

Twilight Shoguns

Note: See the end of the rule if you have played "Twilight Struggle". There is a summary of the difference between "Twilight Struggle" and "Twilight of Shogun". You may play this game with it without reading the game rule.

1.0 Preface

In 1852, Black-ships led by US Admiral Matthew Perry came to Japan, Edo Bakufu, the Shogunate, blew up the negotiation to open Japan, because the Bakufu knew how strong the powers told by Netherland. On the other hand, most Samurai as the intelligentsia tended to "Son-no and Jo-i", which is the principle of reverence for the Emperor and the elimination of foreigners. This movement went over the sanity assertion "Koh-bu Gattai" which is the cooperation of the Emperor and the Shogun, and made two streams: Pro-Bakufu and Anti-Bakufu. Finally, the Bakufu could not maintain the power and returned it to the Emperor which is called the Meiji Restoration.

This game is for 2 player game since the Black-ships came for the last Shogun returned his power to the Emperor.

A player plays as Pro-Bakufu and the other does as Anti- Bakufu.

This game is mostly "Twilight Struggle(GMT)" system.

2.0 Component

2.1 Map

Game is played on the game map

Map has many spaces and some tracks. Spaces are connected by lines.

2.11 Spaces

There are 36 spaces including Edo Bakufu and Yokohama port.

Each space has its name. Under the name, each space has two boxes. Right box is for Pro-Bakufu and the other is for Anti-Bakufu to place its influence markers and its support markers.

(1) Clan

All spaces except "Kyo", "Nagasaki" and "Yokohama" are Clan spaces.

(i) Stability

Each clan space has a number on the top right to indicate its stability.

The stability is used to judge the control and Coup (3.0 and 8.3).

(ii) inherent value

The printed number in the Pro-Bakufu and/or Anti-bakufu box (if any) is the inherent number. It is unchangeable support in the space (3.0). It is also the initial set-up of the influence in each space.

(2) Powered Clan

The five Clans printed by white on black background are the powered clan.

Despite the powered clans are discriminated by Scoring events and some events, these are ones of clans.

(3) Non-clan

"Kyo", "Nagasaki" and "Yokohama" after opened are non-clan spaces.

(i) Neither may control any non-clan spaces.

(ii) Non-clan spaces do not belong to any area.

Note: Influence on Kyo indicates the support of court nobles and citizens. One on Nagasaki and Yokohama indicates the support of the Powers; UK, France, US, Russia, and Dutch.

(4) Edo-Bakufu

Edo bakufu is a special space belonging not to any area.

(i) No influence marker may be placed. Some support marker may be placed.

(ii) Always Edo-Bakufu space is deemed as Pro-Bakufu Controlled space to neighbors.

2.12 Area

Clan spaces in an Area have same symbol background color. Area is used in scoring.

2.13 Line

Each space is connected by communication line each other. Such two spaces are treated as adjacency each other. The adjacency affects "placing influence",

"Realignment", "Military Event", and so on (8.1, 8.2 and 9.4).

2.14 Tracks

Turn, Treaty level, Court operation level, Powers' intervention level, and VP tracks to indicate the current number.

2.15 Boxes

Jo-i Performance, Anti-Bakufu court operation modification, and Yokohama open port boxes to place markers to indicate the current status (2.24).

2.2 Counter

This game does not use ordinal military units but:

- (i) Influence markers placed on each Clan spaces, Kyo, and two open ports.
- (ii) Support markers placed by some events.
- (iii) Information markers placed on tracks and information boxes.

2.21 Influence Marker

The Red and Blue markers with number are Influence markers. The number of the markers are Influence on the space.

(i) Red is for Anti-Baku and Blue is for Pro-Bakufu. When a space is controlled by either player, the player's influence marker is flipped to indicate his control. When the influence of the space is added/reduced, change the appropriate marker. If the Influence becomes zero, remove all of the influence marker on the space.

