WAR LORDS OF JAPAN

A simulation of the shogun history of feudal Japan

STUDENT GUIDE

Introduction

Prepare to strap on your sword and don your silk and body armor. For the next 10 days you will return to the samurai times of ancient Japan. The year is 1599. No single ruler controls Japan, and the coveted title of Shogun, or supreme military ruler, is yours if you work hard enough to achieve it.

You and your teammates are members of one of the six powerful samurai clans during this unstable period. Your clan controls the province where your castle is located, but your ultimate goal is to control all of Japan.

Because six castles share this same goal, this task will not be easy. Nor is there any guarantee that any clan will gain total control. Luck will only play a small part in your success or failure. Working well together with your clan is most important. Planning carefully, doing assignments accurately, and showing honor and respect to your teammates and teacher are the pathways to success in this simulation.

During WAR LORDS OF JAPAN you will discover the exciting history of this mysterious nation. You will also learn how to balance an accounting sheet to keep account of your wealth and armies. You will also become acquainted with Japanese art and calligraphy.

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As mentioned on the previous page, you have joined a samurai clan living in one of six castles in feudal Japan. You can find these castles' names and locations on this Student Guide's final page.

Playing several roles
You will play more than one role in this simulation. Since you will switch roles daily, eventually you will have to fulfill each role's responsibilities. Therefore, for your castle to succeed, all of your castle members must understand and carry out all directions found on pages 2 through 7. Study these pages several times until you thoroughly understand everything written there.

3. Before making decisions about moving army units on the GAME MAP, consult all other clan members for their suggestions. However, since you are the leader, you make the decision. The final power and responsibility are yours alone.

4. Once you have made your final decision, fill in the ARMY MOVE PLAN, give it to the Emperor (your teacher), and move your team's pins on the classroom GAME MAP when the Emperor calls you forward.

5. Should another castle attack you, you will have the opportunity to stand and fight or retreat. (See RULES AND PLAY on pages 6-7.)

Assistant Leader
You have three responsibilities.
1. Study and carry out the six steps on the DEVELOPING COOPERATIVE SOCIAL SKILLS handout.
2. Help your leader with the leadership responsibilities.
3. At the end of the day, check the castle folder. Make sure it is neat and that all forms that should be in it are there. Then turn it in to your teacher or file it where it is supposed to be filed in your classroom.

Accountant
Your responsibility is to fill out the castle's ACCOUNTING SHEET neatly and accurately. Neatness and accuracy will earn your castle five moves on the GAME MAP. However, each mistake you make will cost your castle one move penalty. Other mistakes will normally cost you only a one move penalty, but recognize that the Emperor (your teacher) will decide what the penalty will be.

Here is how you fill out the ACCOUNTING SHEET

Beginning Assets
1. The Emperor will give each castle 100 koku of rice to put in this “chest” at the start. Thereafter, you will add or subtract from this total whatever koku balance you have at the end of the day's play.
The Emperor will give each castle 4 Warrior Armies to start. Thereafter, you must purchase them at 10 koku per army.

3. The Emperor will give your castle 2 moves at the start. You can use these moves to move 2 armies to an adjacent province. (See Moving Armies on page 6.) Thereafter, at the beginning of each day's play, the Emperor will award your castle moves based on the work your castle produced the previous day.

- **Income**

1. This income comes from doing well on the daily quizzes over the Japanese BACKGROUND ESSAYS. Each castle enters the total points all members earned.

2. Your castle earns the amount of koku listed for each province on the GAME MAP that has at least 2 of your armies in it.

3. Castle members earn bonus koku for doing extra work. (For example, your teacher has EXTRA CREDIT WRITING IDEAS you may wish to complete.)

4. List here any koku given your castle from the good fortune described on a FORTUNE CARD.

- **Expenses for the Day**

1. Multiply the number of armies your leader has purchased x 10.

2. Multiply the number of armies you control x 10.

3. This honorary amount is fixed; it remains the same daily throughout the simulation (25 koku).

4. Even though the villagers in a conquered province are essentially your slaves, you must feed them so that they continue to produce rice. Therefore, deduct one-half of your award listed as income earned from conquered provinces.

5. List here any koku that you have lost because of a misfortune described on a FORTUNE CARD.

- **Castle's Gain or Loss**

1. Your castle expenses may possibly be greater than your castle income. If this situation occurs, the Emperor will remove one or more of your armies for each 10 koku you are in debt.

2. Such removal will start in the province which is most distant from your home. Of course, when your armies disappear, another castle's armies with sufficient moves will likely move right into to occupy an undetended province — possibly even your own bankrupt's castle's territory! (Yes, keeping your books balanced is important.)

