

8.2. GAMES

8.2.1. PLAYS ON PLATE

DAIMYO – Tenki Games



Game of strategy for 2 to 4 players - from 12 years - duration of a party: approximately the 1 hour.

Every Lord will have to manage his fief by increasing his economic or political prestige. Territories are represented by hexagons on which take place *bushis* pawns and Lord. Each will have then maps allowing operations, but attention any used map can then be it by the others!

OKKO - L'ère d'Asagiri – Hazgaard



Okko - the era of Asagiri is planned for two players. Each builds warriors' band consisted from 3 to 6 characters and of special objects.

Okko - the era of Asagiri, takes place in the heart of fantastic medieval Japan and is inspired by the comic strip of Hub, appeared to the publishing Delcourt. The game resumes the adventures of the heroes of the comics, four ghosts' hunters, ready to unstitch it with *Oni*, *ninja* and other legendary creatures!

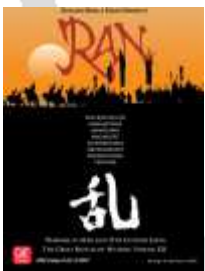
OKKO, Yakuza Hazu Akai – Hazgaard



Okko, Yakuza Hazu Akai is a mini-extension for the game *Okko - the era of Asagiri*. It is necessary to have the basic box to play.

This box, in the size “card game”, brings new persons, every hirelings, and new equipments to vary even more your parties of Okko.

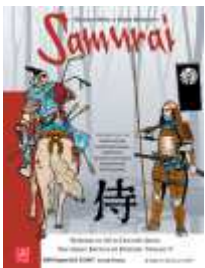
RAN - GMT Games



Plays of strategy on plate

Ran - game which resumes the title of the movie of *KUROSAWA* - allows to replay the big battles of the era *Sengoku Jidai* which saw being in confrontation the *daimyos* big to become *Shogun*, in a time when begin to appear the first firearms introduced by the Portuguese: *Mimasetoge* (in October 6th, 1569), *Mimigawa* (in November 11th, 1578), *Nagakute* (in May 17th, 1582), *Nunobeyama* (in February 14th, 1570), *Okitanawate* (in March 24th, 1584), *Suriagehara* (in June 5th, 1589) and *Tennoji* (in May 7th, 1615).

SAMOURAI - GMT Games



Plays of strategy on plate for 2-4 players

Replay the *daimyos* biggest (*OBU Nobunaga*, *TAKEDA Shingen*, *UESUGI Kenshin*, *ISHIDA Mitsunari* and of course, *TOKUGAWA Ieyasu*) who were in confrontation during the era of the country at war - *Sengoku Jidai* - during battles which decided on the future of Japan: on *Anegawa* (1570), on *Sekigahara* (1600), on *Kawanakajima* (1561), on *Okehazama* (1560), on *Nagashino* (1575) and on *Mikata-gahara* (1572).

SAMOURAI – Jeux Descartes (Paris)



Plays of strategy on plate for 2-4 players - as from 8 years

On a plate puzzle of medieval Japan accumulate the resources of various areas, tie alliances to manage to impose to you like *Shogun*.

SAMOURAI - Les Combats Epiques du Japon Médiéval – Jeux Rexton (Paris 15e)

Play of simulation for 2 players or more - as from 12 years

Out of two large charts colours and hexagonal boxes, game over confrontations of characters out of paperboard (*samurai* with foot or horse, *ashigaru*, monks, *ninja* ...).

SAMOURAI & KATANA – Tilsit Editions (Champlan)



Play of strategy on plate for 3-6 players - as from 10 years

On the chart of Japan face the other clans to become *Shogun*. Plastic figurines and charts of situation decorate this play.

SEKIGAHARA - The unification of Japan - GMT Games



Play of strategy on plate for 2 players

Sekigahara is one of the most important battles of the history of Japan. In 1600, the victory of *TOKUGAWA Ieyasu* on *ISHIDA Mitsunari* decided on the fate of the Land of the Rising Sun and especially on its political organization for two and a half centuries.

