

A expansion for the game „Shogun“ by Dirk Henn for 3 - 5 players ages 12 and up

SAMURAI

This extra module is another little expansion that can be added to the basic game on its own or in conjunction with “Tenno’s Court”. The basic Shogun rules remain unchanged except for the following amendments.

Game components

- 5 card sets, each comprised of 4 different cards
- 1 rules leaflet

front sides:

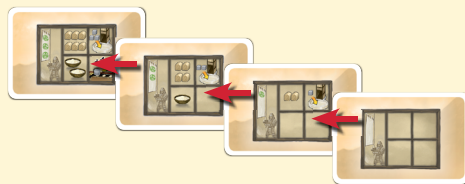


back:
(showing Daimyo symbol)



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), the card with the empty banner on top.



Sequence of play

Each time after determining the player order, all players check if 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 re-arrange their pile of cards like at the beginning of the game.

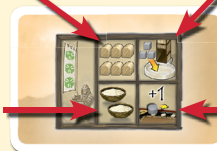
Please note - in combination with Tenno’s Court: Prior to any Court actions!



Benefits:

The number of chests as shown

The amount of rice as shown



Put the number of armies as shown into the tray

The number of victory points as shown