

Shogun

Otto Maier Verlag Ravensburg

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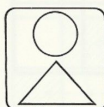
Shogun

Board Game for 2 players
Ravensburger® Game No. 604 5 120 6

The name of the game comes from Japanese meaning 'leader of the army'. From the Middle Ages up to the nineteenth century, the Shogun was the emperor's military general, the dominant figure in the government of Japan, more powerful even than the emperor.

Contents

1 board,
7 white and 7 red playing pieces
1 white and 1 red Shogun-playing piece.



Playing Piece Shogun

Aim

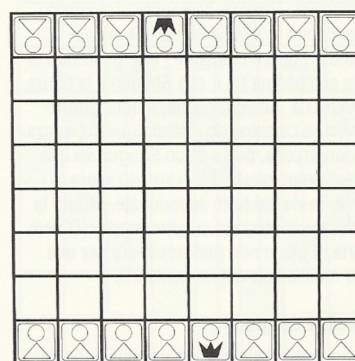
The aim of the game in Shogun is either to capture the opponent's leading man, his Shogun, or to so defeat him that he is left with only his Shogun and one other piece on the board.

Players should aim to attack their opponent's pieces while defending their own; that is, they try to capture 'enemy' pieces while not leaving their own undefended.

How to Set Up for Play

One player takes the white pieces, the other, the red pieces. The pieces are arranged along the first row on each player's side of the board, as shown in the diagram.

The Shogun (crown) is placed on the 4th square from the right. The other men can be placed on the row as desired. The arrows on the pieces and the points of the crown must face towards the opponent.



Play

The players decide who shall move first. They then move their pieces in turn: each move is made with **one** piece only.

How the Pieces Are Moved: The number showing on the piece indicates how many squares the piece **has to be** moved. On the Shogun only the numbers 1 and 2 appear, on the other pieces the number can range between 1 and 4.

The number on a piece changes while it is being moved across the board. The number on the piece **before** a move is begun dictates the number of squares to be moved. The number showing once the move is completed is valid for the next move with that piece.

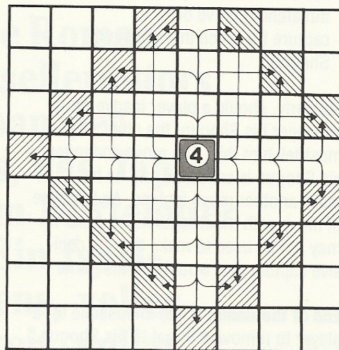
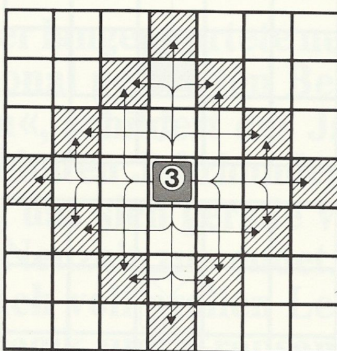
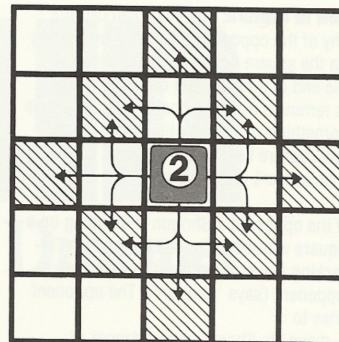
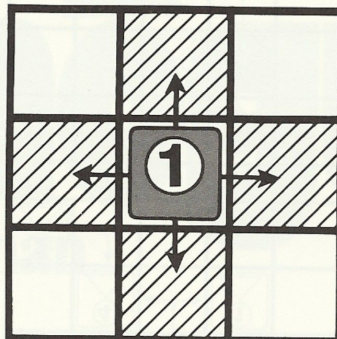
The pieces can only be moved horizontally and vertically, not diagonally. In each move, **one** right angle only is allowed. The pieces are always moved so that the arrows or the points of the crown remain facing the opponent's side of the board.

The diagrams following illustrate **all** the possible moves of a piece for the numbers 1 to 4.

A piece may never jump over another piece.

A piece must not be moved forwards and backwards in the same move.

A move once made cannot be altered (for the only exception, see below).



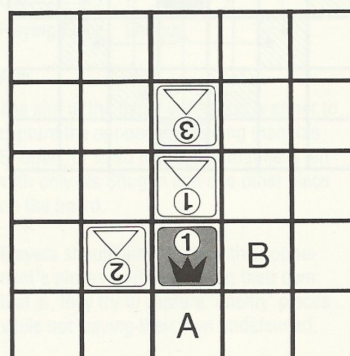
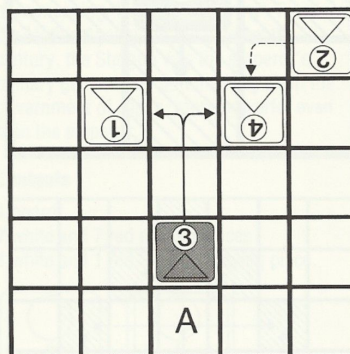
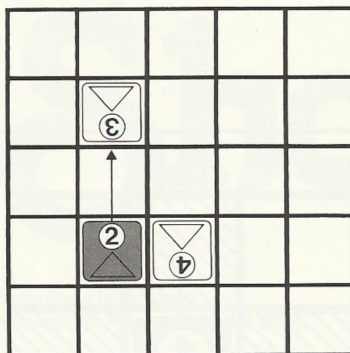
How to Capture: Any piece can capture any of the opponent's pieces – by landing on the square occupied by the piece at the end of a move. The captured piece is removed from the board. The Shogun is something of an exception here, for he can capture like the other pieces but his own capture is more complex.

If the opponent's Shogun is standing on a square where he can be captured, the attacking player must point this out to his opponent (says 'Shogun'). The opponent tries to

- move his Shogun out of danger or
- move in a defence piece which blocks the threatening move or
- capture the piece threatening his Shogun.

Similarly, should a player inadvertently endanger his Shogun, the other player must tell him this. The move endangering his Shogun is cancelled and he has to make another move instead. As this type of move with the Shogun is irregular it may not be used to make the last decisive capture that would end the game.

End of the Game: If it is impossible for a player to remove a threat to his Shogun, then the player has lost this battle and the game is finished. The game also ends when a player finds himself with only his Shogun and one other piece on the board.



Examples

1. The piece showing a "2" can move 2 squares forward and capture the piece showing a "3". If it is the opponent's turn to play, however, he should move his piece with a "3" into safety.
2. Here the piece with the "3" should move 2 squares forward and 1 to the left, thus capturing the opponent's piece with the number "1". He could also capture the enemy piece with the number "4". If he did this, however, his opponent would then capture him with his piece showing a "2".
3. In this situation, the Shogun could capture the opponent's piece with the number "1", but in doing so, he would then be captured by the opponent's piece with the number "2". The Shogun could also capture the enemy piece showing a "2". Then, however, his opponent could capture him with his piece with the number "3". The Shogun would also be in danger on the squares A and B. Thus, since the Shogun is unable to move into safety, the player owning the Shogun must capitulate – he has lost the game.

After several rounds the board can be moved round through 90°. This alters the board's effect on the numbers on the playing pieces.

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