

A Dirk Henn Game for 3-5 Players

SHOGUN

将軍

GAME RULES 



Contents

- **The Game Board** - has 2 different sides, 1 with a sun symbol and 1 with a moon.

Each side displays 5 regions of central Japan in differing configurations. On both sides of the board, each region contains 9 provinces.

On each side 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.



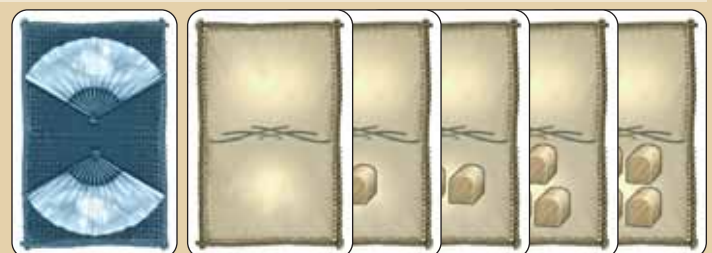
Card back

Used for sun side of game board

Used for moon side of game board

Used for both sides of game board

- **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.



Card back

Front of war chest cards

- **5 Special Cards** - each granting its owner a special privilege.



Card back

Front of special cards

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



Card back

Front of action cards

- **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 winter rounds.



Card back

Front of event cards

Event

Winter rice losses for each player

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



Card back

Front of Daimyo cards



- **5 Individual Boards** – with 2 different sides. The front side, depicting a countryside scene, is used by players in claiming their 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.



Castle



Temple



Nô theater



Revolt marker

- **42 Revolt Markers** – used to indicate the level of unrest among the farmers in a province.

- **1 3-Part Battle Tower** – used to conduct battles.

- **1 Storage Tray** – for sorting building tiles, revolt markers, and war chests.

- **1 Supplement** – providing a predetermined starting setup, a round overview, and an explanation of the event cards.

- **1 Set of Game Rules**

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



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 his 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 and then lay out the board accordingly. Un-needed province cards are set aside (players should keep only those with symbols 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 the sun side of the game board



... used for the moon side of the game board



... used for both sides of the 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
Iwami
Sanuki
Tosa



Echigo
Mutsu
Kazusa
Awa-Boso

Iwami
Aki
Mutsu
Shimotsuke



Iyo
Tosa
Hitachi
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 takes18 Chests,
with **4 players**, each takes15 Chests,
with **5 players**, each takes12 Chests.

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

Claiming Starting Provinces

The **province cards** are shuffled and placed in a face down stack near the board. Then the **top 2** cards are turned **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 his 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 turn, each chooses **1 of the 2 face up province cards** or **draws the top card** from the face down draw pile and then transfers an **army group of his choosing** from his individual board to the matching province on the game board.

The player then takes the chosen province card into his hand.



Daimyo card and a set of 5 chest cards



18 Chests (for 3 players)



62 armies



Note: If players are still unsure about which provinces would be good to claim, they can choose to **skip the Claiming of Starting Provinces** and instead use the Starting Setup shown on the Supplement.



9 areas for the placement of starting armies

This area is only used in a 3-player game.

This area is only used in a 3- or 4-player game.

If a face up card was taken, it is replaced with another from the draw pile.

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

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

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

Victory Point Markers and Rice Markers

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

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

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



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.

Remaining farmer armies form a general supply.

War Chests

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

Event Cards

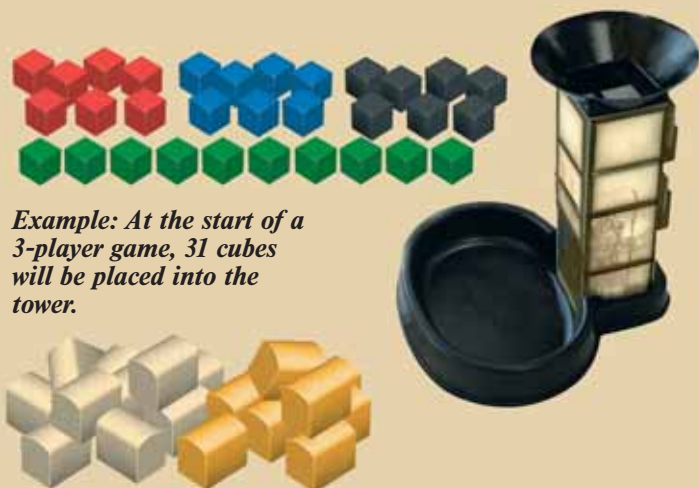
Event cards are shuffled and placed in a **face down draw pile**.

The **top 4 event cards** are then turned face up next to the game board.