(ii) The counter-mix does not limit and the players may combine two or more markers" influence in a space or you may make by yourself.

2.22 Support marker

Markers which has number and placed by event cards is called special markers. These are not Influence markers. These markers are placed on the matched color box of the space.

Once these are placed, they will not be removed until the event indicates.

Some markers are not only the person but also his team. For example, Matsudaira Katamori includes his clan's regular and Mimawari-kumi includes both Matsudaira Katamori and his regular.

List:

Head/Tail (number and red or blue)

Katsura Kogoro(1R) / Choshu regular(2R)

Yoshida Sho-in(1R) / Kihei-tai(2R)

Kameyama Shachu(1R) / Sakamoto Ryoma(2R)

Takechi Hanpeita(1R) / Nakaoka Shintaro(2R)

Shinsen-gumi(1B) / Roushi-gumi(1R)

Satsuma regular (1B) / Satsuma regular (1R)

Tosa regular (1B) / Tosa regular (1R)

Saga regular (1B) / Saga regular (1R)

Matsudaira Katamori(1B) / Mimawari-kumi(1R)

Bakufu infantry(1B) / Bakufu Infantry(2B)

Yamanouchi Yodo(1B) / Yamanouchi Yodo(1R)

Tokugawa Iemochi(3B) / Tokugawa Yoshinobu (1B)

Ii Naosuke(2B) / Ii Naonori(1R)

2.23 Record marker

Either placed on the appropriate track or space or placed by the event to the own box to record the current information.

All markers placed on the initial game must be placed their head side which will be flipped over.

(1) Turn Marker

Placed on Turn Track. At the first, placed as "Closed" which means national isolation. When the marker is on its head side, the turn(s) is called "Closed turn".

Once "Open deck" is added to the deck, the marker is flipped over to "Open" which turn(s) is called "Open turn".

(2) VP marker

Placed on VP track. VP marker is moved when VP is changed each time added to Anti-Bakufu and reduced by Pro-Bakufu, move to left, and vice versa.

(3) Treaty Level (Hand size)

Indicating the current treaty level between Japan and the powers.

- (i) Treaty level is increased by four Treaty events.
- (ii) Hand size of both players are decided by the treaty level.
- (iii) The treaty level starts by zero as "Closed" side. The level 0 to 1 is called "Closed-turn".
- (iv) The initial phase of next to turn the treaty level becomes 2, Open-deck is combined with draw deck and discard deck into one deck and the treaty marker is flipped over into "Open"; afterward "Open-turn".

(4) Court operation level (# Space Race)

Each player has own track and marker. Each time court operation is succeeded, the player's level is increased by one. Red is for Anti-Bakufu and Blue is for Pro-Bakufu.

- (i) Since only a player may perform his court operation once per turn, his marker is flipped over into "Done" side.
- (ii) Each initial phase, "Done" side marker is flipped over into "Ready" side.

(5) The Power's intervention marker (# Defcon)

Indicating the intervention level on the track.

- (i) Intervention Level is increased by Coup each time.
- (ii) No player may act coup when the intervention level will become 5.

(6) Jo-i Marker (Elimination foreigner)

- (i) At the start of each turn, the marker is placed as "Planned" side. Some events have "Jo-i performed" icon. Once such event is played, the marker is flipped over into "Performed" side until the turn ends.
- (ii) Each initial phase, Jo-i performed " side marker is flipped over into "Planned" side.

2.24 Information Marker

(1) Anti-Bakufu Court operation modification marker

Not placed on the set-up. When one of two events are played, it is placed on the box near Court operation track.

(2) Yokohama open port marker

- (i) Placed on Yokohama open port box in Shimoda port side.

(ii) Once "Yokohama, open port" event is played, the marker is flipped over into Yokohama side.

(iii) After the marker is into Yokohama side, the space becomes usual non-clan space. Until Yokohama is opened, no influence marker is placed and ignored at all except "Yokohama, open port" event.

