

Before your first game ...

... you need to fix the small labels on the playing pieces. The **components list on page 3 of the rules** will help you to identify the subjects.

Game box

Please adhere the big **DIN A4 sheet** carefully to the top of the box, it serves as **cover illustration**.

In order to avoid damages during transport and storage we delivered the sheet inside the box.



Large wooden discs

1 red and 1 blue disc

(Kyoto = red, Yedo = blue):

Fix the capital sticker showing 1 strength point to one side, the appropriate capital sticker showing 2 strength points to the reverse side of each disc.



[Front Weaker back] [Front Weaker back]

3 red and 3 blue discs (castles):

Fix a castle sticker to one side of each of these discs, leave the reverse sides free.



Small wooden discs

8 green discs (gardens):

Fix a red dot to one side of all of these discs and a blue dot on the reverse sides.

10 red and 10 blue discs (temples):

Fix a temple sticker to one side of each of these discs, leave the reverse sides free.



22 red and 22 blue discs

(Samurai):

Stickers have to be fixed to both sides of all Samurai pieces. Stickers belonging to the same piece are directly below resp. above each other on the sticker sheet (1st and 2nd row, 3rd and 4th row, 5th and 6th row).



[Front improved back]

Watch out:

On the sticker sheet the stickers of both colors are mixed. There are the same numbers of Samurai pieces for both players: **10 archers, 7 spearmen, 5 swordsmen**. First look out for all Samurai stickers of one color and fix them correctly, then fix all stickers of the other color.

Blank die

The six remaining stickers are for the weather die, fix one sticker to each of its six sides.



Comments and clarifications of the rules:

Samurai:	All fighting units are called Samurai, no matter if they are a swordsman (+2), spearman (+1) or archer (+0).
City: (= space)	Only 1 Samurai may be present in a city at a time. Additionally, a ship may be present in a harbor (which may transport the Samurai). Also there may be any buildings in a city, but no more of 1 of each type: Temple, blacksmith's shop, garden, castle). A temple may not be built at a place if there's a castle already or if it is the capital. (The temple increases the attack value; the castle increases the defense value).
Province:	The breakdown into provinces is important for the following reasons: Starting positions: During the starting phase the players have to deploy their pieces at different provinces. Economy: All payments must be done into the province's treasury. Victory points: All task cards refer to the provinces.
Treasury of a province:	All payments must be done into the treasury of the province where the action is performed. When attacking the province in question is the province containing the attacked city, even if the attack was started from another province or there is some support from another province. Any costs mentioned are always Koku (= monetary unit). Any actions are always called such.
Actions:	A player may perform a total of 3 actions during their turn: Each recruitment of one (1) Samurai counts as 1 action (and has to be paid with Koku). Each movement of any one (1) Samurai counts as 1 action. Increasing the strength of any one (1) unit (blacksmith's shop) counts as 1 action. Each attack counts as 1 action, no matter if attacking the same city repeatedly or different cities. Each construction counts as 1 action. (Exception: Constructing walls does not count as an action, but 2 Koku have to be expended for each wall).
Walls:	Walls are defending a castle or a capital, the disc is placed beneath it. No other buildings (outside of a castle or a capital) can be defended by walls.
Blacksmith's shop:	Constructing the blacksmith's shop counts as an action and costs 1 Koku. Once built, the blacksmith's shop remains at its place for the length of the game. Obviously this should be the capital (because if it gets lost there the whole game is lost anyway). Increasing the strength of a unit (= flipping it over) counts as an action, but is free of costs. Each unit's strength can be increased only once. A unit may not be substituted by a stronger unit. The blacksmith's shop increases a unit's strength (by providing better armament) but does not remove the black disc from a weakened unit. These black discs represent the demoralization after a defeat, which can only be improved by a successful attack.
Recruitment:	Samurais can be recruited in any city without any of the opponent's buildings or Samurais, even in a province controlled by the enemy. As the money is paid into the treasury of the province this may increase the opponent's wealth.

