7 WONDERS

旭 RISING

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Introduction

The great and forgotten Kami have returned from the underworld, displeased with the affairs of the Empire's present Shōgun.

At the start of spring in the Great New Year, the Kami have gathered their sacred clans with one quest: reclaim the lands of Nippon and return them to their honorable, spiritual traditions.

However, each clan is bound by their own proud traditions to a unique vision for this great return and must wage a powerful diplomatic war across eight provinces.

Alliances must be forged, betrayal is inevitable, honorable standing rises and falls. Political mandates must be navigated and devastating war must be fought, each won by expert skill and cunning negotiation.

And only one may stand victorious at the coming of winter.

You, honorable Shōgun, lead one of these great clans. Do you have the strength of honor, virtue, and spirit, as well as the mastery of steel necessary to deliver on this ancient promise?



Objective

Rising Sun is a board game for 3 to 5 players set in legendary feudal Japan. Players compete to lead their Clans to victory by accumulating Victory Points over the course of the Seasons. Players will forge and break alliances, choose political actions, worship the gods, customize their clans, and position their figures around Japan. Victory Points can be gained in several ways, from winning battles, to harvesting the right provinces, to playing to the Virtues accumulated by your Clan. By the time Winter arrives, the player with the most points will rule the Land of the Rising Sun!

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GAME COMPONENTS



5 Clan Screens



1 Game Board



7 Shrine Tiles



10 Political Mandate Tiles



21 Core Season Cards *(7 per Season)*



5 Political/War Tiles



24 War Province Tokens
(8 per Season)



15 Teapot Set
Season Cards
(5 per Season)



15 Horseman Set
Season Cards
(5 per Season)



15 Archway Set
Season Cards
(5 per Season)

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5 Alliance Tokens



20 Stronghold Tokens
(4 per Clan)



20 Ronin Tokens



8 War Number Tokens



65 Plastic Coins



10 Clan Markers
(2 per Clan)



10 Bonsai Clan Figures
(6 Bushi, 3 Shinto, 1 Daimyo)



10 Koi Clan Figures
(6 Bushi, 3 Shinto, 1 Daimyo)



10 Dragonfly Clan Figures
(6 Bushi, 3 Shinto, 1 Daimyo)



10 Lotus Clan Figures
(6 Bushi, 3 Shinto, 1 Daimyo)



10 Turtle Clan Figures
(6 Bushi, 3 Shinto, 1 Daimyo)





8 Monster Figures



5 Huge Monster Bases *(1 per Clan)*



15 Shinto White Bases

5 Daimyo Black Bases



15 Large Monster Bases *(3 per Clan)*

4 - RULEBOOK

BASIC CONCEPTS

The Game Board

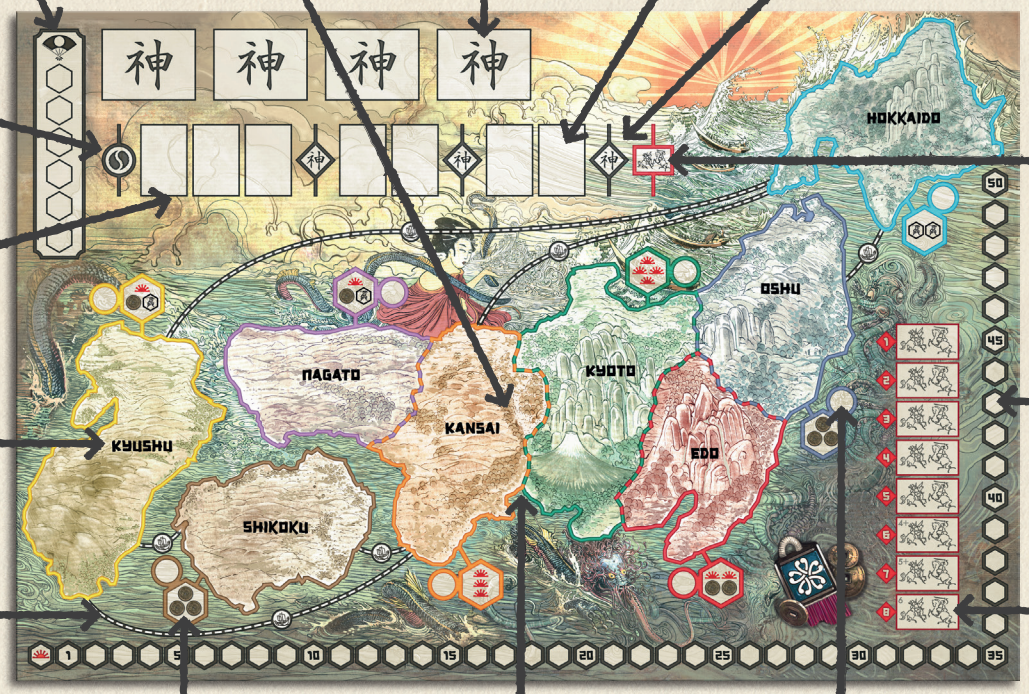
Map
The heart of the board shows the Map of Japan, which is where most of the conflicts in the game play out.

Honor Track
These slots are used to mark the relative Honor between the Clans. A Clan with its marker above another has more Honor than that Clan.

Shrine Slots
At the start of each game, 4 random Shrine tiles are placed in these slots. These represent the Shrines the Shinto may go to in order to worship the different Kami.

Political Mandate Slots
During their turn, players will place their chosen Political Mandates in these slots, going from left to right.

Kami Turn Symbols
Whenever the Political Phase reaches one of these symbols, a Kami Turn takes place, with each Shrine being resolved in order from left to right.



Tea Ceremony Symbol
Every Season starts with a Tea Ceremony where Alliances are forged.

Political Track
These slots and symbols indicate the Turns during each Political Phase.

Provinces
The Map is divided into 8 different Provinces delineated by thick, colored lines. The Provinces may be occupied by Figures and Strongholds.