(3) Scoring memory card

You may use these markers to record which area(s)' scoring card is played.

2.3 Strategy Card

These cards deck is the engine of this game. A card play is used for either an event, an action (Action Point(s)), or both.

(1) Top

(i) Action Point(s) (AP(s))

(ii) Closed/Open deck

(iii) Action and event icon

(2) Middle

(i) Event name

(ii) Event text

(iii) Jo-i icon (if any)

(3) Bottom

Historical flavor

2.31 Closed/Open deck

All cards are belonging to either "Closed" deck and "Open" deck.

(i) At the start of the game, only "Closed" deck is used for draw deck.

(ii) At the first turn's initial phase after the treaty level becomes 2 the "open" deck cards are added to the deck. All draw, discard, "open" deck are mixed into one and shuffled to make a new draw deck.

2.32 Action Point

To use action (8.0).

2.33 Card Type Icon

There are four types of strategy cards. The type of each card indicates by the icon where left of event name and also the background color of the event name.

- (i) Pro-Bakufu : Three-Geranium symbol and white background
- (ii) Anti-Bakufu: Chrysanthemum symbol and black background
- (iii) Common: No symbol and thin grey background
- (iv) Must-play: Simple Circle or circled "P" symbol and thick grey background. Circled "P" symbol means the card is Must-Play card and also a scoring event.

2.34 Action and event icon

The icons indicate the card playing cause AP and/or event.

- (i) The icon on left second top is for Anti-Bakufu
- (ii) The icon on right second top is for Pro-Bakufu

Circle indicates who has the AP by the card and Square indicates who plays the event. "+" means AP(s) is given to the active player and the event must be played either Pro-bakufu(white) or Anti-bakufu(black). "/" means the active player may choose either playing AP(s) or the event.

2.35 Event part

The middle and bottom of a card is the event part.

(1) Event name

(2) Text

- (i) Condition: the premise of playing the event. If the condition does not match, the event does not occur even though it is forced.
- (ii) Text is the rule when the event is played which overwrites the ordinal rule.

(3) Removal Symbol

"*" Symbol next to Event name means the strategy card is played when event occurs. If the card is not played only as AP or the condition does not match, the card goes to discard pile even though the event is forced. Otherwise, the removed card is out of the game. Other events which do not have "*" goes to discard pile after played.

(4) Historical Flavor

Historical background and afterward of the incident. No affection to the game.

3.0 Influence and Control

3.1 Influence

The influence marker(s) indicates each space's influence of each player.

Place the appropriate (or combined if needed) marker to place, and replace/remove when the influence changes.

3.2 Control a Clan

Clan spaces, not non-clan spaces, may be controlled by the either player.

(i) The difference between both players' influence is at least equal to the clan's stability, the player with more influence controls the clan, otherwise neutral.

(ii) When a clan is controlled by either player, his influence marker is flipped over to indicate controlling. Once his control ends, the marker is flipped over into head. When neutral, including non-clan, no influence marker is tail side.

3.3 Total Support Value (# Important difference from Twilight Struggle)

Total of the inherent number and support number(s) of support marker(s) in the player's box in the space is the total support value. Total support value is not the current influence. To count influence, the Total Support number does not count nor added to the influence.

(1) Inherent number

Some spaces have each own inherent number; some has for either player and some has both.

(2) Support marker

Some event places a support marker or replace (flipped if any) in a space.

ie: In Aizu clan, Pro-Bakufu has 5 influences and 3 inherent number which is 3 total support value. The Pro-Bakufu influence is simply 5 not 8.

ie: In Kyo, Pro-Bakufu has 5 influence Anti-Bakufu has 4 influences and 2 support value by support markers with one inherent value. Even though Anti-bakufu has 3 Total support value, Probakufu has more influence than Anti-Bakufu because the total support value is not counted in influence. So "Kyo scoring" card gives VP to Pro-Bakufu.

