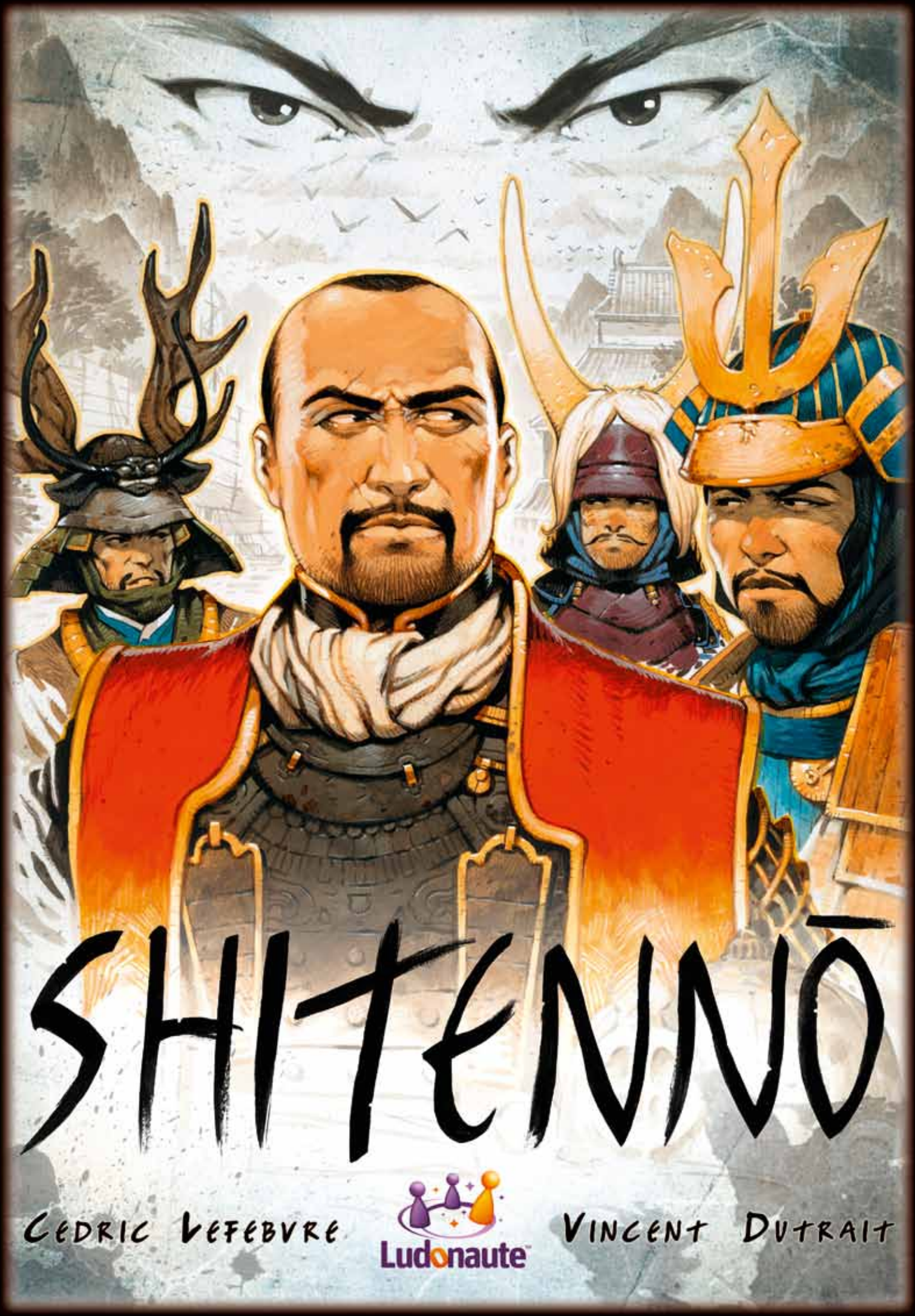

SHITENNŌ
CEDRIC LEFEBVRE
Ludonaute
VINCENT DUTRAIT

Honshu island, Japan, end of 16th century.