Shipping Routes
These lines connect certain Provinces across the Map. Figures may Move between two Provinces connected by a Shipping Route as if they were adjacent.

War Phase Symbol
When the Political Phase reaches this symbol, it ends and the War Phase begins.

Victory Points Track
These slots are used to track each Clan's Victory Points (or VP) throughout the game. *If a Clan moves beyond the 50 slot, move its marker back to the 1 slot but flip it upside down as a reminder to add 50 VP to their score.*

War Province Slots
At the start of each Season, the Battles that will take place during the War Phase are randomized by placing a number of that Season's War Province tokens on these slots.

Rewards
These hexagons, attached to the Province, display what Reward it grants when a player successfully Harvests it. These can be several combinations of Coins, Victory Points, and/or Ronin tokens.

Borders
If two Provinces are considered adjacent, this is evidenced by a two-colored Border line separating them. Figures may Move between adjacent Provinces by crossing these Borders.

War Number Slots
Each Province has a slot to place a War Number token, as a reminder of whether a Battle will take place in it this Season, and where in the War order it will take place.

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Clan Screens

Each of the Clans has its own Clan Screen that displays all of its relevant information. Keep in mind that nothing should be hidden behind the Screen during the Political Phase. During the War Phase, players' bids are hidden behind the Screens, but nothing else.

Clan Ability
Each Clan possesses a unique ability that is in effect throughout the game.

Starting Honor Rank
This indicates each Clan's relative position on the Honor Track during the initial setup of the game.



Seasonal Income
Players start each Season with only the number of Coins indicated on their Clan Screen.

Home Province
Each Clan starts the game with a Daimyo, a Bushi, and a Stronghold in its indicated Home Province.

Clan Figures Reminders
This section reminds players of the particularities of the different Clan Figures.

End of Game Bonus
This is a reminder of the bonus VPs players gain at the end of the game for collecting War Province tokens from as many different Provinces as possible.

Figures

Each Clan possesses 10 figures: 1 Daimyo, 3 Shinto, and 6 Bushi. These are kept in Reserve next to your Clan Screen while not in use and are returned there if they're killed.

All figures in the game have 1 Force, unless otherwise stated on a specific Season card a player has acquired.

To more easily distinguish among the different Clan Figures, attach a black counter base to all Daimyo and white counter bases to all Shinto.



Bushi – These are your foot soldiers. They do not possess any special abilities. While each Clan has two different sculpts for their Bushi, they all work exactly the same.



Shinto – These spiritual warriors are able to battle like any Bushi, but they possess a special ability: when Recruited, you may choose to send them to worship a Kami instead of staying on the Map.



Daimyo – This is the leader of your forces and your most reliable figure. It cannot be taken Hostage by other players and cannot be removed from the Map by a Betray action. It is also immune to other special effects, such as a Monster's ability to automatically kill a figure.

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Monsters – These legendary creatures can be added to your Clan with a *Train* action. When acquired, attach one of your Clan's color bases to it. The Monster is immediately Summoned to one of your Strongholds and is part of your Clan for the rest of the game. If it is killed, it goes to your Reserve. There is no limit to the number of Monsters a Clan may have (even if the Clan runs out color bases for them). Each Monster has a special ability described on its Season card (*their Force is still 1, unless otherwise stated*).

Season Cards

Season cards are divided into 3 Seasons: Spring, Summer, and Autumn, bringing varied abilities to the Clans who acquire them.



Core Season cards have no special symbol on the back, indicating that they must be present in every game.



Season card Sets each show a special symbol on the back to identify them. Each game, players will choose (or randomly select) 1 Set of Season cards to add to the Core cards.



Coin Cost
This indicates how many Coins the player must spend to acquire this card.

Type
This indicates what type of card this is.

Ability
Each Season card gives the player a different ability, indicated here.

The types of card are:



◀ **Enhancement** (green) – These cards are abilities that enhance your Clan, giving special abilities to your figures or your actions.



Virtue (blue) – These cards allow you to gain extra Victory Points or other benefits triggered by specific conditions. ▶



◀ **Monster** (brown) – These cards give your Clan a Monster figure with a unique ability.



War Upgrade (red)– These cards grant you special benefits that trigger at the start of each War Phase. ▶



◀ **Winter Upgrade** (light blue) – These cards offer bonus Victory Points, triggered by specific conditions at the end of the game.

Honor

Honor is a palpable element in *Rising Sun*. Having high Honor will give you several advantages, while having low Honor may grant you the allegiance of the darker elements of the world. But above all, Honor settles all disputes.

The Honor Track () at the top left of the board is used to keep track of each Clan's Honor in relation to one-another. The Clan with their marker at the top of the Honor Track has the highest Honor, while the Clan at the bottom has the lowest Honor. If a Clan's marker is above another's, it has higher Honor than them. If a Clan's marker is below another's, it has lower Honor than them.

The most crucial aspect of Honor is this:

Whenever there is a tie, the tied player with the highest Honor wins.

This counts for any ties, whether it's comparing players' Force in a Province during a Harvest or a Battle, comparing their Force on a Shrine during a Kami Turn, or comparing their Coins on a War Advantage during a Battle. If players are tied, check the Honor of the tied players. The one higher on the Honor Track wins the dispute.

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.

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GAINING AND LOSING HONOR

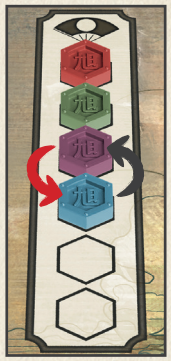
Several different actions may cause a player to either gain or lose Honor. Honor is always relative between the Clans, so no two Clans can ever occupy the same slot on the Honor Track.

Each time a Clan gains Honor, move its marker up 1 slot on the Honor Track, at the same time moving down 1 slot the Clan marker that was above it. If a Clan is already at the top of the Honor Track, gaining Honor has no effect.