3.4 Voluntary recovery

In the end of each round, even though the opponent round, his influence ' is less than his total support value in any space(s), influence(s) is added which the influence is as many as its total support value. In case both the influence is reduced less than the Total support value and/or the Total support value is increased by an event more than the current influence. It means that, at the end of each round, no space has less influence than the total value in a player. Both player must recover own influence each round.

ie: Anti-Bakufu has 4 influence and the Choshu regular(2) support marker with one inherent number in Kyo at that time. Since Pro-Bakufu plays "Hamaguri-Gate incident", all Anti-Bakufu influences and Support marker(s) are removed from Kyo and Katsura Kogoro(1) is replaced in Kyo. So total support number becomes two for Anti-Bakufu. At the end of this round, the influence becomes two from zero because of his total support value.

ie: Pro-Bakufu has 2 influences and Yamanouchi Yodo(1) support marker. Anti-Bakufu plays Coup with a 4 AP card. The dice roll is five and Stability of Tosa is two. So four plus five minus doubled stability of Tosa is nine minus four. The Coup value is five. Two Pro-Bakufu influence are removed and three Anti-Bakufu influences are placed in Tosa. At the end of this round, Pro-Bakufu has one influence because of his Total support value by Yamanouchi Yodo(1).

4.0 Set-up

4.1 Card Deck

- (i) Separate into Closed deck and Open deck. Shuffle only Closed deck and make it as the draw deck.
- (ii) Each player draws five cards from the draw deck as the first turn's hands.

4.2 Influence markers

- (i) Each player places as many influence as his inherent number in such boxes. All is one except Aizu is three influences.
- (ii) Other influence markers should be separated usefully for both players.

4.3 Other markers

- (1) Turn Marker is placed at the first turn with Anti-Bakufu side who goes first.
- (2) Vp markers is placed at zero space.
- (3) Treaty marker is placed at zero level with "Closed" side.
- (4) Each Court operation marker is placed at zero with "ready" side.
- (5) The powers' intervention marker is placed at zero level.
- (6) Jo-i marker is placed at the Jo-i performance box with "Planned" side.
- (7) Yokohama open port marker is placed at Tokohama open port box with "Simoda" side.
- (8) Anti-Bakufu court operation modification marker is not placed at first.
- (9) Other markers are placed to be useful.

5.0 Sequence of play

A turn is one to three years. A turn is secured as following order by the 8th turn is finished or the game is ended by other conditions met:

5.1 Initial Phase(6.0)

- (1) Decision of the first player
- (2) Reconfirmation of the treaty level
- (3) Card-Draw Each player draws the strategy cards until hand-size

Note: In the first turn, the card is drawn and the first player is Anti-Bakufu.

5.2 Card-play phase (7.0)

- (1) The first player's 1st round
 - A. Action (8.0)
 - (i) Placing influence
 - (ii) Realignment
 - (iii) Coup
 - (iv) Court operation
 - B, Event (9.0)
- (2) The second player's 1st round
- (3) The first player's 2nd round
- (4) The second player's 2nd round
- (5)

The round ends until all cards are played. (# No head line and no card keeping)

5.3 End Phase (10.0)

- (1) Jo-i VP scoring
- (2) Markers refresh
- (3) Victory check (only the last turn)

After all above sequence is over, move turn marker to next turn space and back to initial phase of next turn.

6.0 Initial Phase

6.1 Decision of the first player

- (i) If the current first player's court operation level is less than the second player, the current second player becomes the first turn of the new turn.
- (ii) Otherwise, including the second player has same level, the current player is still the new turn's first player.

6.2 Reconfirmation of Treaty marker

- (i) When the treaty level becomes 2 in the previous turn, the "Open" deck is added into both the discard pile and the draw deck; these are shuffled and becomes the new draw deck.
- (ii) The treaty marker is flipped into "Open" side to indicate "Open turn" afterward.