The Warring state period (Sengoku) is coming to an end. After more than a century of chaos, in a background of constant war tainted with treason, fratricidal rivalry, and reversal of alliance, one man, Tokugawa Ieyasu, heir of a small insignificant clan, is about to unify Japan for the first time in history, allowing it to enter the Edo period - a period of peace which lasted two and a half centuries. First shogun of the Tokugawa dynasty, he rose to power thanks to the unfailing support of his four samurai generals, the Shitennōs (literally "Four heavenly kings"):

Honda Tadakatsu
Ii Naomasa
Sakakibara Yasumasa
Sakai Tadatsugu



Goal of the game

Each player plays the role of one of these four generals and tries, by controlling different Provinces, to become shogun Tokugawa's favorite.

The game flow is based on the "sankin-kōtai" system, in which the daimyōs had to spend one year out of two in Edo (old Tōkyō), and to leave their wives and children there when they went back to the Provinces.

A game is therefore made of several turns, each turn corresponding to two years:

- During even years, the generals, present in Edo with the Shogun, share Titles, Troops made available by the Shogun, and Kokus (income from a fief).
- During odd years, in the order corresponding to the Title they got the year before, the generals may take control of one or several Provinces with the troops and Kokus they obtained, and so get the favors of the Shogun.

The game is therefore made of a series of even and odd years, starting with an even year.

When the game ends, the Shogun grants, for each Province, an additional favor to the general that dominates it.
The general that will have taken the most advantage of the unification of Japan will become the Shogun's favorite.

Contents

1 gameboard representing Japan's 8 Provinces and including the favor points track



4 Shitennō cards & 4 Score Kamons



48 control Kamons – *12 for each one of the 4 generals*

Simple Face
Golden Face



The Kamons are the "coat of arms of samurai clans"

24 Bonus Tiles

Bonus Face
Troop Face



4 big Title Tiles and 4 corresponding Hierarchy Tiles



They determine the order of the turn, according to hierarchical titles. The Daimyō, who owns 4 Bakufu seals, is the first player, the Shōmyō, who owns 3 Bakufu seals, is the second player, the Senseï, who owns 2 Bakufu seals, is the third player, and the Hatamoto, who owns 1 Bakufu seal, is the last player.





24 Koku cards



24 Simple Troop Cards



10 Double Troop Cards
(They count for 2 Troops)

Set up

Put the board in the middle of the table. Pile randomly 3 Bonus tiles, "Troop" face up, on the Gate of each Province. They represent one of the troops a player needs to control the Province.



Divide the cards according to their type (Kokus, Troops). Shuffle each deck and put them face down on the corresponding spaces of the board.

Each player chooses which general he wants to embody. He takes the corresponding Shitennō card, places the score Kamon of his own colour on the 0 square of the favor point track and, according to the number of players, he takes the control Kamons that will form his own stock:

For 2 players, 12 control Kamons per player
For 3 players, 10 control Kamons per player
For 4 players, 8 control Kamons per player

The remaining Kamons are put back in the box.

Deal randomly a Title Tile and 2 Troop cards to each player.

Each player places his Title Tile and his Shitennō card in front of him so that the other players can see them. He takes in his hand the 2 Troop cards, which remain hidden to the other players.

The Hierarchy Tiles and the Title Tile that have not been dealt (with 2 or 3 players) are placed next the board.









Even Year: the Sharing

In Edo, every even year, the generals fight for the resources (Troops and Kokus) provided by the Shogun, while keeping up the appearance of respect and propriety. Tairō, literally Great Elder, is the title temporarily given to the chief of the shogunal government. He respects Bushido and acts honorably, letting the others help themselves before him. Yet, the ulterior motives of the Shitennos are neither altruistic, nor innocent.

The player with the highest Title Tile, that is the tile with the most Bakufu seals, is the first Tairō. He takes Troop and Koku cards according to the number of players (see the table opposite) and spreads them out face up. He takes the 4 Hierarchy Tiles in his hand.

When the Troop cards deck runs out, you have to shuffle the discarded cards, and put them face down. They form the new stock. On the contrary, the game ends when the Koku card deck runs out.

Number of players	Troop Cards	Koku Cards
2	4	2
3	6	3
4	8	4



The Tairō forms, with the cards he has taken, a deck containing **as many cards as he wants**. He adds a Hierarchy Tile he chooses and offers the lot he has just formed to the player with the next Title in the hierarchy, who can:

- either take the lot. He takes the cards and may not get another lot in the current year.
- or refuse the lot. The Tairō offers it to the next player. This player may accept or refuse it, and so on.