◀ *EXAMPLE: The TURTLE Clan gains Honor, so its marker is moved up, while the LOTUS marker above it is moved down.*

Each time a Clan loses Honor, move its marker down 1 slot on the Honor Track, at the same time moving up 1 slot the Clan marker that was below it. If a Clan is already at the bottom of the Honor Track (disregarding any empty slots at the bottom), losing Honor has no effect.



▶ *EXAMPLE: The LOTUS Clan loses Honor, so its marker is moved down, while the DRAGONFLY marker below it is moved up.*

Negotiation

In *Rising Sun*, players are encouraged to use diplomacy, negotiation, and even bribery to further their cause.

Players can make deals at any point in the game, whether with their Ally or with an Enemy. For example:

"I'll stay out of Kyoto this Season if you stay out of Hokkaido."

"In this Battle, leave Hire Ronin to me and I'll let you Take Hostage."

Keep in mind, however, that no deals are truly binding. Players are free to break their promises at any point, though the consequence is that the other players most likely won't want to make any further deals with them. Deals can be made in secret, without other players overhearing them.

Bribery, or "tokens of friendship", can only be done during the Tea Ceremony and the Political Phase, not during the War Phase. Players are free to give Coins and Ronin tokens from their Reserve to other players in order to try to convince them to do something. For example:

"I'll give you 2 Coins to Ally with me this Season."

"If you play Harvest now, I'll give you half of the Ronin I get from my Harvest Rewards."

Again, keep in mind that these deals are not binding.

SETUP

Prepare Your Clan

1 – First, each player chooses one of the available Clans to play, by placing one of the **Clan Screens** in front of them and placing a **Political/War tile** behind it (with the Political side facing up).

All materials and figures for Clans that were not chosen are returned to the game box.

SITTING ORDER

It is important that players sit around the table in the right order, according to the Starting Honor Rank of the Clan they chose (as indicated on their Clan Screens). The Clan with the lowest-numbered Starting Honor Rank will be the first to play. The Clan with the next Rank after that must sit to their left, and so on. So, as play will go in clockwise order, it will start from the Clan with the lowest-numbered Starting Honor Rank, and proceed in ascending order around the table. Note that the sitting order (and thus play order) stays the same throughout the game.

***EXAMPLE:** In a 5-player game, the sitting order going clockwise must be KOI, LOTUS, TURTLE, DRAGONFLY, and BONSAI.*

2 – Place 1 of your **Clan markers** on the first slot ( ) of the **Victory Point Track** on the board.

3 – Your other Clan marker is placed on the **Honor Track.** The slot on which it's placed depends on your Clan's **Starting Honor Rank.** The Clan with the lowest-numbered Rank goes on the top slot. Below it goes the Clan with the next Starting Honor Rank, and so on. There should be no empty slots between Clan markers, though there will be empty slots at the bottom, depending on the player count. ***Example:** In a 5-player game, the starting order on the Honor Track going from top to bottom would be KOI, LOTUS, TURTLE, DRAGONFLY, and BONSAI.*

4 – Take your clan's **Daimyo** figure, **3 Shinto** figures, and **6 Bushi** figures, and make sure a black plastic base is attached to the Daimyo and white bases to the Shinto to more easily identify them. Keep all of your figures next to your Clan Screen, in sight of the other players. This area is called your Reserve.

5 – Take all the **plastic bases** in your Clan's color and keep them next to you. They will be used if you acquire Monsters.

6 – Take the **4 Stronghold tokens** and the **Alliance token** belonging to your Clan and keep them next to you.

7 – **Home Province:** Each player takes 1 Daimyo figure, 1 Bushi figure, and 1 Stronghold token and places them on the board, inside their Home Province (as indicated on their Clan Screen).

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Prepare the Kami

8 – Shuffle the 7 Shrine tiles facedown. Draw **4 Shrine tiles** and place them faceup on the Shrine Slots on the board, from left to right. *First-time players should use, in this order, Amaterasu, Fujin, Hachiman, and Tsukuyomi*. The remaining 3 Shrine tiles are returned to the game box.

Prepare the Season Decks

9 – Take the **Core Season cards** and place them facedown next to the board, creating 3 separate decks: Spring, Summer, and Autumn.

Players should then decide which **Set of Season Cards** they will use in this game session. The *Rising Sun* core box offers 3 different Sets: Horseman, Archway, and Teapot, each bringing a different gameplay experience. *First-time players should use the Archway Set. Players can also randomize the choice of Set by shuffling 1 card from each Set and drawing 1*. Once a Set is selected, take its 5 cards for each of the Seasons and add them to the Core Spring, Summer, and Autumn decks.

Each of the Season decks should then contain 12 cards. All other Season cards are returned to the game box.

Last Steps

10 – Separate the **War Province tokens** according to their number: I, II, and III. Shuffle them into 3 facedown piles, each with 8 tokens, placing them next to the board.

11 – Place all the **War Number tokens** next to the board.

12 – Shuffle the **10 Political Mandate tiles** facedown and place them in a pile next to the board.

13 – Place all **Monster figures** next to the board, within reach of all players.

14 – Place all the **Coins** and **Ronin tokens** in common piles next to the board, within reach of all players.

IMPORTANT: *Unlike the other components, **Coins** and **Ronin** are considered to be unlimited. In the unlikely event that either of these common piles run out, use substitute components to supply more of them.*



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PLAYING THE SEASONS

Rising Sun is played over the course of 4 rounds, known as Seasons. It begins with Spring, followed by Summer, and then Autumn. When Winter comes, the game draws to a close. Not much happens as the land falls silent under a layer of snow, and players calculate their bonuses to decide who is the winner.

The Phases of each Season:

1) Seasonal Setup
2) Tea Ceremony
3) Political Phase
4) War Phase
5) Seasonal Cleanup



After forging alliances, each Season is divided into 2 main phases: first, a **Political Phase**, where players play Political Mandates and worship the Kami to prepare their Clans, and position their forces on the board. Second, a **War Phase**, where the Battles in the contested Provinces are resolved.

