

# EXTRA RULES

# SHOGUN NO KATANA



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## PROMO TILES

1. During the Game Setup, shuffle the 4 tiles and randomly place them in the **last** spaces of each row in the Academy (1 tile per row).
2. The first player whose Decorator reaches the last space of a row removes the tile and immediately resolves its effect, as follows:



Take 1 Daimyo or Market card visible on the board, of your choice.



Take as many Coins as the value of the Resource for the row the tile is in.



Score as many Points as the value of the Resource for the row the tile is in.

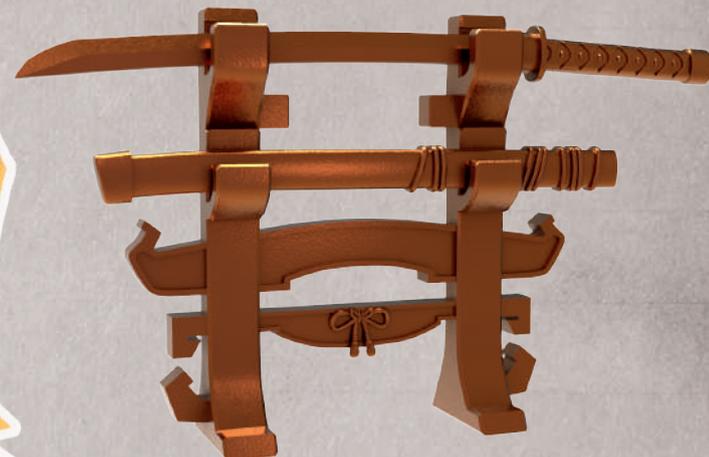


Take 1 Sashimono of your choice and place it directly on the Sashimono area of your Washitsu board.



## METAL KATANA

1. Place the Metal Katana near the board at the beginning of the game.
2. Each time you deliver a Sword, take it and place it in your game area (unless you already have it).
3. At the end of each round, if the **Metal Katana** is in your area, you may decide whether to immediately score 4 Points or to add 1 Resource of your choice to your Project for the Shogun (unless your **SHOGUN NO KATANA** is already in play).



# WANDERING CHARACTERS

## GAME SETUP

Place up to 4 Characters on the board at the beginning of the game. Each one must be placed on an action space in one of the 4 areas at the corners of the board (Academy, Daimyo Houses, Market, Shogun's Palace). To determine where, shuffle the Character tiles and reveal one of them for each area. Keep the tiles near the board as a quick reference for the Characters' effects.

**PLEASE NOTE:** The Character placed in the Daimyo Houses area must be placed on the Sword tile with the lowest number.

**General Rule for the Wandering Characters:** When you place a Worker or a Monk in a space with a Character, move that Character to another space on the board (of your choice) and then immediately apply its effect. Choose carefully where you place it, because you might benefit the next player going after your turn, and they can use the Wandering Character just like you did!

**IMPORTANT:** When you move a Character, you may move them to any empty space, according to the number of players, in any game area. This means that you may place a Character in an area where there are already other Characters (on other spaces). When a player places a Worker or Monk in an area with more than one Character, they may decide which one to activate by placing their piece in that Character's space. They may also decide not to activate any Character and place their Worker or Monk in an empty space, if available.

## CHARACTER EFFECTS



The **Unsuiso** (Wandering Monk) comes with a set of 4 Bowl tiles. Give one of them to each player. When you encounter him, you can decide to offer him 1 Coin by placing it on the Bowl tile in your game area. At the end of each round, score as many Points as the number of Coins in your Bowl.



When you encounter the **Samurai**, you immediately score as many Points as the Strength value of the strongest Sword in your Forge. A very simple rule, indeed, but it can lead to very tactical decisions: If you have a strong Sword in your Forge, will you decide to deliver it as soon as you complete it, or will you decide to keep it there to score more points? Your choice!



The **Geisha** comes with a set of 15 Geisha tokens (3 per type of 5 types). Each token represents one of the arts she has mastered. Randomly place 3 of them on her tile and leave the others in a pile nearby. When you encounter her, take one of the 3 tokens from her tile, then replace it with a random one from the pile. At the end of the game, score the points shown on her tile for each set of different tokens you have collected (based on the number of tokens in each set).



When you encounter the **Shinobi**, you may decide to spend 1 Coin to take a Daimyo or Market card visible on the board of your choice.



The **Kogeika** (Artist) comes with a set of 15 Kogeika tokens (5 per type of 3 types). Randomly place 1 of them on her tile and leave the others in a pile nearby. When you encounter her, take the token from her tile, then replace it with a random token from the pile. You may use it immediately or keep it and use it later, as follows:



When you encounter the **Shonin**, you may immediately buy 1 Resource of your choice and pay 1 Coin less for it (you can take 1 Wood for free), or sell 1 Resource of your choice and obtain 1 Coin more than its cost.



When you encounter the **Ronin**, you immediately score 1 Point for each Sword still in your Forge. A very simple rule, indeed, but it's even a bit more strategic than the Samurai's rule: having many Swords in your Forge can grant you plenty of points, but will you be able to manage all of them?



Discard the token to advance a Decorator of your choice.



Discard the token to Decorate a Resource of your choice following the normal rules (you receive Coins as normal).



Keep the token: Each time you perform the Academy action, you gain 1 additional Coin. If you have more than one of these tokens, you receive 1 Coin for each of them.



The **Kaji** (Master Forger) comes with a set of 12 Kaji cards. Shuffle them and place them face down near his tile. When you encounter him, draw 1 card. Each card shows 3 or 4 specific spaces in your Forge and can be played when you perform the **Move Swords** action to move an additional Sword that starts on one of those spaces!



When you encounter the **Kanri** (Shogun's official), you may decide to spend 1 Coin to receive the benefit of any Room in the Palace, whether or not one of your Family Members is there!