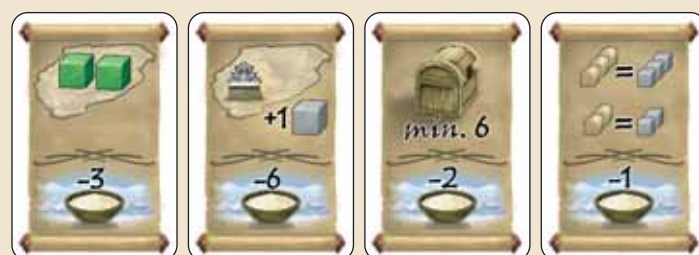
During each of the next 3 rounds, 1 of these events takes effect for all players.

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

The **action cards** and **special cards** should be placed within easy reach.



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



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 occurs in 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 his realm once per round.

The **order** in which these actions are taken is determined **anew each round**. To do so, the 10 action cards are shuffled and placed in face down pile. Then the top 5 are revealed 1 at a time and laid out in order beneath fields 1 through 5 at the bottom of the game board. Next to these, the remaining 5 cards are laid out **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 in 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

The special cards are **shuffled** and then placed **face up** in the order in which they are drawn on the 5 spaces marked for them on the game board. Later in the game, 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

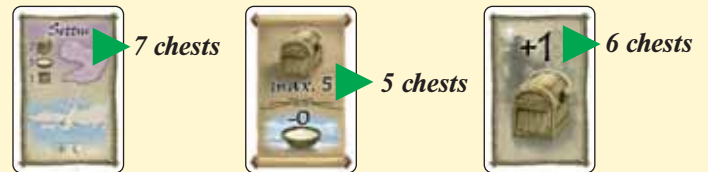
An attacking player who takes the action “Battle / Move A and B” may place 1 extra army in the battle tower.

+1 Army with Defense

A defending player may place 1 extra army in the battle tower when one of his 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.



Plan Individual Actions and Bid for Turn Order

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

Each player selects 1 of his province cards and places it **face down** on the chosen action space on his 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.

Build a Nô Theater

The player pays 1 chest and places 1 Nô theater.

Note that a building—whether a castle, temple, or theater—may only be placed 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, the player's rice marker is moved 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: A player 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**, 1 **revolt marker** is placed in the province.

Deploy 5 Armies

The player pays **3 chests** and deploys **5 armies** from his 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 his 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 his realm, he **places 1 of his 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 lays 1 of his unused chest cards or province cards face down onto the auction space on his 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.

This also means that Dirk cannot carry out any further actions in Settsu this round because he now has a card assigned to Settsu on his individual board.



Determine Events

The face up event cards are shuffled (there will be 2, 3, or 4, depending on which round is in progress). One is then drawn and placed 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.

The remaining event cards are laid out face up next to the game board.



(The event cards are fully explained in the Supplement.)

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, he pays nothing.

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

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, he becomes 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 only able to take **part** of the action, then he **skips the action entirely in this round**.

When all players have taken an action, the next face down action card is revealed.

The round ends when all 10 actions have been taken. Each player takes back his Daimyo card and turns in his special card. The event card from this round is now removed from play.

The action cards are reshuffled, and the next round begins.

Note: players reveal their province cards in the actions when it is their turn to execute their action.

Players remove their province cards from their individual board only after all 10 actions have been taken by all players. Exemption: when a player loses a province in a battle, he immediately removes it from his board and gives 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.

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

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 stores of rice sustain losses. The remaining **fourth event card** shows how many units of rice each player must give up. Player rice markers are moved down accordingly on the provision track.

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

• Revolts

The provisions table on the game board determines the number of provinces experiencing revolts, as well as the strength of the 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, he chooses the order in which they 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 victory point (VP.)
 For each building1 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 a 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

Example: Dirk controls 9 provinces, but only has 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 should 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 his armies into another player's province (i.e., a province already containing another player's armies).
- **Player versus Neutral Province** – A player moves his 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 his provinces in winter.

Participants in Battle

Player versus Player or Neutral Province

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

The **defender** adds to this **all of his 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 his armies** from the embattled province.



Note: To attack a province, a player must have at least 2 armies in the province from which his 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 come out 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 there are **no revolt markers** in the defender's province, all **farmer armies** in the tower tray count for the **defender**. (After a battle that includes farmers, all green cubes in the tray are returned 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). If a battle remains **undecided**, 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, 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, he removes from the tray a number of his own armies equal to the number of defeated farmer armies, returning them to his individual supply. He then transfers his remaining armies from the tray into his province and returns the defeated farmer armies to their general supply.



Example: Dirk collects taxes from Mikawa. There are already 2 revolt markers there. The farmers revolt. Dirk throws his 4 armies from Mikawa into the battle tower together with 2 farmer armies and all of the armies lying in the tower tray. If Dirk wins this battle, he will keep his province, and place an additional revolt marker in it.



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).

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



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, 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). The yellow army, the green army, and the 2 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.

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 Setup (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

- 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 Setup

This starting setup 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 Setup 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 and 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 his 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 his 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 higher 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