



RULES FOR SOLO PLAY

SHOGUN NO KATANA



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PLEASE NOTE: We are still testing and balancing these rules. It's long and difficult work because we want the Ghost player to be as realistic as possible. So, some of the following rules may be different when the game is released.

GAME SETUP

Set up the game as you would for a 2-player game, with the following differences:

1. Set up the Ghost player's Washitsu board as normal, with all the Available and Blocked Workers in the usual spaces. You don't need to place the Ghost's **SHOGUN NO KATANA** on its board.
2. The Ghost player doesn't have a Forge board and doesn't receive any starting Resources.
3. The Ghost player doesn't receive a starting Sword.
4. You will play first in the first round, so draw 1 random Sword, take the Coins shown on it, and place it on your Forge following the normal rules, with the Starting Sashimono with no Coins on it.
5. You don't need to place the Ghost's Monks or Decorators on the board.
6. Create the Ghost's Action Deck as follows and shuffle it:
 - a. 4 Daimyo cards
 - b. 2 Shogun's Palace cards
 - c. 2 Market cards
 - d. 1 Academy card
 - e. 1 First Player card
7. Keep the remaining cards separate, as they will be used later:
 - a. 1 Shogun's Palace card
 - b. 1 Market card
 - c. 1 Academy card



PLAYING THE GAME

THE PLAYER'S TURN

You play first in the first round. Always follow the normal rules when it's your turn.

THE GHOST'S TURN

If the Ghost player has at least 1 Available Worker, draw the first card from the Ghost Action Deck and place the Worker in the corresponding space on the board, then apply these effects:

HOUSES OF THE DAIMYOS



- ◆ The Ghost player takes the Sword tile with the **highest** number that matches a Sashimono it does not yet have (if it already has all of them, consider those that it does not yet have a second one of) and **immediately scores the Points written on the tile + the points for the current round.**
- ◆ Place the chosen Sword and Sashimono on the Ghost's Washitsu board as normal.
- ◆ Take the top Daimyo card from the House related to that Sword and discard it.

MARKET



- ◆ Discard the Market card with the lowest number.
- ◆ The Ghost **immediately scores as many Points as the number of Workers or Monks currently at the market**, counting both its own and yours, including the one it just placed.



SHOGUN'S PALACE



- ◆ The Ghost player places one of its Family Members in any Palace Room (it doesn't matter which one, since the Ghost never activates Palace Rooms). Skip this step if all of the Ghost's Family Members are already on the board.
- ◆ The Ghost **immediately scores 1 Point for each Family Member at the Palace**, counting both its own and your Family Members.
- ◆ You may choose one of your Family Members at the Palace and activate the corresponding Room as in the normal rules.

ACADEMY



- ◆ The Ghost **immediately scores as many Points as the number of Coins indicated by your most advanced Decorator.**
- ◆ You immediately activate one of your Decorators as in the normal rules.

KOMAINU



- ◆ The Ghost **immediately scores as many Points as the number of the current round** (i.e., 2 Points in round 2).

OCCUPIED SPACE

- ◆ If all the spaces for the selected area are already occupied, the Ghost **immediately scores the Points for that area** as if one was available.
- ◆ If this area is the Shogun's Palace or the Academy, the effect for the other player **is not** applied.
- ◆ The Ghost immediately draws another card to place its Worker.

PASS

- ◆ If the Ghost has no more Available Workers when on its turn, the Ghost's round is over and it takes the leftmost Honor card.

RESTORE PHASE

Apply the normal rules for the Restore phase, with the following additions:

- ◆ Remove 1 Daimyo card from the Ghost deck (or from the discard pile).
- ◆ If you are the first player, choose one of the three cards set aside at the beginning of the game, insert it into the Ghost deck, and shuffle it together with its discard pile.
- ◆ If the Ghost is the first player, shuffle the three cards set aside at the beginning of the game, insert one at random into the Ghost deck without looking at it, and shuffle it together with its discard pile.

END OF THE GAME

In this phase, the Ghost scores points as follows:

- ◆ All the Points indicated by its Score marker.
- ◆ The value of its **SHOGUN NO KATANA**, calculated as the sum of the value of the first Resource on each Sword on the Ghost's Washitsu board + 6 Points (as if it delivered the **SHOGUN NO KATANA** in the last round).
- ◆ Points given by its collected Sashimonos.
- ◆ Points given by its Honor cards, as follows:
 - a. If the card can be applied to the Ghost, apply that card to it (examples: Sashimonos, Sword Strength, etc.).
 - b. If the card cannot be applied to the Ghost, apply it to the player (examples: Decorations, Decorator Positions, number of Coins, etc.).