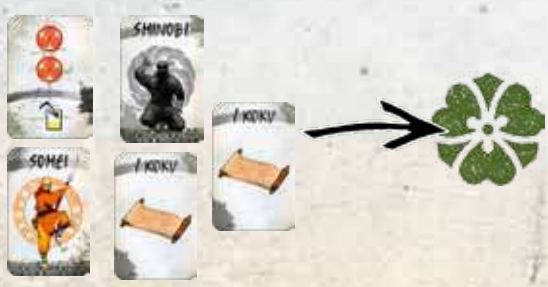
Example:
This year, Honda is Daimyō (first player), Sakakibara is Shōmyō (second player), Sakai is Senseï (third player), and Ii is Hatamoto (fourth player).



Honda takes 8 Troop cards and 4 Koku cards from the decks; he also takes the 4 Hierarchy Tiles.



He forms the following lot:
2 cards 1 Koku, 1 Sōhei card, 1 Shinobi card, and the tile "2 Bakufu seals".
Sakakibara refuses this lot.
Honda offers it to Sakai, who accepts it.





When a lot is accepted by a player, the Tairō forms another lot (including a Hierarchy Tile, and **as many** Troop and/or Koku cards **as he wants** from the remaining cards to share). He then offers it, according to the order determined by the Titles, to the players that have not taken a lot yet.

When all the players refuse a lot, the Tairō keeps it. He will not get another lot during the current year. The following player who has not got a lot yet, according to the order determined by the Titles, becomes the new Tairō. The sharing goes on with the remaining Troop, Koku, and Hierarchy tiles.

In a 2 players game or when only 2 players without a lot remain, the Tairō forms 2 lots (each containing one Hierarchy Tile) from the remaining cards. The second player takes the lot he prefers and the Tairō takes the last lot.



At the end of the year, each player takes the Title Tile corresponding to the Hierarchy Tile he has taken during the sharing. With 2 or 3 players, only 2 or 3 Title Tiles are taken respectively. The remaining Title Tiles and all the Hierarchy Tiles are put back next to the board. From this moment, the order of the turn will be determined by the Title Tiles that the players get.

In these troubled times, Titles are unstable and changing, and the circumstances lead everyone to use his influence differently every time.

Honda forms another lot:
3 Troop cards and the tile "1 Bakufu seal".
Honda offers it to Sakakibara, who refuses it.
Honda offers it to Ii (since Sakai has already taken a lot). Ii refuses the lot too. Therefore, Honda takes the lot.



The remaining cards are divided into 2 lots by Sakakibara:
A: the Tile "4 Bakufu seals", 1 Koku card, and 1 Troop card
B: the Tile "3 Bakufu seals", 1 Koku card, and 2 Troop cards
Ii chooses lot B.



At the end of this year, the Titles and the order of the turn change: Honda gives back the Tile "1 seal" and becomes Hatamoto, Sakakibara gives back the "4 seals" Tile and becomes Daimyō, Sakai gives back the "2 seals" Tile and becomes Senseï, and Ii gives back the "3 seals" Tile and becomes Shōmyō.



Odd Year: Control of Provinces

According to the order of the Titles won during the past even year, each player may, during his turn, place 0, 1, or 2 control Kamon, simple face up, to take control of Provinces.

To do so, he must, for each targeted Province:

- either discard the Troop cards corresponding to the targeted Province. These Troops match those drawn on this Province and on the top Bonus Tile.
- or discard Koku cards with a total value equal to the number shown on the first free position (the most on the left) in this Province.

Each Province, with its unique geography, needs specific troops to be conquered.

A Province may also be controlled by corrupting the Shogun's officials with Kokus.

Then, the player places one of his control Kamons, simple face up, on the first free position (the most on the left) in this Province and immediately scores a number of favor points equal to the number written on the position where he has just placed his Kamon (plus the possible bonus points related to the Daimyō and the Shōmyō's Titles). He takes immediately the top Bonus Tile on the stack of Bonus Tiles of the Province, except if he has placed his Kamon on the last position. In this case, there is no Bonus Tile left.



When a Province has been conquered several times, it gains value in the eyes of the Shogun, who grants even more favors to the Shitenno that rules it. Besides, controlling Provinces gives a distinct tactical advantage.

Rules to take control of Provinces:

- Each year, a player may place a **maximum of 2 control Kamons.**
- A player may place successively several control Kamons in the same Province.
- The Troop cards cannot be divided up. If one of the two Troops on a discarded card is not used to take control of a Province, it is lost and cannot be used in another takeover (even during the same year).
- The Koku cards cannot be divided up either. You may take control of a Province by discarding more Kokus than necessary, but the surplus is lost.