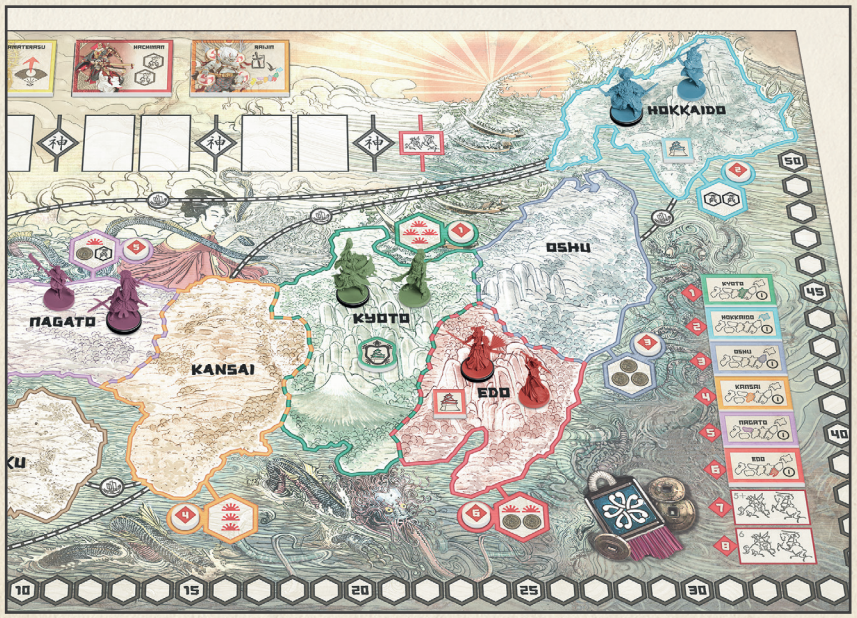
SEASONAL SETUP

At the start of each Season, a few tasks must be performed in the following order:

Prepare for War

Take the randomized **War Province tokens** for the current Season (I-Spring, II-Summer, III-Autumn) and place them faceup on the War Province Slots on the board. The number of War Province tokens placed on the board must be equal to the *number of players plus 2*. So, for example, in a 4-player game, 6 tokens will be used. This is also indicated on the War Province Slots on the board, with the top 5 slots always being filled, and the remainder only being filled if the player count matches the number written on the slot.

Then, take the **War Number tokens** and place each of them in the War Number Slot of the Province indicated by the War Province tokens on the board. Any unused War Number tokens are returned to the game box.



EXAMPLE: For the Spring Season of this 4-player game, 6 War Province tokens are randomly picked.

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Set Season Cards

If there are any Season cards left next to the board from the previous Season, discard these cards.

Take the Season deck for the current Season and place **all** its cards faceup next to board, within reach of all players.

Any identical cards may be placed on top of each other, staggered to show the number of piled cards. This will help players easily see all options available to them.



EXAMPLE: These are the Spring Season cards when using the Teapot Set.

Seasonal Income

Players should have no Coins at this point. They now each receive a number of **Coins** from the common pile equal to their Seasonal Income, as indicated on their Clan Screen.

Return Hostages

At the start of Summer, Autumn, and Winter, if any players have figures that they have Taken Hostage from other players (see page 22), they now return them to their owners. For **each hostage** figure a player returns, they get **1 extra Coin** from the common pile.

Tea Ceremony

Once the Seasonal Setup is done, each Season starts with a Tea Ceremony in which players sit down and negotiate their Alliances for the Season. Any Alliances from a previous Season are unmade, and each player takes their Clan's Alliance token to propose new Alliances.

Being in an Alliance can be a powerful thing, granting you bonuses and some degree of safety (see next page). However, they may sometimes be restrictive or detrimental to your plans. It is very important to choose wisely who you want to Ally with, how far you're willing to take this Alliance, what you expect to gain from this Alliance, and even if you want to be in an Alliance at all this Season.

Alliances are forged between pairs of players, who must both be in agreement. When an Alliance is formed, the two players join their Alliance tokens together, forming a complete circle, and place them in view of all players (we suggest the empty space at the top right of the board). Alliances last for the current Season (unless they are broken by a *Betray* Mandate), and no new Alliances can be made until the next Season.



EXAMPLE: The LOTUS and TURTLE players decided to form an Alliance, while the DRAGONFLY and KOI players formed another.

Depending on the player count, the Tea Ceremony may end with several Alliances formed by pairs of players, and maybe one or more players not Allied with anybody. While an unallied player will miss the opportunity to get some bonuses, they can still explore the benefits of being a completely independent party.

Keep in mind that while Alliances may be mutually beneficial, *Rising Sun* is a competitive game where only one player will emerge as the winner in the end. So, Alliances and deals are always meant to further your personal cause in the long run.

Negotiation Tip

The Tea Ceremony is an excellent opportunity to flex your negotiation skills. Forging the right Alliance can be quite powerful. You may want an Ally who has little interest in the Provinces you covet, or whose ability you want at your side. If the Alliance doesn't seem too beneficial for them, offering some Coins can always be persuasive.

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Effects of an Alliance

- Allied players grant each other powerful bonuses from the Political Mandates they play during the Political Phase (see page 13).
- Allied players don't fight each other during the War Phase if they are the only ones in a Province. Victory goes automatically to the one with the highest Force there (see page 21).
- In a Battle involving two Allied players and other players, if one of the Allied players is victorious, they don't kill the figures of their Ally (see page 23).
- Allied players are still considered opponents for the purpose of Season card abilities and other effects.
- If an Allied player plays the *Betray* Political Mandate, they immediately lose Honor and the Alliance is broken (see page 18).
- In the unlikely event that the game ends in a tie between Allied players, they share the victory.

Political Phase

During the Political Phase, players will take turns selecting Political Mandates in order to prepare their Clans and position their forces according to their strategies.

