



How to Play Teaching Guides:

#26 Shogun

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #26 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Shogun. In this game you are a Daimyo, a warlord, in Japan in the 16th Century. You seek to bring honor on your clan by claiming as much territory as possible, and by building buildings on the territories that you control to make your territories more valuable.

The game is eight rounds long broken into two groups of four rounds to represent two years, with each round representing a season. The spring, summer and fall rounds are the active rounds. In each of these three rounds we will be able to take actions. Each of these sets of three active rounds will be followed by winter, which is a scoring round.

In each of these active rounds you will begin by planning your actions. At the beginning of the game you will control between seven and nine provinces and hold small cards with those province's names. You have a player board with ten spots for the ten different possible actions. For each province you will choose one of the ten available actions, only being able to do each action once. The different actions include, buying more armies, attacking, moving, collecting resources and building buildings to make the territory worth more points.

The heart of the game is making the crucial decisions of deciding which province should do which action. All players will simultaneously decide all of their actions by placing their provinces face down on their player boards until all players are ready. Then it is time for action! One at a time the actions are resolved in a specified order and players will place more cubes, buy buildings, buy armies, move and fight.

Then players repeat the whole process two more times. There are three total rounds of planning and resolving actions after which is the Winter Round. The Winter Round is simply a scoring phase, players get points for the territories they control and the number of buildings in their territories. This cycle of four rounds is repeated again. The players will play three active rounds by planning and resolving actions and the game will conclude with the Winter Round for scoring.

At the end of the game the player who has earned the most points through claiming the most provinces and by having provinces with many buildings, will be awarded the title of SHOGUN and win the game."

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The Meat - How to Play the Game

🕒 Planning Your Actions

1. The Basics - You will have 7-9 provinces and you can choose to do an action with each one of your provinces by placing the card on your board.
2. What are the 10 different actions?
 - 2.1 Buy More Armies - 5(\$3), 3(\$2), or 1+ move(\$1)
 - 2.2 Collect Resources - Money or Rice = to # on card
 - 2.3 Move or Attack - A or B - must always leave 1 cube behind!
 - 2.4 Buy Buildings - Theatre(\$1), Temple(\$2), Castle(\$3)
 - 2.4.1 Limited building spots - 1 of each per province
3. Considerations when planning your actions
 - 3.1 The order of the action cards
 - 3.1.1 Only the order of the first five is known
 - 3.1.2 When will the attacks happen? Which will happen first?
 - 3.1.3 When will we get money?
 - 3.2 Where to collect resources? (almost every turn)
 - 3.2.1 Revolt Markers (2 equals trouble)
 - 3.2.2 How safe is the territory from attack?
 - 3.3 Buy or Save? - Use of the blank/chest cards - Money is Tight!
 - 3.4 Bidding for Turn Order - chest cards - province = \$1/2

🕒 The Cardboard Tower of Death! - Combat

1. Why fight? - More provinces gives you more actions and more points!
2. When a Battle occurs - attack a player, attack a neutral province, revolt
3. How a Battle Works
 - 3.1 Take all cubes in battle and all cubes in tray to throw in the tower
 - 3.2 Winner is color with the most cubes that come out
 - 3.3 Cubes of other player's colors do not affect battle
 - 3.4 Only keep # of cubes equal to difference - take province card
 - 3.5 Undecided battle = ANARCHY - no winner - province clears!

4. Green Cubes - Farmers

4.1 Attacking neutral provinces you fight 1 green cube

4.2 Revolts - when you have two or more revolt markers

4.3 Green cubes never go on the board

4.4 When farmers are in a fight, win or lose, they are removed from tray

4.5 If farmers are “happy.” they fight for defender of a province

5. Cube Tower Etiquette

Full Game Sequence

1. “Active” rounds (Spring, Summer, Fall)

1.1 Lay out action cards

1.2 Lay out special ability cards - Go over special abilities

1.3 Plan Actions / Turn Order Bid

1.4 Determine the Event - Discuss the event cards / Rice Shortage

1.5 Determine Turn Order - Pay Bid, Break ties randomly

1.6 Carry Out Actions

2. Scoring round (Winter)

2.1 Feed your provinces (take losses)

2.2 Revolts by farmers if short of rice

2.3 Scoring

2.3.1 1 Point per province

2.3.2 1 Point per building

2.3.3 1-2-3 Point bonus for most of a building type in a region (reduced by 1 in the case of a tie)

3. Reset rice markers and remove all revolt markers

4. Repeat 3 active rounds and 1 scoring round

5. Most points wins!, tiebreaker is amount of money

Final Preparation

1. How the Game is Setup - Take turns choosing provinces

2. Go over the functions of the four possible Event Cards

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The Hamster - How to Win the Game

1. Resource Management is critical
 - 1.1 Make sure you are collecting rice/money, make sure they are “safe”
 - 1.2 Carefully choose how to spend your money
2. Buildings win the game
 - 2.1 You need to build buildings or take over buildings to win
 - 2.2 Pay attention to who is getting the bonuses in each region
 - 2.3 If you build a building be prepared to defend it
3. The game is only six turns long!
 - 3.1 Have a plan on what you intend to do before each scoring round
4. Build an area of control
 - 4.1 Try to have one/two areas of the board where you are in control of many adjacent provinces
 - 4.2 An area of control is more defensible
 - 4.3 Can be able to establish “protected” provinces
5. This is not a wargame
 - 5.1 You do not have to attack twice per round
 - 5.2 Look to take areas with minimal losses and maximum points
6. Do what the other players aren't doing!
 - 6.1 Look for empty areas and Build buildings they aren't!
7. Throw the cubes in the tower so that yours come out more often...
8. Good luck and have fun!

Credits:

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Game Publisher: Queen Games

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Teaching outline based upon How to Play Podcast Episode #26

Podcast Website: www.howtoplaypodcast.com

Email: howtoplaypodcast@msn.com

Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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