Sakakibara wants to take control of Kantō; he discards 3 simple Samurai cards and a double Bushi+Sōhei card (the Sōhei will not be used). He places one of his Kamons on the first position (on the left), and scores 5 favor points. He takes the top Bonus Tile (with a Bushi on its Troop face), and puts it in front of him, Bonus face up. From now on, he may use the Exchange Bonus once. By taking this Tile, he shows that the following Tile is a Sōhei. A player may then take control of Kantō by discarding 3 Samurai cards, and one Sōhei.



Ii plays after Sakakibara and also wants to take control of Kanto. Unfortunately, he does not have a Sōhei Troop in his hand. Therefore, he decides to use the other way of taking control of a Province, and discards 6 Kokus (4 simple Koku cards and one double Koku card). He places one of his Kamons on the second position and scores 6 favor points. He takes the Bonus Tile representing the Sōhei and puts it in front of him, on the Bonus face. From now on, he may use the +1 Bonus only once.



Ii decides to take control of another Province. He discards a Shinobi card, that he combines with the +1 Bonus Tile he has just won, and a Bushi card so as to take control of Chubu. Ii scores 6 more points and gets the Bonus Tile representing the Bushi. He puts it in front of him, with the Exchange Bonus face up. From now on, he may use the Exchange Bonus only once.



Sakai decides to pass.

Honda wants to take control of Hokkaidō, where only the last position is available. He discards a double Bushi+Sōhei card, combined with an Exchange Bonus Tile and a +1 Bonus Tile (see following Example), which corresponds to three Sōheis. He places one of his Kamons on the last position and scores 9 points. Yet, he does not get a Bonus Tile because none is left.



Bonus Tiles

The Bonus Tiles, that you get when taking control of a Province, allow lots of flexibility when you own them. A player may use several Bonus Tiles while taking control of one Province. The effect of several Bonus Tiles may be applied to the same card. Once used, a Bonus tile is permanently discarded.

- **Effects of the tiles:**



Exchange
Changes a Koku or a single Troop into a Troop of your choice, or changes a Troop into a Koku.



+1
Adds a Troop of the same type to a Troop that is being played, or increases the value of a Koku being played by 1.



Card taking
Allows to take a Troop card from the deck at any moment during your turn.

Example
You may combine an Exchange Bonus Tile and a +1 Bonus Tile to the Bushi+Sōhei Troop card to get 3 Sōheis: the Exchange Bonus Tile transforms the Bushi into a Sōhei, and the +1 Bonus tile adds a Sōhei to those you already have.



Titles

Daimyō: When he places a Kamon, the player with the Daimyō Tile scores 2 additional points (he can therefore score up to 4 additional points per turn if he places two Kamons).

Shōmyō: When he places a Kamon, the player with the Shōmyō scores 1 additional point (he can therefore score up to 2 additional points per turn if he places 2 Kamons).

Senseï: At the end of his turn, during uneven years, the player with the Senseï Tile may turn over on its golden face one of the control Kamons he placed on the board. This does not make him score more points but, at the end of the game, the golden face Kamons are worth two Kamons when the players count who has most troops in a Province.

Hatamoto: The Hatamoto Tile replaces any Troop card while taking control of a Province. It may be used only once per turn but may be combined with Bonus Tiles.



Daimyōs are powerful governors who have the full confidence of the Shogun. But in return, they must show total devotion and sense of responsibility. They are first rank allies of the Shogun, that is why the Daimyō has precedence over other generals.



Shōmyōs are less important Daimyōs, whose fiefs bring in less than 10000 Kokus.



The Senseï is a master in the art of war and combat. His experience allows him to analyze accurately the battle field before revealing his strength at the last moment.



The Hatamoto is an elite warrior, a loyal and zealous samurai, direct vassal of the Shogun. His only presence gives the soldiers of the Troops the strength of ten.

End of Game

The game ends at the end of an odd year if one of the following conditions occurs:

- A player does not have any control Kamon left in front of him.
- The Kokus deck runs out.

Then, the players carry out the final count.
On the favor points track, each general adds to the points he has won during the game:

- 1 point per Koku he has in hand (a double Koku card adds 2 points, a triple Koku card adds 3 points). The remaining Bonus Tiles may be used at this point to change Troop cards into Koku cards or to add one Koku card.
- 6 points per Province in which he has most control Kamons (every Kamon golden face up counts as 2 Kamons). In case of a tie, the general who placed his Kamon on the position most on the left scores 6 points.

