

SHOGUN - Alliance (2 Players variant)

Game modes (choose one according to the modules you want to add to the base game)...

- (A) Austere: add 'Samurai' module.
- (B) Basic: add 'Samurai' and 'Tenno's Court' modules.
- (C) Classic: add 'Samurai', 'Tenno's Court' and 'Military Leaders' modules.
- (D) Daimyo: add 'Samurai', 'Tenno's Court', 'Military Leaders' and 'Chambers' modules.
- Note: if not mentioned, apply the rules of the original game.

Setup...

- Player 1: Yellow + Blue Alliance (Yellow and Blue individual boards).
- Player 2: Purple + Black Alliance (Purple and Black individual boards).
- Game board (Sun side): 3 regions, 27 provinces (light green, violet and tan colors).
- Players individual boards (front side configuration): 1 full board (Yellow or Purple) plus right part of the board of the allied color (blue or black), look at the back side and align it to be showing there 3 additional columns of action spaces.
- Countryside areas per player (11): 7 on the player's board, as in a 5 players game, plus 4 on the allied forces board (4, 3, 2, 2 armies of their color).
- Initial cards per player: 1 Daimyo card (Yellow or Purple), 5 Chest cards and 3 Battle Tower cards (from 'Tenno's Court' expansion).
- Initial Chests per player: 18 Chests in (A) Advance game; 21 Chests in (B) Base game.
- Permanent Event card (1): the one about neutral provinces, all neutral provinces always enter battle with 2 green cubes; you may place this card on the board/table as a reminder, or you may also place 2 green cubes on any empty province during the game.
- Special Event cards (3): the two about rice confiscation and the one about collecting taxes with the text "min. 6", used in the 1st winter round.
- Event cards (8): from 0 to -7 Rice loss, this deck doesn't include the so called special Event cards and the permanent Event card.
- Note: in order to highlight the limits of the playing area on the game board, you may place a red court official on the adjacent provinces that are not part of the game (those adjacent to the tan provinces).

Expansions ('Tenno's Court' and 'Big Box')...

- 'Tenno's Court' (module 1): shuffle the Favor cards and place the deck face down next to the game board, it is used in the First Winter round.
- 'Samurai' (module 2): 7 cards, displayed on the table as a column/row (bonus path) between players (3-2-1-empty-1-2-3), and 2 red court officials on the "empty" card, it is used after a battle and at the beginning of every round.
- 'Military Leaders' (module 3): yellow and purple components, original game rules apply.
- 'Chambers' (module 4): Player markers of the 4 colors and 3 Region tiles (light green, violet and tan), it is used after executing all actions of the round.

Preparation...

0. Thematic variant (optional): Player 1 receives Aki card and place there a Castle, the yellow military leader and the 5 yellow armies/cubes; Player 2 receives Owari card and place there a Castle, the purple military leader and the 5 purple armies/cubes.
1. Shuffle the province cards (27) and randomly draw 1 Province card of each region (3), place 2 green cubes and 1 Revolt marker on them to indicate these are neutral provinces (not being available for players to claim them as their starting provinces).
2. Load the Battle Tower with 7 armies of each player (yellow cubes and purple cubes) and a total of 10 green cubes.
3. The player with most armies on the tower tray is First player; in case of a tie, Player 1 is First player when playing the thematic variant, otherwise, the weakest player is First player.
4. First player places his/her Daimyo card on position 1 of the turn order spaces, the other player places his/hers on position 2.
5. Return to the supply all cubes on the tower tray.
6. First player begins claiming starting provinces like in the original game: each player starts the game with 11 provinces.
7. There will be 2 unclaimed provinces: you may place 2 green cubes on them or just remember the modification of the Permanent Event card over empty provinces.
8. 'Daimyo' mode: shuffle the 3 Region tiles from the 'Chambers' module and randomly place them on the positions 3, 4 and 5 of the turn order spaces.

Players individual boards (back side)...

