

# SENGOKU TEAM CONTROL CULTURE POINTS CHART

## QUICK REFERENCE

Every player (and each Clan) starts with 10 Culture Points each.

Player Action	Guideline Culture Points	Player Action	Guideline Culture Points
Repeatedly failing to address someone properly	-1	Brining a gift of real food or drink (See 'Gifts' below)	+1
Repeatedly speaking out of turn or disrespectfully	-1	Tea Ceremony (see below)	From +1 to +5
Enforcing politeness by reprimanding transgressors	+1	Reasonable attempt at Haiku (see below)	+1
Repeatedly failing to bow at the right time	-1	<b>Clan Actions</b>	<b>Guideline Culture Points awarded</b>
Any action that is, in your opinion, seriously culturally inappropriate	-1	Losing a hostage	-5 from immediate family and -1 from Clan as a whole
Acting 'in role' in a particularly entertaining way	+1 or +2	Each 5 points spent on 'ostentatious' items	+1*
Bringing a gift of rice or cash (See 'Gifts' below)	No gain	Gaining a hostage	+1

## SCORE RECORD

TURN	LORD	CHAMBERLAIN	GENERAL		Clan total
<b>Winter Year 0 1100-1130</b>					
Spring Year 1 1130-1200					
Summer Year 1 1220-1230					
Autumn Year 1 1230-1300					
<b>Winter Year 1 1300-1330</b>					
Spring Year 2 1330-1400					
Summer Year 2 1400-1430					
Autumn Year 2 1430-1500					
<b>Winter Year 2 1500-1530</b>					
Spring Year 3 1530-1600					
Summer Year 3 1600-1630					
Autumn Year 3 1630-1700					

Game control will want the clan total each turn.