Shogun Game

2-5 Players

Each player is a military leader, a shogun, who is trying to come out on top in Japanese power. To win you must defeat the armies of your rival shoguns, amassing more armies to yourself.

Set Up:

- 1. Print the cards onto heavy paper and cut apart.
- 2. Gather a stock of pieces: marbles or dry beans. These pieces are your armies. Each piece equals ten samurai. Every player begins with six pieces, equaling 60 samurai.
- 3. A Shogun Card for each player. This is your character.
- 4. One Emperor Card. The Emperor Card is placed in the center of the playing table.
- 5. One Castle Card for each player. Once a player has 70 samurai, he gets a castle as well. When the castle is in your possession you may roll two dice and take the higher number. When your pieces dip below 7 you lose your castle.
- 6. A six sided die for each player.

To Play:

- 1. Players each roll a die, representing a battle.
- 2. The player with the highest number wins one piece (ten samurai) from each of the other players.
- 3. When a player is ahead in numbers of pieces, s/he places his/her Shogun Card in the center next to the Emperor Card.
- 4. In case of a tie between the highest rollers, the low rollers will each put their piece into a pot and the tie rollers will have a roll off, until only one winner is left. Winner takes all the pieces.
- 5. If a player loses all their pieces they are out.
- 6. The last player left is the winner and takes the Emperor Card, becoming supreme commander of all of Japan. This game could go on for a long time, so you may want to limit the number of rolls (15 or so) or make a goal army size (10 pieces or so, depending on how many players you begin with).



