

Game components and set-up

SHARED COMPONENTS:

- 1 double-sided game board
- 12 officials of the Shogun 
- 8 fortresses 
- 54 coins of the currency Ryo
 -  6x
 -  20x
 -  8x
 -  10x
 -  10x
- 120 resources
 - Rice  x20  x4
 - Wood  x20  x4
 - Stone  x20  x4
- 1 merchant figure 
- 10 merchant cards
 -  Front side
 -  Back side
- 12 special authorization cards 
- 1 start player marker 
- 3 cover tiles
- 24 profit tiles
- 1 rule book and supplemental sheet

1. GENERAL SET-UP

Place the **game board** in the center of the playing area, with the side corresponding to the number of players face up.

Place all **officials of the Shogun, fortresses and money** in their corresponding supply boxes on the game board.

Place all **wood, stone and rice resources** next to the game board as a common supply. Shuffle the **special authorization cards**, place the deck next to the game board, then reveal the top 5 cards and display them faceup.










Shuffle the **merchant cards** and place the deck facedown in the left merchant box. Reveal the top 2 cards, placing the first faceup in the merchant box next to the deck and the second faceup on top of the deck.



2 or 3 players

4 players

GAME BOARD SPACES

- Forestry 
- Rice fields 
- Quarry 
- Border post 
- City 
- Edo 
- River space 
- Road space 

2. COVER TILES

Cover one profit chart of each resource in a 2- and 4-player game. For each resource, the players choose a location or determine it randomly.



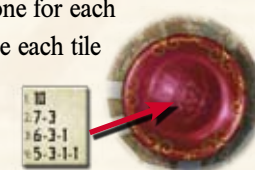
3. PROFIT TILES



Use only those tiles corresponding to the number of players.

In a 2- and 4-player game, one city (other than Edo) is declared off-limits for building. The players can choose which city is off-limits or determine it randomly.

Mix the tiles face down, then draw a pink tile for Edo and a gray one for each city in play, and place each tile in its particular city center.



COMPONENTS FOR EACH PLAYER:

Each player receives in his chosen player color:

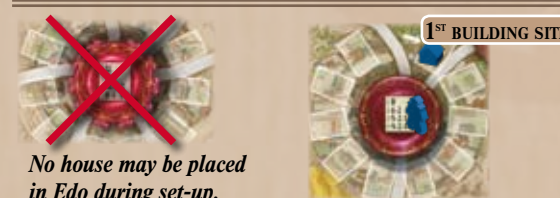
- 1 planning board
- 3 authorization cards
- 5 officials 
- 7 houses 
- 1 trading post 
- 1 scoring marker  Place it on space "1" of the power points track.
- 1 game summary

4. EACH PLAYER'S INDIVIDUAL COMPONENTS



Additionally, each player receives from the common supply:

3 rice and 20 Ryo (1x 10, 2x 5)



5. STARTING POSITIONS OF THE PLAYERS

Randomly determine the starting player and give him the start player marker and the merchant figure, then compile 5 resource packages:



Starting to the right of the starting player and continuing counter-clockwise, each player either chooses 1 resource package (placing the resources visibly in front of them) or places his house in an **unoccupied** city other than Edo. Place the house on the first building site in this city, along with one official of the same color; **this official is now a samurai**. Do this twice; whoever selected a resource package must place a house the second time around and vice versa.

Return any leftover resource packages to the common supply.

Finally, the starting player places the merchant figure on one of the 3 river spaces.

Summary of actions



ACTIONS REQUIRING ONLY OFFICIALS

1 2 Ryo (money) 5 10



Can be activated 1-4x
Receive 5 Ryo from the common supply.



Can be activated 1-4x
Receive 7 Ryo from the common supply.



Can be activated 1-2x
Receive 10 Ryo from the common supply.

Rice



Can be activated 1-4x
Receive 1 rice from the common supply.



Can be activated 1-2x
Pay 3 Ryo and receive 2 rice from the common supply.



Can be activated 1x
Pay 7 Ryo and receive 3 rice from the common supply.

New officials



Can be activated 1x

Pay 1 rice and receive 1 official from the common supply.



Can be activated 1x



Travel (1 of 2 possibilities)



Can be activated 1-3x

For each official, deploy the official as a samurai at a border post or relocate up to 2 of your samurai for free.



Can be activated 1-4x

New authorizations



Can be activated 1x

Pay 5 Ryo and take 1 of 5 faceup special authorization card.



Can be activated 1-2x

Sell 1 authorization or 1 special authorization card that you did not use this round and receive 30 Ryo from the common supply.



ACTIONS REQUIRING BOTH OFFICIALS AND SAMURAI

Resources: Wood / Stone / Rice



Can be activated 1-4x
Receive 0-3 resources from the common supply according to the profit chart.



Can be activated 1-2x
Receive 0-3 resources from the common supply according to the profit chart, plus 1 additional resource of this type.



Can be activated 1-2x
Receive twice the amount of resources from the supply according to the profit chart.
2 officials must be assigned to the samurai.

Building



Can be activated 1-4x

Erect 1 building (house, trading post or fortress) in a city that contains your own samurai and pay the required resources.



Can be activated 1-2x

Erect 1 building as described to the left.
2 officials must be assigned to the samurai.



Can be activated 1-2x

Erect 1 building, and pay 1 stone less than required.



Can be activated 1-2x

Erect 1 building, and pay 1 wood less than required.



Can be activated 1-2x

Erect 1 building, and pay 5 Ryo less than required.

Trading



Can be activated 1-2x

If a player's samurai and the merchant are in the same city, use option a) or b)
If samurai, merchant, and trading post are in the same city, use option a) and/or b)



Can be activated 1x