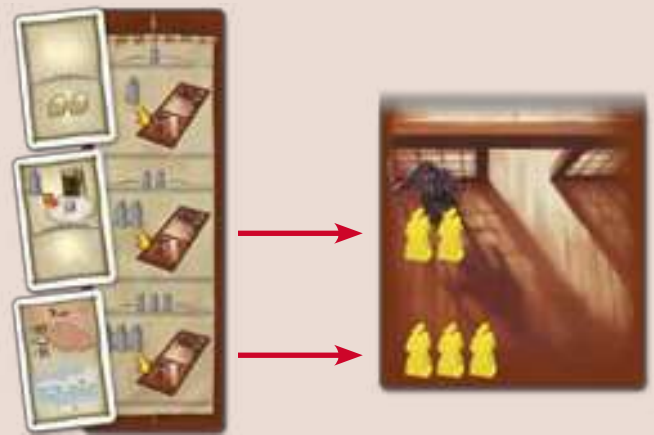
After all players have finished their actions on the extra player board, this step is complete and the game proceeds with step 2:

2. Take advantage of the Court's favor

The player who deployed the **most** court officials at the **entrance hall** may vie **first** for the Tenno's favor. The other players follow in descending order of the number of their court officials. In case of a tie, the basic player order prevails among the tied players.

The active player moves **all** of their court officials from the entrance hall to the audience hall. The player may now ask a favor of the Tenno. This means they **may** take one of the laid out **favor cards** but are not obliged to do so. If the player takes a card, they must put back into their supply as many of their court officials as shown on the card's space. They **must** apply the card's favor **immediately**, if possible, then remove the card from the game. When all favor cards on display have been taken, this step is complete.

After all players have performed their actions at the Tenno's Court, any court officials still remaining in the audience hall are moved back to the entrance hall. Any remaining favor cards are removed from the Tenno's Court and from the game. The game now proceeds as usual.



Barbara has played one chest card, one dice tower card, and one province card on her extra player board. She may deploy a total of 5 court officials at the entrance hall.



Because Barbara (yellow) has deployed the most court officials, she starts and moves all of her court officials from the entrance hall to the audience hall. She decides on the #8 card, taking it from the Tenno's Court. She must also remove three of her court officials for it, then she follows the instructions on the card. Next is Dirk (red). He has the secondmost court officials and moves them to the audience hall. He takes the #2 card, removes as many of his court figures as demanded, and follows the instructions on the card.

Jens and Anika have the same number of court officials in the entrance hall. However, Jens is higher up in player order than Anika, so it is his turn now to move his blue court officials to the audience hall. Unfortunately, he cannot take the #10 card because the number of his court officials is insufficient.

Also Anika cannot take this favor card, but she moves her court officials to the audience hall nevertheless.

Game End

The game end and victory conditions of the basic game remain unchanged.

The favor cards

Generally, the effect of favor cards must be applied immediately. Cards #4, 10, 11, and 18 are exceptions to this rule!



#1:
The player may remove this round's event card. The event will be ignored. However, the player is not obliged to remove the event card.



#4:
The player removes one revolt marker from any of their own provinces. If they do not control any such provinces currently, they may keep this card and parry the next revolt marker in one of their provinces. Discard the card after it has been used.



#12:
The player deploys 3 armies free of charge in one of their own provinces or one neutral province. In the latter case, the player receives this province card w/o any battle.



#2, 9, 16:
The player receives as many chests as shown and adds them to their supply.



#3, 8, 14:
The player puts as many armies from their own supply as shown in the tray of the dice tower.



#5, 15, 20:
The player gains the amount of rice shown. They move their rice marker forward accordingly on the food track.



#6, 13, 19:
The player gains the number of victory points shown. They move their victory point marker forward accordingly on the victory point track.



#7, 17, 21:
The player constructs the building shown free of charge in one of their own provinces. The general rules for buildings still apply.



#10, 11, 18:
During this round only, the player cannot be attacked with the action "Battle/Move A" (or "B" or "A or B"). Remove the card from the game at the end of the round.

SAMURAI – EXPANSION MODULE 2

The basic Shogun rules remain unchanged – you will find any changes or amendments in this section.

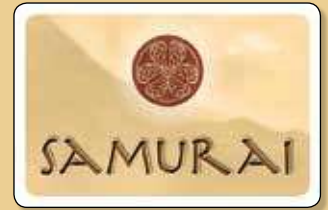
Game components

- 5 card sets, each comprised of 4 different cards

front sides:



back: showing Daimyo symbol



Set-up

Give one card set (4 cards) to each player. All players place these cards in front of themselves as a face-up pile. The cards must be arranged in proper order (see illustration), with the card with the empty banner on top.



Sequence of play

Each time after determining the player order, all players check whether they control provinces in **at least 4 different regions**.