As shown on the Political Track on the board, the Political Phase of each Season always follows this order:

- 3 Mandate Turns
- Kami Turn
- 2 Mandate Turns
- Kami Turn
- 2 Mandate Turns
- Kami Turn
- War Phase starts

Mandate Turns

At the start of the game, the player whose Clan is at the top of the Honor track takes the deck of Political Mandates to play the first Mandate Turn.

At the start of the following Seasons, the first player to perform a Mandate Turn is the one to the left of the player who performed the last Mandate Turn on the previous Season. To easily remember this, make sure to keep the deck of Political Mandates close to the player who will play it next.

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During a Mandate Turn, the player currently in possession of the deck of Political Mandates draws the top 4 Mandate tiles and looks at them in secret. They choose 1 of the Political Mandates and *returns the other 3, facedown, to the top of the deck, without reshuffling*. They then place the chosen Political Mandate faceup on the first available Political Mandate slot on the board (from left to right) for all players to see what Mandate will be executed this turn.



EXAMPLE: The current player draws 4 tiles from the top of the Mandate deck.



EXAMPLE: The current player decides to play Recruit, returning the rest facedown to the top of the deck.

The chosen Political Mandate is performed by **all** players, starting with the player to the left of the player who selected it and proceeding clockwise. The player who selects a Mandate will therefore be the last to perform it (except for the *Train* Mandate, see page 16). The effects of each Political Mandate are summarized on the Political tile each player has behind their Clan screen. Except for the *Betray* Mandate, all Mandates have 2 components: One part that **ALL PLAYERS** may perform and one Bonus part that only the **CURRENT PLAYER AND THEIR ALLY** (if they have any) may perform.

One by one, in clockwise order, each player performs the chosen Mandate. Only the player who selected it and their Ally are allowed to also perform the Mandate's Bonus. This goes on until all players have performed the Mandate.

Once the current Mandate Turn is over, the current player passes the facedown deck of remaining Political Mandates to the player to their left, who becomes the next current player and executes the next Mandate Turn (unless the Political Track indicates a Kami Turn must be performed next, see page 19).

Let's explore each of the 5 Political Mandates a player may be able to select.

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RECRUIT

The *Recruit* Mandate allows players to place more of their figures on the board, bolstering their armies. The player who choses this Mandate gets to decide last where to place their figures, first seeing what their opponents do.

ALL PLAYERS

The player may Summon 1 of the figures they have in reserve to each of the Provinces where they have a Stronghold. So, for example, if a player has 3 Strongholds on the Map, they may Summon up to 3 different figures, and they must each be placed in the Provinces that contain those Strongholds. A player may have more than 1 Stronghold in the same Province, in which case they may Summon a number of figures to that Province equal to the number of Strongholds they have there. There is no limit to the number of figures that may occupy each of the Provinces. If the player has no more figures in their reserve, they cannot Summon another figure.

CURRENT PLAYER AND THEIR ALLY

The player may Summon 1 additional figure to any one of their Strongholds, even if they have already Summoned a figure there.

NEGOTIATION TIP

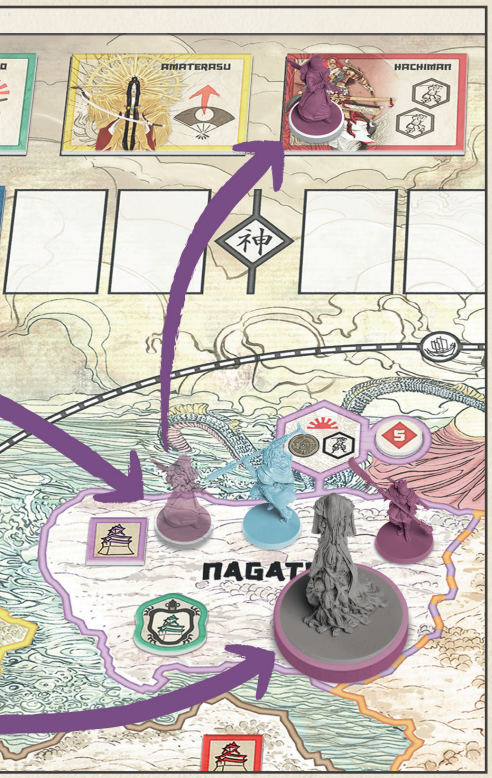
Recruiting when you have more Strongholds than your opponents means you get more figures than them. Bribing another player to play this Mandate when it's the most beneficial for you is worth a shot.
Once you commit a Shinto to a Shrine, it will be there for the rest of the Season. It might be best to first negotiate with your Ally who will worship which Kami, so you don't end up wasting a Shinto needlessly.



SUMMONING SHINTO

When a Shinto warrior is Summoned (and only at the moment when it is Summoned), the player may choose to send it to climb the holy mountains to Worship one of the Kami. If they choose to do so, the Shinto is immediately taken from the Province where it was Summoned and placed on any of the 4 Shrine tiles on the top of the board. There is no limit to the number of Shinto figures that may occupy each of the Shrines.

A Shinto worshipping at one of the Shrines is not considered to be on the Map. It cannot be Moved to the Map or to a different Shrine.



EXAMPLE: The LOTUS player plays Recruit. After all other players have performed the Mandate, the LOTUS player performs it. Since they have 3 Strongholds on the Map (2 in Kyushu and 1 in Nagato), they may Summon a total of 4 figures (1 in each Stronghold, and an extra 1 in a Stronghold due to the Mandate Bonus). The player decides to Summon a Bushi and a Shinto in the Kyushu Strongholds, a Shinto in the Nagato Stronghold, and for the Bonus, they Summon the Yurei Monster they had in reserve to Nagato. They then decide to send the Nagato Shinto to worship Hachiman in his Shrine.

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MARSHAL

The *Marshal* Mandate allows players to Move their figures around the Map, according to their strategies. It may also allow players to build new Strongholds in order to establish their footholds. If you play *Marshal,* you get to decide where to move your figures after your opponents.