6.3 Card-Draw

The hand size is automatically decided by the current treaty level. Each player draws the strategy cards until hand-size.

- (i) If the player(s)' court level achieves level 4, he(they) receives additional one strategy card.
- (ii) When the draw deck runs out, all cards in the discard pile is shuffled and make it the new draw deck immediately. If there are odd number of cards in draw deck before reshuffle, marginal one card is drawn by the first player.

7.0 Card-Play phase

- (1) Each player plays each round alternatively starting from the first player.
- (2) The active player plays a card in a round as Action with AP or Event (or both)
- (3) Both players have played all hands. the card-play phase ends.

7.1 Round

The active player plays a card from his hand in following order:

- (1) The active player decides a card to play in the current round.
- (2) As the card type, he chooses it for AP or event, or Both action and event automatically occurs.

7.2 Card type

See icon of each card. Left second top is for Anti-Bakufu player nad Right second top is for Pro-bakufu player.

- (i) The condition must be met to occur the event; otherwise the event does not occur even though forced.
- (ii) If both event played by either and his action occurs in a round, the active player may choose which goes first.

7.21 Own card and common card

When Pro-Bakufu plays a Pro-bakufu card, Anti-Bakufu plays a Anti-Bakufu card, and either player plays a commoncard, the active player chooses either action or event.

- (ii) The opponent card

When Pro-Bakufu plays a Anti-bakufu card, Anti-Bakufu plays a Pro-Bakufu card, the active player plays action and the opponent player must plays the event.

- (iii) Must-Play card

The active player plays action and also he must play the event.

ie: Pro-Bakufu plays "Jo-i Execution" which is Anti-Bakufu card. Pro-Bakufu may choose either the event goes first or his action with 2 APs goes first. Anti-Bakufu player plays event which the markers move and act 4 APs.

8.0 Action

When playing a card as AP, the player choose one out of following action.

- (i) Placing influence

- (ii) Realignment
- (iii) Coup
- (iv) Court Operation

The player must be restricted by following:

- (1) The player must only one type of action, not two or more kinds
- (2) A player may spend up to an AP in a round in Nagasaki. A player also may spend up to an AP in Yokohama after Yokohama is opened. He may spend each an AP for both.

8.1 Placing influence

The player may place his influence(s) in any space currently including his influence(s) or its adjacent space connected by the communicate line. Edo Bakufu treated as the space with the Pro-Bakufu influence.

(1) Spending with AP to place

- (i) Each AP increases an influence in a space
- (ii) Currently the space is the opponent controlling space in just placing, 2 APs are required instead of an AP.
- (iii) A player must always spend 2 APs each for an influence.

(2) Procedure

- (i) AP may spend one by one. The control changes into neutral from the opponent by placing, the required AP is only one even though in same round.
- (ii) By placing changes the control status, the marker flipped over into the appropriate indication.
- (iii) Even though the influence is placed in the current round, he may place an influence(s) next to the space just after he has placed.

8.2 Realignment

Political struggle occurs in the target space(s).

- (i) The player may spend one AP by one AP and may attend twice or more in a space(s).
- (ii) Controlling of the target space and its adjacent space affects the Realignment action.
- (iii) Realignment may reduce either player's influence(s).

(1) Spending with AP to realignment

- (i) Each realignment attempt requires an AP except Kyo.
- (ii) Each realignment attempt requires two APs in Kyo.

(2) Procedure

The player may attempt up to all AP(s) are spent.

- (i) Each attempt procedure must end before next attempt procedure.
- (ii) The player may choose the target after previous result.
- (iii) The player may abandon the AP(s) for realignment in the round.

(3) Attempt

- (i) Target any space with the opponent influence(s).
- (ii) Each player rolls a die. Each player adds each number of his controlling clan space(s) where the target and its adjacent.
- (iii) If the modified difference is zero, nothing happens on the attempt.
- (iv) If the modified difference is one or more, the player with more modified die roll reduces the opponent influence by the difference.
- (v) If the reduced influence becomes below zero, all the opponent influence(s) is removed and nothing happens any more; ignoring excess.