The general with most favor points after this count is declared Shogun's favorite and wins the game. In case of a tie, the order of the Titles in the last year determines who the winner is.

Designer : Cedric Lefebvre

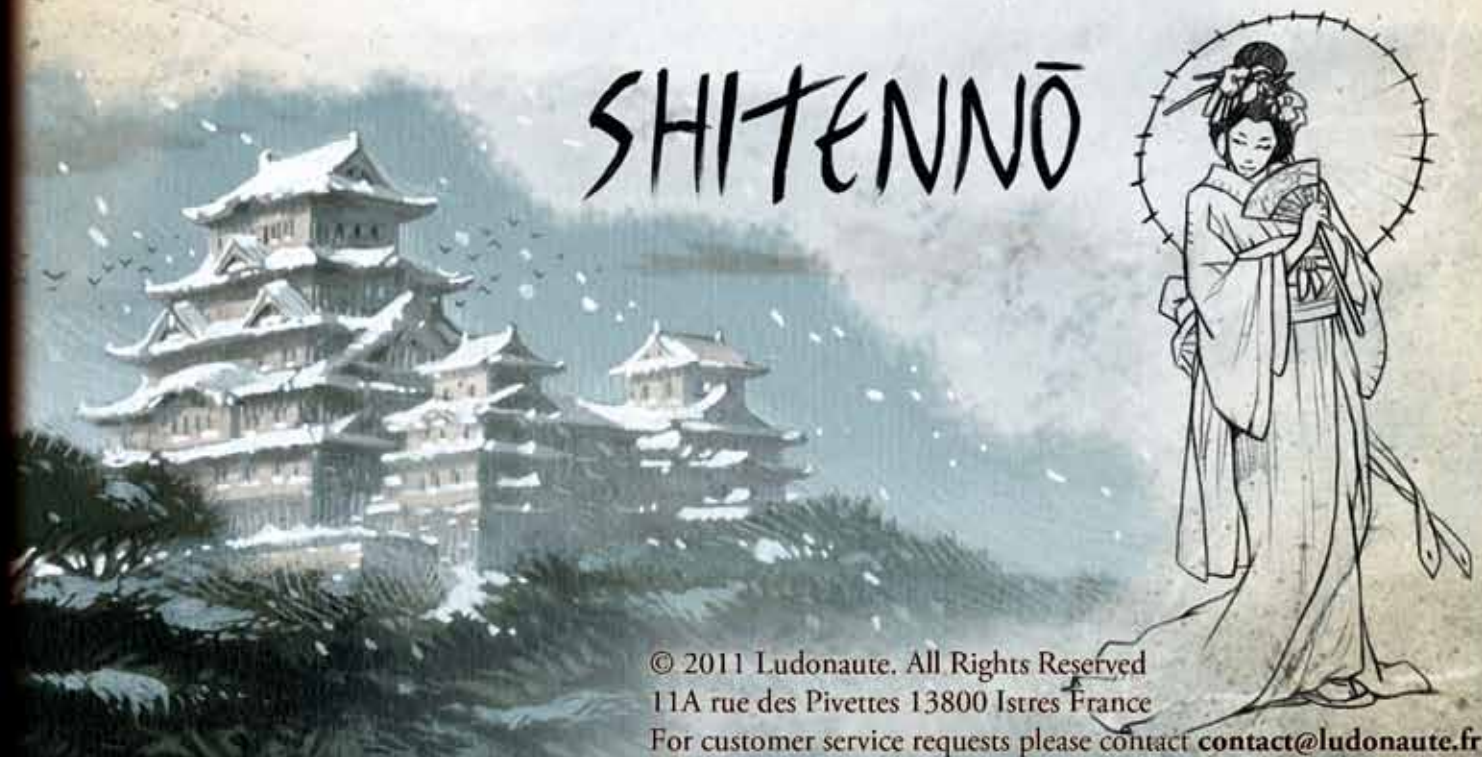
Artworks : Vincent Dutrait

Translation Marcel Pauline

www.Ludonaute.fr

www.shitenno.ludonaute.fr

SHITENNŌ



© 2011 Ludonaute. All Rights Reserved

11A rue des Pivettes 13800 Istres France

For customer service requests please contact **contact@ludonaute.fr**