

MARTIAL ART

Prove your claim to the title of Shogun by capturing Lands worth 12 points or 3 bridges!

COMPONENTS

60 Battle cards including 2 Supplies and 2 Legends. 12 Lands. Rule booklet.



SETUP

For 3 or 4 player, use a second copy of the game. Separate the Supplies (purple banner) and Legend (yellow banner) cards from the other Battle cards. Place the Legend cards face up near the play area. Shuffle the Battle cards to form a draw deck. Each player takes a Supplies and 4 additional Battle cards. Shuffle the Lands to form a Land deck.

SEQUENCE OF PLAY

The game is played over a series of rounds which play out in the following sequence.

1) Reveal Land Cards

At the start of the round, draw a Land card and place it face up in the middle of the play area. In a 3 or 4 player game draw 2 Land cards.

Some Lands have effects which are resolved now (before battle), or after the battle. See the Land Reference for details of the effects. If you are playing with 2 Lands, only the effect on the second Land will apply. Place the second Land so that it covers the effect on the first (see illustration above).

2) Play Battle Cards

Each player chooses a single Battle card from their hand and places it face down in front of them.

3) Resolve Battle

Once all players have played a card, flip them over and resolve all card effects that begin with "When cards are revealed." If you have Support cards that affect the battle this is an opportunity to play them. Resolve any card effects that begin with "During battle."

The strongest player wins the battle. The *original* strength of each card is printed in the top left corner. Your final strength is your total after any modifiers to your card's original strength, such as from Support card effects.

4) After Battle

Resolve Battle card effects that begin with "After battle", then resolve any "After battle" Land effects. The strongest player then wins the Land for their score pile. In a 3 or 4 player game, the strongest player chooses which Land to win and the second strongest player wins the other. When you win a Land, leave it face up in front of you.

5) Draw Battle Cards

If a player has enough points or bridges to win, the game ends. If not, discard all Battle cards played this round. Each player then draws one card from the Battle deck. Begin a new round.

VICTORY

The goal of the game is to conquer enough lands to claim dominance over your opponents. You may do this either by accumulating 12 Land points or 3 Bridges. The first to do so wins the game!

TIES

If there is ever a tie for strength, resolving a card effect, or victory, flip a random Battle card face-up for each player involved in the tie. The tie is broken in the order of original strength on the cards, ignoring any card effects. Once resolved, place the tiebreaker cards in the discard pile.

SUPPORT CARDS

Support cards have white text banners instead of red. Support cards may be discarded at any time listed on the card (e.g. "DURING BATTLE") for their effect, **ignoring their original strength**. You may discard as many Support cards this way as you like; you are not limited to one at a time.

Alternatively, Support cards may be played face down in step 2 (Play Battle Cards) for their strength. **If played this way, ignore their discard effect.**

THE TIMING RULE

If there is ever a question on the timing of effects or which player goes first for any reason, flip cards to resolve it as described in TIES above (this is not common).

LAND REFERENCE

BEFORE BATTLE → ? → + ?

Asakusa - Before battle, each player may discard any number of cards then draw that many cards.

AFTER BATTLE ⚔️ - 1

Kanbara - After battle, the strongest player discards a card before drawing.

AFTER BATTLE ⚔️⁹⁺ + 1

Katakura Plantation - After battle, each player with strength 9 or higher draws an extra card.

AFTER BATTLE ⚔️⁷⁺ - 2

Kyoto - After battle, each player with strength 7 or higher discards 2 cards before drawing.

AFTER BATTLE ⚔️ 📖

Sagami - After battle, the weakest player may take a card from the discard pile or from those played or discarded this round. (You may not take Legend or Supplies cards.)

AFTER BATTLE ⚔️ ✋ → + 4

Yodo River - After battle, the strongest player may discard their hand to draw 4 extra cards.

CARD NOTES

Supplies: This is a Battle card. This card will always return to your hand after the battle. You may never choose to discard or give away this card.

Legend: This is a Battle card. When discarded, return this to the Legends stack instead of the discard pile.

CREDITS

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FAQ, artwork historical details available at <http://www.SpiderGoatGames.com/>



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