**Medieval Japan Simulation**

Students will be randomly given a role that they must follow, and they cannot trade roles. The class will have one student as the shogun, six students as the daimyo, at least twelve students as samurai, and at least eighteen students as peasants/farmers. The number of daimyo, samurai, and peasants/farmers can be adjusted based on the total number of students for each period.

**Overall objective**: The original Shogun wants to remain in their position after three 10 minute periods. Each Daimyo wants to over throw the Shogun and take their place after three 10 minute periods. The Samurai want to win any battles their daimyo enter. The Peasants/Farmers want to produce as many Ryo coins as possible for their Daimyo.

***Roles/Responsibilities:***

**Emperor** – Figurehead with no real power. Simply watches over the other students. (This role will be held by the teacher)

**Shogun** – In charge of all daimyo and their samurai. Collects Ryo coins at the end of each cycle and also has to remain in charge.

**Daimyo** – In charge of each estate. Has to ensure production of Ryo coins and is in charge of samurai. Each daimyo wants to become shogun and this is their goal in the simulation. This can be accomplished by purchasing additional samurai and taking over other estates to gain more power in the hopes of overthrowing the shogun. Additional Samurai are bought for two Ryo coins, and this also adds to the overall total that they need at the end of each cycle. For example, Daimyo A buys an additional Samurai for two Ryo coins and now has a total of three Samurai *(At the end of the next cycle Daimyo A needs a total of fourteen Ryo coins to keep his current army and peasants/farmers).* The Daimyo can only attack twice per round. If a defending Daimyo loses a battle, they become a peasant/farmer for the winning Daimyo.

**Samurai** – Warriors for the daimyo and shogun. They are paid in Ryo coins and will fight for their daimyo. Battles are fought by rolling dice. Each Samurai in an army is represented by one die. The dice are rolled and the higher number wins. In the case of a tie, the defending Samurai wins the roll. If an attacking army loses, they lose one die. If the attacking army wins, then their Daimyo takes over the defending armies estate.

**Peasant/Farmer** – In charge of producing Ryo coins. Each peasant/farmer has to draw pictures of a Ryo coin, which represents them working the land. The Daimyo’s success is based on how much Ryo coins their estate produces.

**How the to Play the Game**

Step one: Students receive their role cards as the enter the class. The roles are given randomly.

Step two: The Emperor and Shogun go to the front of the class. The Shogun hands each daimyo an estate card. The class will be arranged with six clusters of desks that represent estates. The Daimyos go to their estate.

Step three: Two Samurai go to each estate to act as the Daimyo’s army.

Step four: The first period begins and each peasant/farmer has to draw Ryo coins for their Daimyo. The Daimyo need to come up with a strategy to defeat the other Daimyo in order to take over those estates and increase their power. The Daimyo can choose to attack another Daimyo during this time.

Step five: After eight minutes the peasants/farmers stop drawing Ryo coins and give them to their Daimyo. The Daimyo needs to have at least twelve Ryo coins in order to pay for their peasants/farmers, Samurai, and the Shogun. Each peasant requires one Ryo coin, each Samurai requires two, and the Shogun requires five. The Shogun has to be paid. If the Daimyo does not have at least twelve Ryo coins, then they need to decide to lose Samurai or peasants/farmers. If the Daimyo has extra Ryo coins they can “buy” additional Samurai to increase their army.

Step six: Repeat steps four and five until the game is over.

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| Shogun | Daimyo |
| Daimyo | Daimyo |
| Daimyo | Daimyo |
| Daimyo | Samurai |
| Samurai | Samurai |
| Samurai | Samurai |
| Samurai | Samurai |
| Samurai | Samurai |
| Samurai | Samurai |
| Samurai | Farmer |
| Farmer | Farmer |
| Farmer | Farmer |
| Farmer | Farmer |
| Farmer | Farmer |
| Farmer | Farmer |
| Farmer | Farmer |
| Farmer | Farmer |
| Farmer | Farmer |
| Farmer |  |

Estate 1

Estate 2

Estate 3

Estate 4

Estate 5

Estate 6

Ryo Coin