ALL PLAYERS

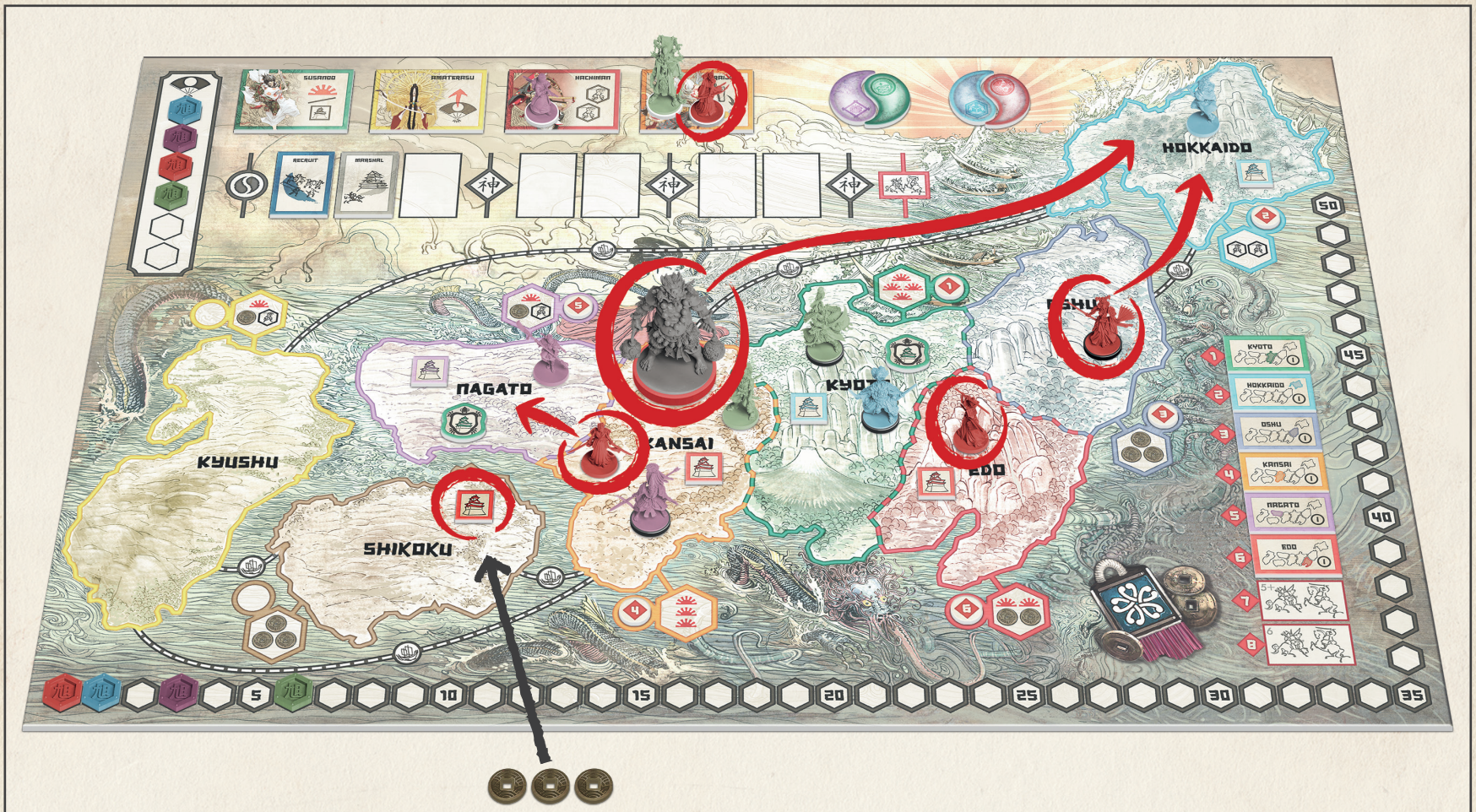
The player may Move *each* of the figures they have on the Map to an adjacent Province. This means either crossing a Border or taking a Shipping Route to Move to an adjacent Province. The player may choose to Move any number of their figures and may even choose not to Move any of them, if they so desire. But keep in mind that each figure can only be Moved *once* during each *Marshal* Mandate.

NEGOTIATION TIP

It's an advantage to win a battle you don't even have to fight. When moving your figures around, try to make deals with other players so there might be a chance you'll be unopposed in a Province you want by the time War comes.

CURRENT PLAYER AND THEIR ALLY

The player may choose to spend 3 Coins to build a new Stronghold anywhere on the Map. If they decide to do so, they discard 3 Coins to the common pile, take 1 Stronghold token from their Reserve, and place it in *any* Province they want. It doesn't have to be adjacent to a Province where they already have a Stronghold, and there is no limit to the number of Strongholds that each Province can have. If the player has placed all 4 of their Strongholds, they cannot build any more Strongholds.



EXAMPLE: The DRAGONFLY player plays Marshal, so they will perform it last. Going around the table, the KOI player gets to execute their Marshal actions. They Move a Bushi from Kansai to Nagato, crossing a Border. They also move their Oni of Blood and Daimyo to Hokkaido, using Shipping Routes. They decide not to Move the Bushi in Edo and wouldn't be allowed to Move the Shinto which is in the Raijin Shrine (figures on the Shrines can never be Moved). Finally, since they are Allied with the DRAGONFLY Clan, who chose the Mandate, they get to perform the Marshal Bonus, spending 3 Coins to build a new Stronghold in Shikoku.

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TRAIN

The *Train* Mandate allows players to acquire new Season cards for their Clan, upgrading it with all manner of new abilities and even adding Monsters to their ranks.

IMPORTANT: *Unlike other Mandates, the player who selects the Train Mandate performs it FIRST, having first pick of the available cards.*

ALL PLAYERS

The player may acquire 1 of the Season cards currently displayed next to the board by paying its Coin cost. The player chooses the Season card they want and discards the number of Coins listed on the card to the common pile (some cards are free). The player places the newly-acquired Season card faceup next to their Clan screen, so all players can see it. The card's ability is considered to be in effect as soon as it is acquired.