- **Ending Assets**

1. Add or subtract the amount shown in Castle's Gain or Loss from the amount shown as your Beginning Balance at the top.

2. Warrior Army Record: Items are self-explanatory. Make sure your information is correct.

3. Make sure team members understand that moves are lost if they are not used during the day's play on the day they have been awarded.

- **Writer** (More information on page 4)

You are responsible for writing the daily entry in your castle's SAMURAI JOURNAL.

1. Study the SAMURAI JOURNAL handout so that you understand what you as writer are expected to write in your castle's journal.

2. Keep brief notes on what is happening during the day.

3. Write your entry, following the steps and the model found in the SAMURAI JOURNAL model on page 4.

4. If you have time, interest, and ability, consider adding some calligraphy or Japanese art to the margins of your entry. (Making this addition will be easier if you have already fulfilled your responsibilities as artist and/or calligrapher for your castle.)

- **Artist** (More information on page 5)

You have two assignments to complete, one on each of the days you are your castle's artist.

1. On the first day you are the artist, follow the directions on the KABUKI ACTOR handout.

2. On the second day you are the artist, follow the directions on the above handout while completing THE MYTHICAL SHIELD handout.

- **Calligrapher**

1. If your group has no assistant leader, you are to do #1 under the Assistant Leader's responsibilities on the previous page.

2. On the first day you are the calligrapher, do the JAPANESE CALLIGRAPHY #1 handout.

3. On the second day you are the calligrapher, do the JAPANESE CALLIGRAPHY #2 handout.
WRITER DIRECTIONS

When you are your castle's writer, you must write a daily entry in your castle's SAMURAI JOURNAL. If your entry is well written, you can earn as many as five moves on the GAME MAP.

Six steps to follow:
1. Take brief notes on what happens during the day.
2. Write your journal entry. (See Writing Procedure at the right and the Journal Sample handout. If you have time and ability, you may wish to add some art and/or calligraphy to your entry as in the Journal Sample handout.)
3. Have your clan members proofread your work for spelling, grammar, neatness, and accuracy.
4. Turn in your journal entry for your teacher to evaluate.
5. Attach your evaluated journal entry to the entries written by other clan members. They should be attached together with a paper clip under a cover sheet containing your castle name (e.g., THE EDO SAMURAI JOURNAL).
6. At the end of the simulation, consider creating an artistic cover for your castle's SAMURAI JOURNAL. (See the example at the bottom left.)

Writing procedure

If you are a young student, you should write four paragraphs, each of which covers the recommended paragraph information below. However, if you are an older or more adventurous student, you may blend the topics for the four paragraphs into a more creative, fictional piece of creative writing based on the lesson facts. In either case be sure you make your writing vivid. Use specific details which make appropriate pictures of your experiences in your readers' minds.

Paragraph 1:
State your castle's short-term and long-term tea strategy.

Paragraph 2:
Retell specific details covered in the day's lesson.

Paragraph 3:
Recreate in story form the moves made on the GAME MAP.

Paragraph 4:
Include information from the daily FORTUNE CARD.

Finally, remember that you can add art and/or calligraphy to your journal entry as you wish to do so.
ARTIST DIRECTIONS

Number of assignments
You have two assignments to complete while filling your role as ARTIST for your castle. You must color the two handout pages (pages 31 and 32) on two separate days.

Suggestions
The *kimono* is the basic part of traditional Japanese dress. Men, women, and children wear this colorful garment. When it is your turn to be the artist, use bright, attractive colors while you color the kimonos. Add attractive designs to the clothing.

Red and pink floral designs indicate spring, but never use red in a man’s kimono. Bamboo and pine trees are winter symbols. In the fall chrysanthemums are worn. In summer cool waterfall designs are seen.

Use crayons, colored marking pens, or colored pencils to create a masterpiece of detail and beauty as you strive to gain two moves for your castle. A fair job with not much detail or background will earn only one move. An unfinished or sloppy piece of art will receive no move.

Source of illustrations
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Then too, you may wish to color the drawing on this page.

*Good luck!*
RULES AND PLAY

What is your objective?
You live in one of the six castles in WAR LORDS OF JAPAN:
- Hokkaido
- Sendai
- Edo
- Osaka
- Shikoku, or
- Nagasaki.

Your castle will work to capture the other five castles found on the GAME MAP. Of course, the other castles are going to be attempting to capture your castle, too. (You can find this GAME MAP in two places: in a small version on page eight of this Student Guide and in a larger version in the front of your classroom.) If one castle gains control of all the other castles, then that castle becomes shogun.

