



Shogun Board Game



3DLYX

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Summary

Easy to print abstract boardgame based on the concept of 'Shogun', 1997 by Teruo Matsumoto

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Recently I dug out the old boardgame ,Shogun' (1976 by Teruo Matsumoto) from the attic. And while the game concept itself is ageless, the look of the game sure is not. Also the magnet based mechanic feels a bit gimmicky and it actually counters the initial concept of randomness in the number of moves for each tile (because after playing a lot you begin to see patterns for the tiles and can predict them).

So I wanted to make a 3D printable version that is easy to print with no supports, no moving or mechanical parts, but still utilizes the original idea. To get rid of the magnets to determine the next number of moves for each tile, I made the tiles into dices themselves. So now you can just move the tile according to the number of moves it shows, and then roll it like a normal dice before putting it on its destination field.

I wanted to change the overall look to a clean, very abstract, almost sci-fi looking boardgame, while keeping the print time and filament usage small.

So now the most basic version, consisting of just the tiles can be printed in a few hours per set/color (two sets are needed).

How (and what) to print:

7x shogun_pawn.stl , 1x shogun_king.stl – in one color

7x shogun_pawn.stl , 1x shogun_king.stl – in a different color

With that and any chessboard you can already play.

Optional:

Some testers found it awkward to dice role with the tile they are just moving, so I added a special dice they can roll on the side, and that fits into the general look of the game: shogun_dice.stl (if you roll for the king, the 3 counts as a 1 and the 4 counts as a 2)

Or you can use it as a marker to mark the destination field while rolling the tile.

A beveled board keeps the tiles secure in place. I cut the board into 4 quarters for easier printing (even on the mini), but as a side effect it also allows to alter the game by setting the board up differently (like in a corner or s-shape): 4x board.stl (of course you can just print more board pieces and experiment with different setups).

You could add magnets to the board, but since the general idea was to get rid of any post processing of the printed game, I chose not to.

There are some discs that press fit into the grooves of the king tile, and look really nice when added to the king tile in of the opposite color: 4x shogun_disc.stl (per color)

How to play:

1. Goal

The goal is to eliminate the opponents tiles or checkmate the king.

2. How the tiles work

The tiles have a number of lines on each face. 1,2,3 or 4 lines. The number of lines shows the number of fields a tile can be moved on the next turn. After your turn, just roll the tile and set it on the target field with the rolled side up, showing the number of moves in the next turn. If you roll a hollow side, roll again. The king can only move 1 or 2 fields. The tile has 2 faces with one, and two faces with two lines.

3. Setup

The tiles are setup on each players base row with the following sequence:

P P P P K P P P

4. Moves

Tiles can move the number of fields on the board according to the number of lines the top face shows. They can move horizontally or vertically, but NOT diagonally. Within its allowed range the tile can make ONE turn. Tiles can NOT jump over other tiles. If a move ENDS on an opponents tile, the opponents tile gets eliminated and taken off the board. The opponents king can NOT be eliminated.

5. End

The game ends if 6 tiles of one player are eliminated, only 1 pawn and the king are left.

The game also ends if the king is under attack, and has no other safe field to move to, or cannot be shielded (as in blocked, stand in the way off the attacker) by a tile in the next move.

original game manual: <https://boardgamegeek.com/boardgame/2043/shogun>

EDIT: Typos

Model files



shogun_king.stl



shogun_pawn.stl



shogun_set.stl



shogun_dice.stl



shogun_board.stl



shogun_king_deco.stl

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