SENJI - Asmodée



Game of strategy on plateau for 3-6 players - from 12 years - 90 min. approximately

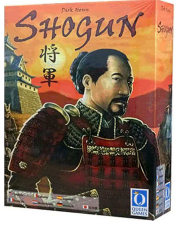
While the Emperor is ageing and his weakened family, you embody a *daimyo* (Lord) which is going to try to obtain the title so desired by *Shogun*.

SHOGUN - Queen Games

Game of strategy on plateau for 3-6 players - from 12 years - 90 min. approximately

In the skin of a Japanese Lord during 16th century, every player tries to insure the superiority of his clan and looks as *Daimyo* having most success, to become, at the end of game, the *SHOGUN*.

SHOGUN - Relive the glorious age of the samurai warrior - MB Gamemaster Series (Springfield)



Play of strategy on plate and with figurines and decorations for 2 to 5 players - as from 12 years

In Japan of the 16th century eliminate your enemy and become *Shogun* in this play very rich in figurines out of plastic and elements of decorations.

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8.2.2. CARD DECKS

HONOR OF THE SAMOURAI – The Card game of intrigue, honour and shame – Gamewright (Boston)



Card deck for 3 - 6 players - as from 10 years

Play where the charts represent a type of resources (castles, *daimyo*, armed, *geisha*...) that you must accumulate to become *Shogun* and where the confrontations are regulated with tosses of the dice.

L5R - Legend of the Five Rings – Siroz



Card deck for 2 or + players - as from 12 years

In the universe epic of Rokudan, largely inspired by Medieval Japan, the charts of your clan (among 9 possible) enable you to become the clan dominating of the country.

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8.2.3. ROLE-PLAYING GAMES

D&D - GUIDE DE L'ORIENT - Dungeons & Dragons®



The Guide of the East is an extension of the rules of the famous game “**Dungeons and Dragons**” which opens you the doors of the universes of campaign of medieval-fantastic Asia.

JAPON - Jouez dans le monde du shogunat - GURPS®



Japan is an extension of the rules of the game of roles GURPS® for Japan at the time of *Shogun*, or during the period of “Countries at War” (1490-1600) which will result in the implementation of the shogunat, or at the end of the era *Tokugawa*, period of riots, little rebellions, of intellectual dissatisfactions and a constant pressure of the West so that Japan opens to the foreigners.

LE LIVRE DES CINQ ANNEAUX - Aventure dans l'Empire d'Emeraude - Five Rings Publishing Group



The book of Five Rings suggests you living fabulous and heroic adventures in a fantastic universe close to medieval Japan. Pitched battles, intrigues of the imperial court, the watches of Outremonde and the magic of the Followers of the blood shall allow you to make your family triumph and your clan.

LA VOIE DU SABRE – RuneQuest



The Way of the sabre is a supplement for the role play RuneQuest to develop players in the fantastic world of Legendary Japan.

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8.2.4. GAMES FOR FIGURINES

KATANA - The Emperor' Press



Katana is a rule for figurines (25 mm) trying to feign fights or battles in the medieval period in Japan (1250-1550).

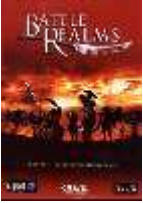
The surprising peculiarity of **Katana** is to have a rule which makes less than 10 pages and which allows as well to play a game of skirmish (a figurine = a man) that more important fights (in that case, a figurine = 10 men).

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8.2.5. DATA-PROCESSING PLAYS

BATTLE REALMS – Ubi Soft (Montreuil)



Sets of strategies on microcomputer - as from 12 years

In fantastic Japan, be the heir to the clan of the Dragon and give again to him all his power vis-à-vis with the clans of the Snake, the Wolf and the Lotus (Price of the Best Play of Strategy to ES 2001!).

SHOGUN – TOTAL WAR – Electronics Arts (St Didier-aux-Monts-d'Or)



Sets of strategies on microcomputer - as from 12 years

A superb play to find you at the period “Sengoku Jidai” (the era of the country in War) where your ambitions of *daimyo* pushes you with being “*shogun* in the place of the *shogun*”.

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