

Japan has rapidly developed into one of the world's most wealthy and influential nations. People need to know about this country which has become our trading partner, ally, and friend. To better understand the present, a knowledge of the past is essential. Modern-day Japan is very much a product of its past. While experiencing *War Lords of Japan*, you will understand the important part history played in the development of this intriguing nation.

During the *War Lords of Japan* simulation you will experience the following:

Knowledge

- The history of Japan
- The Japanese attitudes that have shaped history
- The organization of a feudal society
- The importance of intercultural exchange
- The strategies behind survival in early times
- The similarities and differences between eastern and western societies
- The geography of Japan and its surrounding area

Attitudes

- Analyzing life and values in a different society
- Recognizing the role of honor, self-respect, and national pride
- Recognizing the art, culture, and religion of Japan
- Identifying the differences of other people and other societies
- Cooperating with others for success

Skills

- Reading and listening for information
- Identifying comparisons and differences
- Creating strategies and long-range plans
- Balancing a mathematical accounting sheet
- Cooperating with teammates
- Evaluating the role of history in shaping the present

Overview

War Lords of Japan is a simulation of life of the samurai in feudal Japan. Working together in groups or clans, you will assume the role of war lords of a historical Japanese castle. It is the late 1500s in Japan, a time known as the "Period of the Warring States." Each clan must send armies out from the castle, take over and control provinces, and attempt to take over and control the other castles. Your goal is to become shogun, supreme military ruler of Japan.

Each clan earns moves on a classroom map and essential rice, which is used as money, by doing the following:

- Learning facts about Japan
- Creating a daily packet
- Writing reports

- Working an accounting sheet
- Participating in other Japan-related activities

In addition, you will be rewarded for demonstrating **honorable behavior** and **respect** toward the teacher and your fellow students.

The teacher will assume the role of Emperor, guiding you through the day-to-day activities.

Student Guide

Prepare to strap on your sword and don your silk and body armor. For the next few blocks 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 time period. Your clan controls the province where your castle is located, but your ultimate goal is to control all of Japan. You can find these castles' names and locations on the last page of this packet.

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 the *War Lords of Japan* you will discover the history of this 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.

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.

Each clan has four roles to fill. If a clan member is absent, the leader must step in and complete this absent person's work or assign it to another clan member. Each role is explained on the following pages.

□ Role #1 Leader Responsibilities

1. On the day you are leader, first make certain that all members complete tasks necessary for the clan's survival. Help members with their accounting, art, calligraphy, or other responsibilities.
2. If someone is absent, you must step in and complete this absent person's work yourself or assign it to another clan member.

3. Before making decisions about moving armies on the **Game Map**, consult all other clan members for their suggestions. However, since you are the leader, you make the ultimate decision. The final power and responsibility are yours alone.
4. Once you have made your final decision, fill out the **Army Move Plan**, give it to the Emperor (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 then have the opportunity to stand and fight or to retreat. (See Rules and Play.)
6. At the end of the block, 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 the Emperor (teacher).

□ **Role #2 Accountant**

On the day that you are the 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 a one-move penalty. Other mistakes will normally cost you only one move each, but the Emperor (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 the "chest" at the start. Thereafter, you will add or subtract from this total whatever koku balance you have at the end of the block.
2. 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 each castle 2 moves at the start. You can use these moves to move 2 armies to an adjacent province. (See Moving Armies) 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.

Expenses for the Day

1. Multiple the number of armies your leader has purchased x 10.
2. Multiple the number of armies you control x 10.
3. The 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 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 in to occupy an undefeated 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 block's play on the day they have been awarded.

□ **Role #3 Artist/Cultural Expert**

1. On the day that you are the artist/cultural expert, complete the one of the two art assignments, the **Kabuki Actor** or the **Mythical Shield**. Use colored pencils to complete this assignment.
2. Watch the "Historical Perspectives: The Samurai and the Tea Ceremony" section of the *Shogun* DVD and answer the questions while watching.

□ **Role #4 Calligrapher/Historian**

1. On the day that you are the calligrapher/historian, complete the one of the two **Japanese Calligraphy** handouts. Use the calligraphy pens to complete this assignment.
2. Read the historical "Background" packet and complete the question packet.