SENGOKU
The Megagame of Power Politics in Old Japan

TEAM CONTROL SET UP NOTES
You should read this now.

In the pack you have been given there are:

A set of the individual player personal briefings for you - marked TEAM CONTROL. You will need to familiarise yourself with these, they are relevant to scoring the team's performance using culture points.

The individual team member briefings to hand out at the start. Please do not hand out briefings right away - wait until we know what the team make-up will be - there may be some re-arrangement necessary at the last minute due to no-shows. If in doubt ask Jim.
These briefings are different for each player and have personal objectives - it is important that they do not get mixed up.
It is essential that the following roles are filled first, in this order: DIAMYO - GENERAL - CHAMBERLAIN - then other roles as you see fit. Players may have been allocated generic roles already - so respect that, but you can let them swap around if they want to and all agree.

Clan *mon* stickers - encourage the players to put these somewhere prominent - lapels or shoulders are traditional. If you have enough, you can give 2 per player (one for each lapel).

Blank Labels - Players should write their character name on these, and their *character's age*. This is to help them to get used to their Japanese name (tell them this) - the age bit is so that they can show proper respect to their elders. Remind them that they will be expected to use their Japanese role names at all times.

Culture Points Summary Table - To help you keep track of the culture points from turn to turn, use the enclosed chart. We will be showing a display of the 'order of status' for all clans to see based on the figures you generate - though players should never know the *actual* scores of course.

TEAM CONTROL CULTURE POINTS CHART
Quick Reference (some extra things here)

Not addressing someone properly **-1**	Speaking out of turn **-1**
Failing to enforce respect **-1**	Not bowing **-1**
Inappropriate behaviour **-1**	Losing hostage: **-1** clan **-5** if direct family
Acting in role or to their personal brief **+1**	Gaining a hostage **+1**
Each 5pt ostentatious spending **+1**	Tea Ceremony **+1 to +5**
A good poem **+1**	Appropriate gifts to other players **+1**

Game Control will want to use this clan figure **each turn** for the overall clan status picture.

Complete individual team member character names here → Game Turns	LORD	CHAMBERLAIN	GENERAL				CLAN OVERALL
1030-1100 **Winter 1551**							
1100-1130 Spring 1552							
1130-1200 Summer 1552							
1200.1230 Autumn 1552							
1230.1300 **Winter 1552**							
1300.1330 Spring 1553							
1330.1400 Summer 1553							
1400-1430 Autumn 1553							
1430-1500 **Winter 1553**							
1500-1530 Spring 1554							
1530.1600 Summer 1554							
1600.1630 Autumn 1554							
1630.1700 **Winter 1554**							