IMPORTANT: *A player may acquire more than 1 copy of the same Season card over subsequent Trainings. In these cases, their abilities stack together.*

CURRENT PLAYER AND THEIR ALLY

If the player acquires a Season card, they may pay 1 less Coin than its listed cost (to a minimum of 0). The player can still only acquire a single Season card per *Train* Mandate.



EXAMPLE: The TURTLE player plays Train and is the first to choose one of the current Season cards to acquire. They choose the Oni of Skulls Monster card, which costs 2 Coins. Since they played the Mandate, the Train Bonus gives them a 1 Coin discount. They discard 1 Coin from their reserve and place the chosen card next to their Clan Screen.

NEGOTIATION TIP

If you see an opponent's low on Coins and there's a card they want from the Train Mandate, offering to help cover the cost of the card can be a very strong bargaining tool.

ACQUIRING MONSTERS

When a player acquires a Monster Season card, they not only place the card next to them, but they also take the corresponding Monster figure, attach a counter base of their Clan color to it, and immediately Summon it to any Province where they have a Stronghold.

The Monster now counts as one of that Clan's figures, just like its Daimyo, Shinto, and Bushi, and has 1 Force, unless otherwise stated. If it's killed, it returns to their reserve and may be Summoned again to the Map just like a normal Clan figure. There is no limit to the number of Monsters a Clan may have.



The TURTLE player then attaches a counter base of their color to the Monster figure and immediately Summons it to a Province where they have a Stronghold.



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HARVEST

The *Harvest* Mandate allows players to gain some Coins and maybe reap the rewards offered by the Provinces they control.

ALL PLAYERS

The player gains 1 Coin, taking it from the common pile.

CURRENT PLAYER AND THEIR ALLY

The player collects the Rewards listed for every Province where they currently have the most Force. Check each Province, one by one, adding together the Force provided by each Clan's figures. The player only gets the Rewards of the Provinces where their figures have more Force than any other Clans in that Province. As always, if there's a tie, the tied player with the highest Honor is considered to have the most Force in the Province.

NEGOTIATION TIP

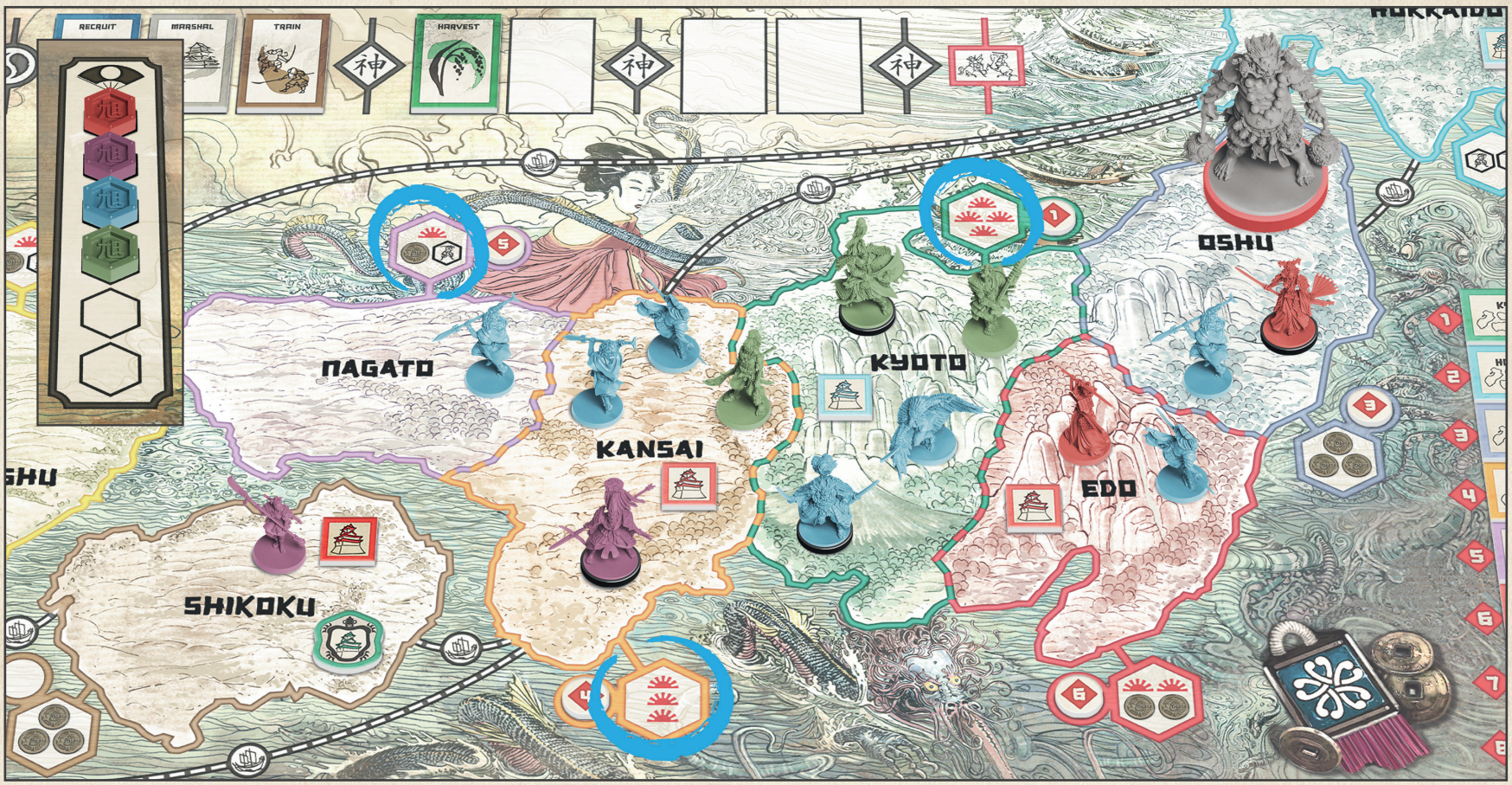
With Harvest, timing is everything. If you are in a situation where you'll reap a very bountiful Harvest, it might be worth it to promise some of the upcoming Coin and Ronin rewards to your Ally if they will play a Harvest right away.

