

Shogunate

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Roger's Rules: Firedrake/BGG

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Goal

Have the highest score at the end of the game.

3-6 players, better with more.

Setup

Shuffle 12 Loyalty cards; deal 2 per player, face-down; hide any left over.

Shuffle 6 Leader cards, lay out in a column. Line of Succession runs top to bottom.

Place Shinobi (shuriken) marker by Leader in slot 3.

Each player: choose a colour, take the six Action cards of that colour.

Shuffle 18 Plot cards to make a deck; reveal top card.

Choose a start player who takes the Hatamoto (banner) marker.

Play

All players except Hatamoto choose an Action card from their hand, and simultaneously all reveal.

Hatamoto chooses one player who hasn't yet played to perform their Action. That Action card goes to their discard. Repeat until all players have played.

- “You” is always the player who played the card.
- Cloaked in Shadows:
Hatamoto chooses a Leader.

You move it elsewhere in the Line.

- Dishonour: Move a Leader to the tail of the Line. Turn one of your face-down Loyalty cards face-up.

- Flowing Upstream: Move a Leader one or two positions up the Line. Show a face-down Loyalty card to the Hatamoto.

- Honorable Company: Move a Leader one position down the Line. Place 1 Honour on them, and 1 Honour on an adjacent Leader.

- Path of the Arrow: Move a Leader one position up the Line.

Choose a player with a face-down Loyalty card: they must choose and show one to you.

- Storms to Flowers: *Either* switch two Leaders, *Or* you and an opponent choose and exchange face-down Loyalty cards.

Place Honour on each Leader according to the active Plot.

Hatamoto executes active Plot power.

If the leader with the Shinobi has any Honour, return 1 to the pool.

Each player covertly calculates their score (the sum of Honour on each Leader for whom they hold a Loyalty card). If any player has 12+ (10+ for ③) they declare it and end the game.

If any player has an empty hand, they pick up their discard pile.

Pass the Hatamoto marker to the left.

Reveal a new plot.

End Game

All players reveal their cards and highest Honour scores.

Break ties by Leader higher in the Line.

Break ties by second leader higher in the Line.

Break ties by fewer revealed Loyalty cards.