- Configuration: one full board (Yellow or Purple) plus the right part of the board of the allied color (Blue or Black) showing 3 columns of Action spaces.
- Additional Action spaces (3): building a theater, confiscating rice and collecting taxes.
- Auction spaces (3): "Deploy 1 army", "A" and "B".
- Original game auction space: you may place there your unused cards during the round.

Round (Spring, Summer, Autumn)...

1. Summer and Autumn: players receive one of the benefits below each red court official located at their bonus path side ('Samurai' module).
 2. Check who has the majority of provinces in each region: the player with less majorities becomes First player (his/her Daimyo card goes to position 1 of the turn order spaces).
 3. Lay out Action cards: like in the original game.
 4. Plan individual actions (13 available) and the 3 double-bids (see 'Player initiative' below).
 5. Determine round event; if it is the Second Spring, the player plays their Favor cards.
 6. Carry out actions (after a battle between players, see 'Samurai' module rules below).
 7. 'Daimyo' mode: see 'Chambers' module rules below.
- Alliance: colors are not mixed during battles or deployment/movement of armies (original game rules apply).

Player initiative...

- All actions are taken simultaneously by both players except 'Deploy 1 army', 'A' and 'B', which require to be auctioned; in case of Revolts, they are resolved by First player first.
 - Players must place 2 cards on their bidding spaces: 'Deploy 1 army', 'A' and 'B' on their second board.
 - Cards priority from highest to lowest: 4 Chests, 3 Chests, 2 Chests, 1 Chest, Province, 'Tenno's Court' Blank, Double Blank.
1. Players reveal the top card of their bid on the current action, the highest bidder goes first and pays his/her bid.
 2. In case of a tie (same card), both players reveal their bottom card, the highest bidder goes first and both players pay their bid.
 3. In case of a double tie, First Player goes first, no one pays any bid.
- Note: if a player bid with a province card and he/she loses it in a battle before the auction, the remaining card is used for both auctions; in case of having lost both cards, their opponent automatically wins the auction for free.

Winter...

1. Preparation: players receive one of the benefits below each red court official located at their bonus path side ('Samurai' module).
 2. Supplying provinces with rice: allied provinces (blue cubes and black cubes) require 2 units of rice instead of one.
 3. Revolts: the player who loses more provinces during the First Winter randomly receives as much special Event cards as the difference of lost provinces between players that winter (see 'Special Event cards' rules below).
 4. Score the Victory points of both players (like in the original game).
 5. 'Tenno's Court' expansion (First Winter only): the player with less points draws as many Favor cards as gap points between players, this player may take any number of cards which numbers don't add up higher than his/her opponent's current scoring points, all the taken cards must be played at the beginning of the next round (Second Spring) as described in the original rules.
- 'Austere' mode (First Winter): the gap points between players divided by 3 is the number of times that the player with less points moves a red court official (see 'Samurai' module below).

Special Event cards...

- They are played when the event for the Second Spring is determined and they are discarded at the end of the round.
- "Rice 'min. 4'" and "Chest 'min. 6'": they only apply to the player who played the card.
- "Rice 'max. 3'": it only applies to the opponent of the player who played the card.

Battles between players ('Samurai' module rules)...

1. The player who loses a province may move one red court official of his/her choice on the bonus path towards his/her side of the bonus path (upping the bonus level for him/herself, or lowering the bonus level for his/her opponent).
 2. Additionally, the loser of the province may move one red court official of his/her choice: when losing a province that was placed on an Action space that hasn't been resolved yet and it is not a Battle space (A, B), and also for each lost building (for a Castle, a Temple, a Theater).
- Note: when claiming the bonus of adding cubes to the tray of the Battle Tower, you may choose which color(s), including green, and even your opponent's, if you consider this may balance the game for fun.

'Chambers' module...

- The 6 chamber tiles are claimed one at a time in the following order: region on position 3, 4, 5, 5, 4, 3.
- In case of a tie, First Player claims a tile the first time and the other player claims a tile the second time.
- The round ends rearranging the order of the tiles: the first tile goes to the third position, the one at the third position goes to the second, and the tile on the second position goes to the first position (1 year in the game, 3 rounds, 3 different positions for each tile).