8.3 Coup

Political change is attempted in a target clan space.

- (i) AP(s) spent for Coup and the stability of the target clan space affects the result.
- (ii) Coup may reduces the opponent influence and may increase his influence.

(1) Procedure

- (i) The target space must a clan with at least an opponent influence, and with at least a player's influence in the target clan or an adjacent space which may be non-clan. The target space must be a clan not a non-clan.
- (ii) The player rolls a die. The die roll is added to the AP(s) and reduced by twice as many as the target's stability. It is called Coup value.

$$dr + AP(s) - 2 * stability = Coup Value$$

- (iii) The opponent influence(s) in the target space is reduced by the Coup Value.
- (iv) Each excess value (if any) after the opponent influence becomes zero increases a player's influence.

ie: In Owari clan, Anti-Bakufu acts with 4 APs. There is one Pro-Bakufu influence and one Anti-Bakufu influence. Since the target space includes his influence, he may choose Owari clan as the target.

The die roll is four and the stability is three. 4 APs plus 4 (dr) minus two times 3 (Stability) is 8 minus 6; the total is 2. A Pro-Bakufu influence is removed and becomes zero. Then one Anti-Bakufu influence is added; the total is 2 influences. At the end of this round, the Pro-Bakufu influence increases into one because of the Total Support value (inherent value is one).

(2) The Powers Intervention

Instability of Japan must invite the foreign intervention. Each coup action increases by one Powers intervention level. Every coup raises up the intervention level.

Note: It is difference between "Twilight Struggle"

8.4 Court Operation (#Space Race)

(1) Court operation is the only way to prevent from the opponent event occurring which condition is met.

(i) In a Court operation, the only AP(s) is spent for and the event does not occur. The card used for the court operation must be discarded after playing because event does not occurs.

(ii) Each player may play the court operation only once per turn; flipping over his court operation marker. Once the marker is flipped into "Done", no more court operation can be acted in the current turn by him.

(iii) Must-Play card may not be used for Court Operation, otherwise any card may be used for.

(2) Increasing Court Operation level

(i) When the player plays the Court Operation, he rolls a die.

(ii) If the die roll is equal to or less than the APs of played card his court operation level is increased by one, otherwise not. Anti-Bakufu player may be modified by Anti-Bakufu court operation modifier marker, if any.

(iii) Either the court operation level is increased or not, the marker is flipped over into "Done" side and the event does not occurs.

- (iv) If the Court Operation level is increased, each time he obtains the printed VPs.
- (v) If the Court Operation level achieves level 4, he must receive one-extra card in the initial phase in each turn starting next turn; instead of obtaining VP. If both players have achieved level 4, both player must receive one-extra card.

9.0 Event

When playing an event, play as following by the order of the circled number in the text.

9.1 Who plays the event

(1) The Active player plays

The active player plays the event, playing his own card, common card, and Must-Play card.

(2) The opponent player plays

The opponent player plays the event playing the opponent card.

(3) AP in event

Some cards gives APs to the player. The APs are spent by the event player; often non-active player.

(4) Bonus in event text

If the text indicate either "If Pro-Bakufu plays", or "If Anti-Bakufu plays", the bonus is received only when the player is the active player; not the event player.

9.2 Removal Event

Some events with "*" after event name is removal event. Such event text is also surrounded by dot square.

- (i) Removal event after played and occurred its event removed from the current game not to the discard pile. These card never goes to the draw deck in the current game.
- (ii) Removal event goes to the discard pile after played if only played as AP or the event condition is not met including played to the Court Operation.
- (iv) The opponent removal card will be removed even though the active player plays only APs and the opponent player plays the event.

(v) The event condition must be met at the start of the round, not at that time to play the event; even though the active players AP play negate the condition to be met.

