

RULES SUMMARY

SETUP

- Pick a Set of Season cards to add to the Core cards.
- Draw 4 Shrine tiles.
- Organize the Clan markers on the Honor Track according to each Clan's Starting Honor Rank.
- Players start with 1 Daimyo, 1 Bushi, and 1 Stronghold in their Home Province.

EACH SEASON

SEASONAL SETUP

- Place War Province tokens and corresponding War Number tokens.
- Set current Season cards next to the board.
- Give each player their Seasonal Income Coins.
- Return any Hostages, each granting 1 Coin from the common pile.

TEA CEREMONY

Negotiate to form new Alliances.

POLITICAL PHASE

MANDATE TURNS

Mandates are resolved in clockwise order, starting from the player to the left of the current player. Each Mandate offers one ability to all players, and one bonus ability only to the current player and their Ally:

• RECRUIT

All Players: Summon one figure at each of their Strongholds. Summoned Shinto may be sent to a Shrine tile to worship.

You and Ally: Summon one additional figure.

• MARSHAL

All Players: Move each of their figures across one border or shipping route.

You and Ally: May also build a Stronghold for 3 Coins.

• TRAIN - Current player goes first.

All Players: Buy one available Season card. Pay its Coin cost.

You and Ally: Pay one less Coin.

• HARVEST

All Players: Collect 1 Coin.

You and Ally: Collect Rewards from each Province where you have superior Force.

• BETRAY

You Only: Replace any two figures (from different players) on the Map with one of your own of the same type. If you have an Alliance, break it and lose Honor.

EACH SEASON (CONTINUED)

KAMI TURNS

Resolve each Shrine tile from left to right. The player with the most Force on each Shrine gets its Kami's ability.

WAR PHASE

Resolve War in order on the Provinces with a War Number token.

- Empty Province – Discard War Province token.
- Only 1 player – They take the War Province token.
- Only 2 Allied players – Player with the highest Force takes the War Province token.
- At least 2 unallied players – Resolve a Battle:

BATTLE RESOLUTION

Players secretly bid Coins on the different War Advantages.

Going from left to right, the player who bid the most Coins on each War Advantage may choose to execute it:

SEPPUKU: May kill all your figures. Gain 1 VP and Honor for each.

TAKE HOSTAGE: May take 1 hostage. Take 1 VP from opponent.

HIRE RONIN: May add your Ronin tokens to your Force.

Battle Outcome: The player with the most Force in the Province wins the Battle, killing all losing players' figures (unless they belong to their Ally).

IMPERIAL POETS: Gain 1 VP for every figure killed.

Losers discard the Coins they used. Winner distributes the Coins they used equally among the losers.

SEASONAL CLEANUP

- Discard Coins and Ronin tokens.
- Return Shinto to their owner's reserves.
- Reshuffle Political Mandates.

ENDGAME - WINTER SEASON

Return any hostages, then add extra VP from Winter Upgrades, War Province Tokens, and the War Province Set Bonus (as displayed on the Clan screens).

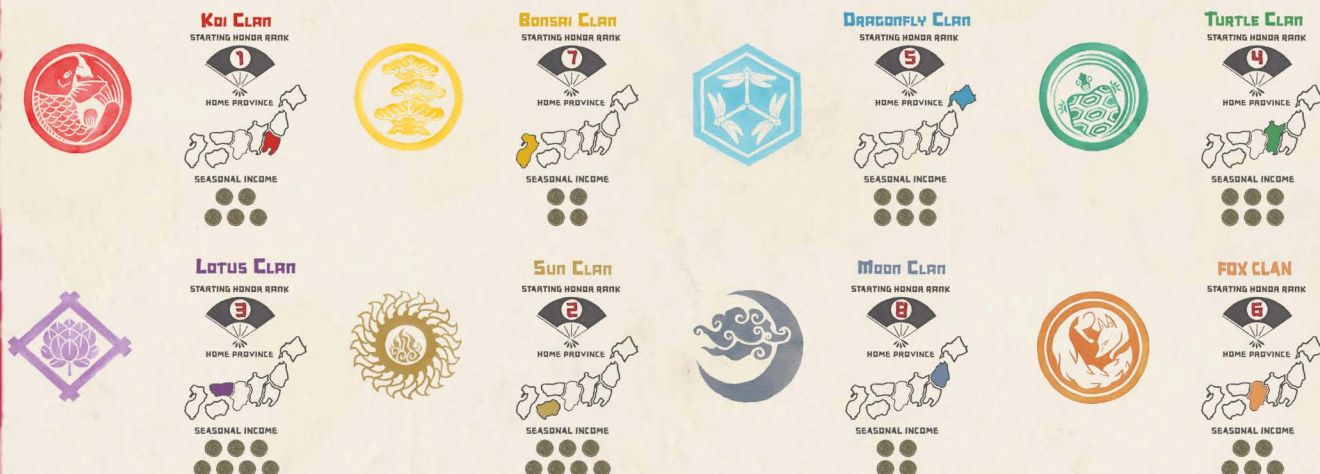
Player with the most VP wins the game. If tied, highest Honor wins. If tied are Allied, they share the victory.

OTHER RULES

Honor – Whenever there is a tie, the tied player with the highest Honor wins. If there's ever a conflict in the timing of the execution of an ability, the involved player with higher Honor decides whether to go first or last.

Negotiation – During the Tea Ceremony and Political Phase, players may give each other Coins and Ronin tokens as part of their negotiations. Deals are never binding.