Understanding rice
1. In samurai Japan rice was used as a form of money. One koku of rice was the amount necessary to feed a peasant family for one year.
2. Your clan will earn valuable rice for your achievements during this simulation.
3. Above all you must protect your province and its rice from marauding armies from nearby castles. You must not allow your peasants to starve or to be captured by an enemy.
4. However, setting up and maintaining armies is expensive. Rice is needed to buy and support the armies you place on the GAME MAP. For you to place a new army on the map, your clan must pay 10 koku. Then to maintain this army each day will cost you another 10 koku every day this army is on the map. (You must pay the army its salary even on a day in which the army was defeated in battle.)
5. You may also save the rice you earn in order to increase your castle's wealth.
6. Of course, the more armies you place on the map, the more rice your castle can possibly earn by defeating neighboring armies in order to control neighboring provinces' rice.
7. Be cautious about purchasing more armies than your castle can afford. You could possibly lose your own castle by spending yourself into bankruptcy.

Moving armies
1. Moving one army from one province to an adjoining province equals one move.
2. When you move an army, you cannot skip over any adjoining province. You must move through the adjoining province.
3. If you enter a province containing an enemy army, you must attack any army there. You may not pass through and avoid attacking or being attacked.
4. An attack occurs whenever enemy armies meet in the same province. See Attacking and defending below.
5. Moves from one island to another must be made only at the closest distance between the two islands. These movement routes are marked in three places on the map; the three places are marked with bold diagonal lines: /\.
6. No additional moves are charged for crossing the water.
7. Your castle may choose not to move any army during a certain round. No rule requires you to move. Yet realize that not using a move does not save that move. Any move your castle does not use during a round will be forfeited.

Controlling a province
1. To control a province your castle must occupy the province with at least two armies. A castle may have only one army in a province, but it is not enough to have control. The peasants in the
attacked province will not give up their rice unless at least two armies are present.

2. Once you control a province you control the amount of rice specified by number on the GAME MAP. However, you must return one-half of that rice to the province villagers so that they will not starve. (See the ACCOUNTING SHEET for particulars.)

3. To control a province where its castle is located, a castle must keep at least two armies in the province at all times.

Attacking and defending

1. When two armies meet in a province, an attack and defense occur.

2. A castle can move its armies into a province that is occupied by armies of another castle, but remember that it cannot pass through the province without an attack and defense.

3. An attack begins when an encroaching castle has finished making its moves into the occupied province.

4. The castle with the fewest armies in the province is given the option of either fighting or retreating.

5. You may have your army retreat if an empty province is next to the province where you are being attacked. You may not retreat into a province that is occupied by any other armies unless these armies are from your own castle.

6. If you do retreat into such a province containing one or more of your own armies, your armies will stand and fight if an enemy army pursues you. Above all, you do not want to experience dishonor, shame, and loss of face.

7. If you choose the retreat option, then all your retreating armies get a free move to the adjoining vacant province and no armies are lost.

8. If the castle with the fewer armies chooses to stand and fight, it will lose. However, it may choose this option to weaken the forces of the other castle.

9. During a battle, armies are “killed off” one for one. When such armies are “killed off,” their push-pins are removed from the GAME MAP until only one castle’s armies remain in the province. If that castle has at least two armies remaining in the province then it will also control the rice in that province for that day.

10. What happens if an encroaching castle finishes its moves, leaving a number of armies occupying a province equal to the number of armies defending the province? The winner of the resulting battle is decided by “single warrior toe-to-toe combat” with one of the two castle leaders being first to correctly answer a question or series of questions posed by the Emperor. The losing leader’s armies are destroyed.

Controlling a castle

1. A castle takes control of another castle when its armies win a battle in the province where the other castle is located. (Taking control also requires that the attacker have at least two armies remaining after the battle. Otherwise, the attacked castle remains free.)

2. After the above battle, the winner must leave two armies to keep control of the province.

3. Once a clan has lost control of its own castle, it continues to do the same assignments as it did before, but it now does them as an ally of the castle that has conquered it. Note: It must now follow the directions of the castle which has conquered it.

4. The conquering clan may share rice from its war chest to help its new ally get armies back on the map.

5. The defeated clan no longer may become shogun, but it can help its new ally to defeat the other clans so that its conqueror possibly becomes shogun.

6. Remember:
The defeated castle can work independently ... but ... the controlling castle makes all strategy and final decisions.
Game Map
WAR LORDS OF JAPAN

Mount Fujiyama, the sacred mountain of Japan

Numbers refer to wealth in koku (rice).

Directions: Study the RULES AND PLAY found on pages 6 and 7 of this Student Guide. There you will find suggestions on how to plan your strategy and tactics so that your castle might win the simulation.