9.3 Placing influence by an event

(1) Increase/decrease influence

"Place +/- # for the Active player", or "Place +/- # for Pro-/Anti-Bakufu" places/removes directly in the indicated space(s). If the influence(s) is less than instructed reduction, simply all influence(s) is removed in the space and the excess is ignored.

(2) Restriction to place

The assignment to indicate restricts where to place by following.

(i) Directly indicated

If the space(s) is specified, there is no restriction including the text indicates all powered clans.

(ii) Any space or any clan

Any space/clan space in/adjacent to the space with his influence.

9.4 Warfare event

Some event indicates warfare event. Each warfare event has its target value.

(i) The event player chooses any one space.

(ii) The event player rolls a die and add the number of his controlling clans adjacent to the target clan including the target clan, if any. Then the number is reduced by the number of the opponent controlling clans adjacent to the target clan including the target clan, if any. The modified number is called Warfare value.

(iii) If modified Warfare number is equal to the target value of the event or more, the warfare is succeeded and all of the opponent influence(s) in the target space are removed.

(iv) If the opponent influence is zero at playing the event, the event occurs and nothing happens any more.

9.5 Scoring event

Seven out of Must-Play event are called scoring event with circled "P" symbol before the name of the event. Two are non-clan scoring and other five cards are area scoring, each area has one each scoring card.

(1) Each time an area scoring card is played, either/both player receives as following

status of the area. Each player can receive only one best status of following or nothing in the area:

(i) Presence

Controlling at least one clan space in the area is presence.

(ii) Domination

Controlling the area's Powered Clan space and more controlling space than the opponent is Domination. Even though only controlling the powered clan may obtain the Domination when the opponent has no control clan in the area.

(iii) Control

Controlling more than half of the clans of the area including the Area's Powered Clan space is Control. The top right of each area scoring table has two numbers. Right of "/" is the number of the clans in the area and left of "/" is the required number for Control of the area in scoring; that must includes the Powered Clan control.

(2) If both players acquire VP(s), the difference between them is added to the player who does more.

10.0 End Phase

(1) Jo-i Performance scoring

If Jo-i is performed, following player obtains 2 VPs, otherwise no VP:

(i) At "Closed" turn

"Anti-Bakufu" scores 2 VPs

(ii) At "Open" turn

"Pro-Bakufu" scores 2 VPs

(2) Markers refresh

Jo-i marker and both court operation markers are flipped over into its head side ,if tail side.

(3) Victory check (only the last turn)

If the current turn is the last turn (turn 8), Victory player is decided (11.4).

11.0 Game end and Victor

The game ends in the following condition:

11.1 Sudden Death Victory

- (i) The game ends immediately when either player achieves 20 VP or more with the player's victory.
- (ii) The game ends immediately when either player recognizes the opponent victory.

11.2 Foreign Intervention ends

- (i) The player may not act Coup when the Power's intervention Level is 4, all events increasing intervention level are evadable.
- (ii) The game ends immediately winning by the opponent player in case of the intervention level becomes 5; even though the rule prohibit the coup is done or plays an event increasing the level to five by the active player forgets it.

11.3 End by the Event

- (i) When "The emperor flags stand" is played as event the game is immediately ends.
- (ii) The condition must be met; his court operation achieves level 4 and the Powers' intervention level is less than 3.
- (iii) The player rolls a die and the opponent obtains the as many VP(s) as the rolled number.
- (iv) Then player with positive VP wins the game. If zero, the first player wins the game.

11.4 End at the last turn

If above conditions are not met, the game ends at the end phase of the turn 8.

- (1) Every scoring card is played immediately. VPs are obtained as ordinal.
- (2) Keep calculating even though either player's VP achieves 20 VPs or more until all scoring events are played.
- (3) The player with positive VP wins the game, otherwise the first player of the last turn wins the game.

12.0 Optional Rule

12.1 Bakufu Navy and Katsu Kaishu

By both players' agreement, the game may includes Bakufu navy/Katsu Kaishu optional support marker; otherwise the marker is not used.