Additional strength points:	Black points of buildings and Samurais weaken the units when attacking and defending. White points of castles and capitals increase the strength only when defending. <i>(Any additional strength points of supporting are units are ignored.)</i>
Attacking a capital:	After the first successful attack on a capital the attacking Samurai remains at his place and does not proceed to the capital. The capital is conquered only after the second successful attack.
Ships:	No more than exactly 1 ship may be in any harbor. It should be placed beside the city space. If a ship and a Samurai are in the same city, the Samurai may move to any other harbor using the ship (see movement rules). A Samurai aboard a ship can attack any harbor and may have support from adjacent land units. A Samurai aboard a ship cannot lend support to any attack.
Task cards:	The number of victory points on the task cards depends on the number of cities which have to be occupied (3, 4, 5, 6 or 7). This means that each city marked black is worth 1 victory point, except for the ship building cards. The ship building cards show 4 or 5 cities where ships can be built. Because ships must be built in 3 of these cities only, these cards are worth only 3 victory points. In order to comply with the cards' demand the ships must be in the 3 cities simultaneously.
Support fee:	Koku from the province treasury is paid only for the supporting units of the winner of a battle (regarded as payment for their mercenary services). The active unit never is paid any money (and the losers of a battle aren't paid anyway).

ERRATA:

1. On the German game board the spearman is called javelin thrower by error.
2. Quite often it is criticized that stating "for players aged 10 years and more" is too low and so "12 years and more" is recommended.

ERRATA (first print only):

3. On the card '**Occupy all cities of Chugoku**' ('**Besetze alle Städte von Chugoku**') the city of Tottori was not marked. However all **6 cities** have to be occupied, that's why the card is worth **6 victory points**.

There were two more errors in the German rules only.

Example:

An attack supported by one other friendly unit

It's Red's turn and he wants to attack Blue. The two blue Samurai are positioned on two adjacent spaces. If any of them is attacked it can be supported by the other (black double arrow). Red may attack the Samurai on the upper space of Takata (green arrows) or the Samurai on the lower space of Uyeda (yellow arrows). In both cases either of Red's units is attacking and the other one could be supporting.



Considering the best target:

Because during battle the strength of the attacker is the key to success, usually the stronger Samurai will attack while the weaker one will lend his support.

Still under certain circumstances it may make sense to leave the initiative to the weaker Samurai:

- The stronger Samurai has to move through mountains, so it may very well happen rather than not that his attack is prevented by bad weather.
- The player wants his stronger Samurai to occupy the same space at the end of his turn as at the beginning of his turn.

It is easier to attack Takata because the movement will be across the plains (grey path). Attacking Uyeda would mean to move through mountains. In case of rain or thunderstorm the swordsman from Takasaki would possibly not reach the blue spearman in Uyeda. Movement of the two archers however is not depending upon weather conditions. If Red would attack with his archer from Komoro he would have to face the superior spearman who is stronger by 1 point. Red would have to roll 1 more point than Blue in order to compensate for his inferiority.

Red decides to attack Takata with his swordsman (strength +2) from Kunazawa and pays 1 Koku into the treasury of Chubu (Koshinetsu). Red rolls the weather die, the result being Rain = -1. Now Red has to roll at least 2 on the battle die in order to move successfully (s. table on the game board). In case of a roll of 1 his action would be finished already.

Let's assume the movement was successful. Now Red's archer in Shibuta (strength +0) can support the attacker. Red pays 1 more Koku into the province's treasury. Blue decides to have his unit from Uyeda support the defender and pays 1 Koku into the treasury of Chubu (Koshinetsu) as well.

If there would be more blue units on spaces adjacent to the target they could support the defense as well, but blue would have to pay 1 Koku for each supporting unit. Each supporting unit allows the player to reroll their battle dice roll completely.

Red rolls the 2 battle dice (D6): Roll + swordsman - weather = 5 + 2 - 1 = 6

Red decides to reroll: Reroll + swordsman - weather = 7 + 2 - 1 = 8

The defending blue player now rolls the 2 battle dice. Let's have a look at different rolls:

- a) Roll + spearman = 8 + 1 = 9 - Defender wins, the attacker is defeated.
- b) Roll + spearman = 6 + 1 = 7 - Blue rerolls (due to support).
Roll + spearman = 9 + 1 = 10 - Defender wins, the attacker is defeated.
- c) Roll + spearman = 6 + 1 = 7 - Blue rerolls (due to support).
Roll + spearman = 4 + 1 = 5 - Defender loses, the attacker was successful.

In cases a) and b) the defender collects 2 Koku from the treasury of Chubu (Koshinetsu) because of the successful support from Shibuta. Nothing else happens.

In case c) the attacker collects 2 Koku from the treasury of Chubu (Koshinetsu) because of the successful support from Uyeda. As there is no free adjacent space the blue defender can not retreat. Blue removes his unit from the board and returns it to his own supply. The red swordsman is moved from Kunazawa to Takata.

(Any possible modifications due to buildings or black discs have been ignored in this example.)