Introduction

The Shogun were the warlords of ancient Japan. In Shogun Showdown each player is a Shogun battling through the use of their Samurai, temples, and weapons to build their empire.

Objective

In Shogun Showdown each player uses their hand to win tricks. After a round of play where all cards are exhausted the player who won the most 'temple cards' during the round must put their temple(s) on a table to endure the other Shogun's attack. The other players flick their shuriken cards won during the round at the Shogun's temple(s). If the Shogun's temple(s) survive, the Shogun gains another temple card. Once a Shogun earns 4 temples, the Shogun is the winner.

Game Setup

All cards are shuffled and dealt to players evenly, the remaining cards are put back in the box. The player who has the single red samurai starts the game. If no player has the 1 red, then the 2 or 3 red starts.

Game Play

The game is played in four phases: Battle, Body Count, Showdown, & Spoils, described below.

Note: If at any point a tie occurs, the tie is settled through the number of cards a player has won, starting with Samurai, then Shuriken, and then Temples.

Battle (Card Play)

The first player leads with any card. Each player plays cards (clockwise) in the same suit (samurai color) or a non-suited card (throwing star or temple). The winner leads the next round. Play continues until all cards are played.

Suits

The suits are the colors-Red, Black, and White. Temple and throwing star cards are considered non-suit cards. Non-suit cards never win against suited cards.

Card Strength

The strength of suited cards is dependent on the number of samurai. If a suit is played prior to another player, all players must follow suit if they have it. Any off-suited card played is null. The strength of non-suited cards are based on the number of tips to the shurikens.

Temples are equivalent to not having any value and always lose except in the case when all players play a temple, the last player who played a temple wins.

Body Count

The player who won the most temple cards becomes the defender and immediately gains 1 temple. He/she takes their temple cards and creates a standing temple as follows:

| 1 Temple Card | 2 Temple Cards | 3 Temple Cards |
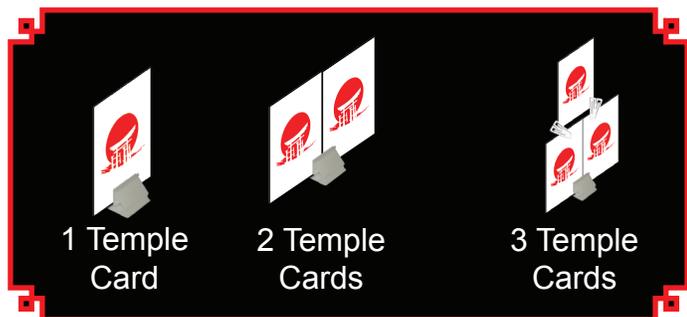
In the 3/4 card configuration, two white clips are used to hold the third temple on top of the other two. The temples are placed at a distance of 8 feet away from the attacking Shogun.

Note: this distance may need to be adjusted based on the skill of the players.

The Shogun Showdown

Suited cards are removed from each players tricks. For each suited card that the attackers have beyond the defender, they line up end to end from the throwing line towards the temple. The attacking Shogun remove their shurikens they won during the round and prepare to flick them at the temple from the line created (of suited cards).

Attackers Turns

The attacking shogun take turns flicking their throwing stars at the temple(s). The player with the least shurikens goes first, then the next least and so on. The players proceed to throw all of their cards at the target before the next attacker begins.

Spoils

If the defending Shogun succeeds (and the temple stands), he/she adds another temple to their temple deck and sets it aside. If the defending Shogun fails, the attacking Shogun who knocked it down gains a temple.

Repeating Game Play

The game play repeats as shown above, again with reshuffling, dealing all of the cards (minus the temple decks and the remaining cards after deal), totaling temples won, and the show down.

Game End

The game ends when a Shogun has earned 4 temples and becomes the Emperor of Japan.

Credits

Special Character Cards

Special character cards are shuffled into their own deck and each person is given a single special character to be played as a card during their turn.

Ninja
This card turns the game upside down by defeating ALL samurai but losing to the highest shuriken played. After all, ninja aren't invincible.

Ronin
This card is a wildcard level 0 samurai. This card can be played in place of another Samurai when a suit is lead or it can be played to win a trick of all non-suited cards.

Seppuku
This card can be played in addition to a samurai of any suit to retrieve another samurai already played on the field.

Warrior Monks - Black, Red, and White
These cards are high value samurai, but require that the suit be played in a previous separate hand before they are played, restricting their power.

Oni - Demon
This card is a level 5 Red Samurai (and can be pulled by the red suit). The Oni can only be defeated by a single gate card.

Dragon
This card is a level 0 Black Samurai (and can be pulled by the black suit). The Dragon also has the ability to cancel all special ability cards played during the hand.

Geisha
The Geisha is a powerful pursuader. When the geisha is played she takes all gates on the play surface. Any player can attack the Geisha directly (and not count toward the hand), causing her card to be dismissed.

Variants

Inyodo (Yin & Yang)
Just as Yin and Yang, the forces of Good and Evil seek to balance the world, players are able to balance their own forces by adding a second deck of Shogun Showdown to the base set to expand the game to include up to 8 players.

Requires: 2nd Deck of Shogun Showdown

Setup Changes: Remove 1 set of special character cards from the double deck. Shuffle the remaining special character cards and deal 1 to each player face down. Discard any extra special character cards. Shuffle the remaining cards and deal evenly to all players.

Game Play Changes: Before play begins, starting to the left of the dealer, players bid based on the composition of their hand, how many temples they believe they could acquire during the round (maximum 24). Going around the table players increase the assumed value or pass. Once only 1 player has a bid still in, that player becomes the lead shogun. He/she calls out a specific card that they have in their hand and the matching twin (from the other deck) becomes their secret partner. The owner of the secret partner keeps this information private.

The lead shogun begins game play. During gameplay, cards that are the same value/suit cancel and are not counted towards winning the hand. Once all tricks have completed, the total number of temples won are totaled. If the lead shogun's bid is over the amount retrieved the lead & secret shogun lose a temple. If, however, they are successful, each are given a temple and each player (lead and secret shogun) construct a temple. All players throw shuriken at either temple. The temples left standing at the end of the round earn another temple. The players who knocked down a temple earn a temple point.

Kumamoto (Non-Dexterity)
Kumamoto was an unconventional fortress for an unconventional ruler. It has since been reconstructed several times to ensure its tradition continues. The Kumamoto variant is a testament to that. Although the part of Shogun Showdown that is unique and different is a part of the game that people continue come back for, others wish to follow a different path. Kumamoto is that path. Instead of throwing cards at the end of the round, players can roll dice instead.

Requires: D12 Die

Setup Changes: No Changes.

Game Play Changes: Once the showdown begins players are able to throw cards as normal. Players may instead elect to roll the D12 instead.

If attacking:

- a single temple, a success on 1
- a double temple, a success on 1 or 2
- a triple temple, a success on 1, 2, or 3

Nagashino (Great Battle)
Stretch Goal - $7.2k

Noble Families (Politics)
Stretch Goal - $7.5k