- (1) Just before the first player's first round of each turn, check current VP.
 - (i) If "Anti-Bakufu" has positive 10 VPs or more, "Pro-Bakufu" player place the marker with "Bakufu Navy" side on either Kyo, Nagasaki, Yokohama (only after opened), or any one of Powered clans.
 - (ii) If "Pro-Bakufu" has positive 10 VPs or more, "Anti-Bakufu" player place the marker with "Bakufu Navy" side on either Kyo, Nagasaki, Yokohama (only after opened), or any one of Powered clans.
 - (iii) Otherwise, neither player has more than 10 VPs, the marker is placed on Edo Bakufu space with either side; that has no affection on the Edo Bakufu space.

- (2) At each of the end phase, the marker is replaced into Edo Bakufu space.

Rule Summary of difference between "Twilight Struggle" and "Twilight of Shogun"

Kyo, Nagasaki, and Yokohama are not Clan. These spaces are not controlled. Yokohama is out of play until "Yokohama, open port" event is played

Playing on Kyo requires 2 APs instead of 1 AP

All cards must be played in the turn. No card may be carried over.

Each scoring card has AP(s). You may play either after or before scoring.

No Headline.

Court Operation (#Space Race) requires any AP cards except "Must-Play" card; instead minimum OPs are required in Twilight Struggle, The die roll to advance the marker in the track refers not in the printed number in the track but the AP(s) played. If Die roll is equal to the AP or less, the marker advances one space.

In Scoring card each Powered clan ("Battle Ground) and each clan next to Edo Bakufu space do not give extra points. Just printed VP by the table is scored. Dominion requires More controlling clans including the Powered clan than the opponent, and Control requires more than half control clans in the area including the Powered clan.

Placing influence may be adjacent to your influence just placing the current round.

In Realignment and Warfare event (#Military event), non-clan spaces which are Kyo, Nagasaki and Yokohama adjacent to the target clan do not affect the modify because they are not controlled. However, these spaces may be the target of realignment. In such case, the non-clan space may be modified by the adjacent clans' control.

Kyo, Nagasaki, and Yokohama may not be the target of Coup.

The target space of Realignment and Coup must be in or adjacent to the space with your influence.

No VP scoring with Warfare. Instead Jo-i performed VP. If more than one event containing Jo-i performed is played, in "Closed" turn (Treaty level is 0 and 1), Anti-Bakufu obtains 2VP and in " Open" turn (After Treaty level achieves level 2), Pro-Bakufu obtains 2VP.

Only one AP may be spent for each Yokohama and/or Nagasaki. You may play 1 AP each.

Each Coup increase Intervention level(#DEFCON) in any target space not only the `powered clan (#Battle Ground)

Game starts with only "Closed" deck. Hand size increases by playing treaty events. Once the level achieves level 2, "Open" deck is added to both discard pile and drawing deck to reshuffle, not automatically by the turn going.

The number in each space is called inherent number. And some event places the appropriate support marker. These numbers are totaled as Total support number. At the end of each player's round each influence(s) less than the space's his total support

number, the influence automatically become as many as the total support number in every space, for both players. Note that each space's total support number is calculated separately for each player. It means that there is no space with less influence than same player's total support value at the end of each player's round even though the opponent influence.

Set-up: place each one influence where that player's inherent number is there except 3 Pro-Bakufu influence in Aizu.clan

Some events are "Must-Play" event same as Scoring event.

See icon on second top of the card. Left side is for Anti-Bakufu and Right side is for Pro-Bakufu side. Circle is AP playing and Square is event. "+" means both occurs and "/" means either occurs. Black means Anti-Bakufu plays and white means Pro-bakufu plays the AP and/or Event.

You should read 3.3 and 3.4 if you cannot understand Support number. It is almost only new element for this game; otherwise almost same as or deducted.