THE CLANS



RIISING SUN FAQ 1.0

RULES CLARIFICATIONS

Place: When you “place” a figure, you simply take it from your Reserve and place it on the board. This does not trigger any Summon effects.

Summon: No matter how many different figures you Summon onto the board in one instance (during a Recruit Mandate, for example), it is considered a single Summon for triggering abilities.

Mandate: All events of a Mandate are considered to happen in a single moment. During a Harvest Mandate, if you gain multiple Coins or VPs from different Provinces, it is considered a single instance of gaining those rewards for triggering abilities. Effects that take place at the end of a Mandate only occur after all players have executed that Mandate.

Bonuses: If an ability increases the rewards gained by another action, they are considered part of the rewards gained by that action.

Start of Battle: The Start of a Battle is right before players prepare to allocate their Coins for its War Advantages.

Winning a Battle: If a figure has a special ability that triggers off of winning a Battle with that figure (Oni of Souls, Piety, Kitsune), it doesn't need to still be alive and in the Battle at the end of it in order to activate its ability. It just needs to be in the Battle at some point of it.

Daimyo: Daimyo figures (and those that count as Daimyo) are immune to any special effects that target a specific figure (Fire Dragon, Earth Dragon, Benten), but not immune to general effects that target a player (Oni of Plagues, Susanoo, Raijin, Path of the Serpent, etc.).

RIISING SUN CORE BOX CARDS

BENEVOLENCE

Q. Can Benevolence be used when you pay War Reparations at the end of a Battle?

A. No, it only works when you spend Coins purchasing a Season card or Stronghold. It doesn't trigger off of giving Coins in War Reparation, or having Coins charged/taken by other effects.

FORM OF THE KINDRED

Q. Do I get this card's ability for reaching Winter with an Alliance?

A. No, this only grants points for having an Alliance in Spring, Summer, and Autumn. It doesn't matter whether those Alliances lasted until the end of the season or not.

LOYALTY

Q. If I have an Ally, and during a Harvest Mandate I gain 1VP from a Province and 2VP for another, how many extra VP does Loyalty grant me?

A. All those VP were gained at the same moment, so you only get 1 extra VP.

LOYALTY AND RIGHTEOUSNESS

Q. If I have an Ally, and during a Battle I Seppuku 2 figures (2VP, plus another 2VP from Righteousness), and then I win Imperial Poets (5 VP), how many extra VP does Loyalty grant me?

A. The resolution of each War Advantage is a separate event, so those were two separate instances of gaining VP. You gain 1 extra VP during Seppuku and 1 extra VP during Imperial Poets.

KOMAINU

Q. Does the Komainu also count as a Shinto for the purpose of Betrayal?

A. Yes, for all intents and purposes the Komainu counts as both a Monster and a Shinto. So it can replace Monsters or Shinto during a Betray Mandate, or likewise be replaced by them while on the Map.



PATH OF THE SERPENT

Q. How often can I charge a player for using the same Shipping Route?

A. You may charge them once per instance when they use that Route (regardless of how many figures they move through that Route at that time). For example, once during a Marshal Mandate, then again when they use Fujin's Kami ability, then again during another Marshal...

WAY OF THE MERCHANT

Q. If a richer player plays a Harvest Mandate, gaining 1 base Coin, then 2 Coins from a Province, and 1 Coin from another Province, how many Coins does Way of the Merchant grant me?

A. All those Coins the richer player got were gained at the same moment, so you only get 1 Coin.

KAMI UNBOUND CARDS

PATH OF THE BUILDER

Q. If I am the one playing the Marshal Mandate, does Path of the Builder allow me to build 2 Strongholds?

A. No, it only allows you to build 1 Stronghold regardless of who plays the Marshal Mandate.

SUSANOO

Q. Does Susanoo keep a Shinto being summoned in his Region from climbing to one of the Temple tiles?

A. No. Climbing to the Temples is not considered a Move.

DYNASTY INVASION CARDS

PATH OF THE MONKEY

Q. If 2 players are tied as the richest opponents, do I lose Honor twice for taking Coins from both of them?

A. No, you only lose Honor once each time you use this ability.

FUKUROKUJU

Q. Since he counts as a Stronghold, can Fukurokuju be killed?

A. No, Strongholds cannot be killed as a basic rule (except that the Daikaiju can destroy them).



DAIMOY BOX CARDS (PROMOS)

DAIKAIJU

Q. Can I use Betray to replace a Daikaiju that is in the ocean with one of my Monsters in reserve?

A. No, while in the ocean the Daikaiju is not considered to be on the Map.

EARTH DRAGON

Q. If a player has Path of the Serpent, can they charge so the Earth Dragon may move a figure out of its Province through a Shipping Route?

A. Yes. If the player controlling the Earth Dragon chooses to move an opponent's figure out of its Province through a Shipping Route, the player with Path of the Serpent may choose to charge 1 Coin from the player whose figure is being pushed out. The player must pay if they have the Coin, but if the player has no Coins, then the figure can't be pushed via the Shipping Route.



Q. Does the Oni of Plagues prevent figures from being pushed into its Province by the Earth Dragon?

A. Yes, if the figure being pushed out belongs to a player with higher Honor than the Oni of Plagues player, it cannot be pushed into the Oni of Plague's Province.

NURE-ONNA

Q. If a player has Path of the Serpent, can they charge the Nure-Onna so it can cross a Shipping Route during the War phase?

A. Yes.

PHOENIX

Q. If my Phoenix is killed by Seppuku, comes back immediately, and then is killed again at the end of the Battle, how many VP do I gain for Imperial Poets?

A. You gain 2 VPs. 1 for each instance of that figure being killed.