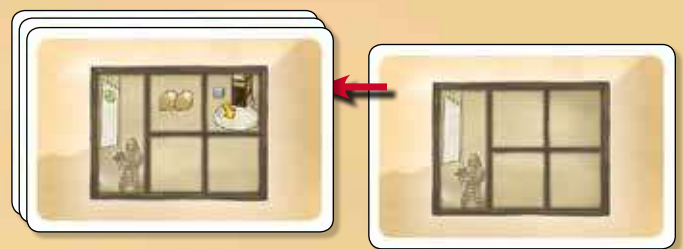
A player meeting this condition slides the top card of their pile underneath their pile and is entitled to receive one of the benefits shown on the new top card. This is done in given player order.

If a player does **not** meet the required condition, they leave their pile as it is. The top card remains unchanged.

Note: Of course, in this case they do not receive any benefit!

After winter is over, all players rearrange their pile of cards like at the beginning of the game.

Please note: In combination with Tenno's Court, carry out this step prior to any Court actions!



Benefits:

Receive the number of chests shown

Receive the amount of rice shown



Place the number of armies shown into the tray

Score the number of victory points shown

MILITARY LEADERS – EXPANSION MODULE 3

The basic Shogun rules remain unchanged – you will find any changes or amendments in this section.

Game components

• 5 Military leaders



• 30 Statue tokens



• 5 Overview tiles



Set-up

Each player takes an overview tile and the military leader as well as 6 statue tokens in their color.

Placing the military leader:

a) If played with fixed starting provinces, after player order is determined in spring of the first year, in player order each player places their military leader in one of their provinces.



b) If claiming starting provinces, each player must decide when claiming a province whether to place their military leader in this province. If the military leader has not been placed when the player claims their final province, they must place it in that province.

Sequence of play

Plan Individual Actions and Bid for Turn Order: The possible actions in a province are improved if the military leader is currently placed in that province.

Build a Castle

The player pays 2 chests to the general supply and places a castle in the chosen province.



Collect Taxes

The player takes from the general supply the number of war chests shown on the chosen province card, plus one.



Build a Temple

The player pays 1 chest and places a temple.



Deploy 6 Armies

The player pays 3 chests and deploys 6 armies to the chosen province.



Build a Nô Theater

The player places a Nô theater without any cost.



Deploy 4 Armies

The player pays 2 chests and deploys 4 armies to the chosen province.



Confiscate Rice

A player is credited the number of rice units shown on the chosen province card, plus one. To indicate this gain, the player's rice marker is moved up on the provision track accordingly.



Deploy / Move 2 armies

The player pays 1 chest and deploys 2 armies to the chosen province.



After each round, players must move their military leader to a province under their control:

If the military leader is moved to an **adjacent province**, he is considered to have left the previous province victorious and the player can place a statue token in the province previously occupied.

The statue is kept in the province, even if the province is conquered by another player or lost due to a revolt.

However, if another player places their military leader in this province, that player removes the statue from the board and keeps it in front of them as a trophy.

If the military leader is **not moved to an adjacent province**, no statue token is erected in the previously occupied province since that leader had to flee to a distant location.

If a player loses control of a province that contains their military leader, they remove the leader from the board. After the winter round, the player places the military leader in a province under their control.



Game End

A player scores one victory point for each of their statue tokens on the game board and each trophy they've captured.




=

7 victory points



CHAMBERS – EXPANSION MODULE 4

The basic Shogun rules remain unchanged – you will find any changes or amendments in this section.

Game components

• 1 Chamber board



• 5 x 15 Player markers



• 36 Chamber markers



• 5 Region tiles



• 1 Cotton bag



Set-up

Place the chamber board close to the game board. Shuffle the 5 region tiles, then lay them face-up in a row next to the chamber board. Place the 36 chamber markers in the bag.

Sequence of play

At the beginning of each round:

Draw 6 chamber tiles from the bag, then place them face-up on the corresponding spaces on the chamber board.

End of a round:

For each region tile in order, determine which player has the most provinces in that region.

In case of a tie, the player who is earlier in turn order wins. In order, these players may exchange 1 face-up chamber marker with 1 of their own markers.

Discard these chamber markers from the game. (In the rare case of a region being empty, skip this region.)

Once all regions have been dealt with, turn any face-up chamber markers face down. Place the leftmost region tile at the end of the row.



Game End

At game end, players are awarded for their majorities in each horizontal row and each vertical column. Any face-down chamber markers count as a neutral, additional player.

For each tie in a row or column, all tied players receive 1 fewer point than indicated.

	= 5 VP (3 + 0 + 2)
	= 4 VP (1 + 1 + 0 + 2)
	= 5 VP (3 + 2)
	= 6 VP (2 + 1 + 0 + 1 + 2)
	= 0 VP