The Rewards each Province may offer are:

Victory Point – Move your Clan marker up 1 slot on the Victory Point Track at the bottom of the board.

Coin – Take 1 Coin from the common pile.

Ronin – Take 1 Ronin token from the common pile.



EXAMPLE: The DRAGONFLY player plays Harvest and automatically gains a Coin. They then perform the Mandate Bonus, checking all Provinces where they have any presence to see where they have the most Force:

***Nagato** – They are the only Clan with Force there, so they get a Victory Point, a Coin, and a Ronin token.*

***Kansai** – They have 2 Force there, while LOTUS and TURTLE only have 1 Force each. DRAGONFLY gets 3 VP.*

***Kyoto** – They have 2 Force while TURTLE also has 2 Force there. Since DRAGONFLY currently has higher Honor than TURTLE, they get another 4 VP.*

***Edo** - Both DRAGONFLY and KOI have 1 Force there. Since KOI has higher Honor, DRAGONFLY gets no Harvest Reward for Edo.*

***Oshu** – KOI has 2 Force there, while DRAGONFLY has only 1, so they get no Reward.*

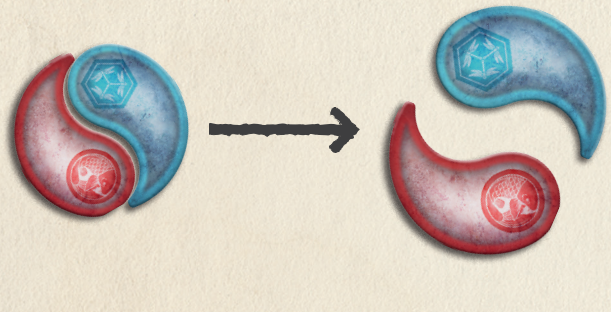
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BETRAY

Unlike the other Mandates, *Betray* **only** benefits the current player, as they sway their opponents' figures to their cause, causing irreparable rifts in any Alliance. This is a powerful and dangerous Mandate that should not be played lightly.

If the player is in an Alliance, this Alliance is immediately broken and the Betraying player loses Honor. If the Betraying player was *not* in an Alliance, they *do not* lose Honor.



EXAMPLE: The KOI player plays Betray. Their Alliance with DRAGONFLY is immediately undone, and they lose Honor.

When playing *Betray*, the player chooses up to 2 figures on the Map, belonging to 2 different players, and immediately replaces them with figures of the same type that they have in their own Reserve. You cannot replace 2 figures belonging to the same player, replace an opponent's figure with one of yours that is already on the board, or replace an opponent's figure with one from your Reserve that's a different type. Note that a Monster in Reserve can be used to replace another Monster. Even though they have different names, they are the same type of figure. The replaced figures are returned to their owners' Reserves (though they are not considered to have been killed). Note that if the player just broke their Alliance, they don't necessarily have to replace one of the figures of their former Ally.

Daimyo figures cannot be affected by Betrayal.

Shinto figures on the Shrines are not affected by Betrayal (unlike any on the Map).

The player cannot replace a figure if they don't have a figure in reserve of the same type.

Replacing a figure is not considered a Summon (Shinto cannot be sent to worship).

NEGOTIATION TIP

Even when Betraying, there is an opportunity for forceful negotiation. You have the power of removing almost any figure from the Map. How about making some requests in exchange for sparing an opponent's valuable asset?



EXAMPLE: After playing Betray, the KOI player replaces the TURTLE's Oni of Skulls Monster with the Komainu Monster they had in their Reserve, and replaces the DRAGONFLY Bushi with one of the Bushi from their Reserve.



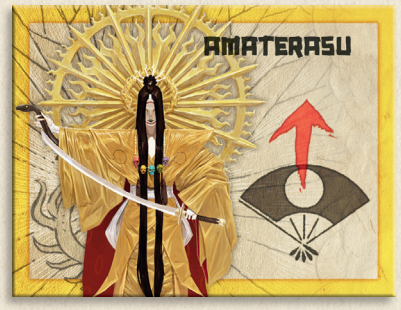
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Kami Turns

After a Mandate Turn has been executed, if the next step on the Political Track shows the Kami symbol, then the Political Phase is briefly interrupted to resolve a Kami Turn, in which the Clans that have sent some of their Shinto warriors to worship at the Shrines may reap powerful benefits.

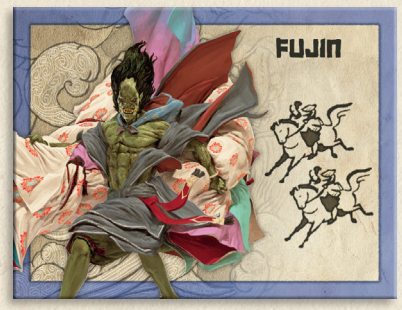
During a Kami Turn, players resolve the effects of each of the 4 Shrine tiles in order, starting from the leftmost Shrine and proceeding to the right. In each Shrine, players compare the total Force each Clan has there. Only the Clan with the most Force gets the benefit granted by that Shrine's Kami. As always, if there's a tie, the tied player with the highest Honor is considered to have the most Force in the Shrine. If a Shrine has no Shinto on it, it's simply skipped during this Kami Turn.

Each of the different Kami offers a different ability to the player with the most Force on its Shrine. These abilities are executed immediately, before resolving the next Shrine.



Goddess of the sun, **Amaterasu** allows her top worshipper to move their Clan marker straight to the top slot on the Honor Track. It doesn't matter how low their Honor was, they climb directly to the topmost position, shifting all others down in the process.

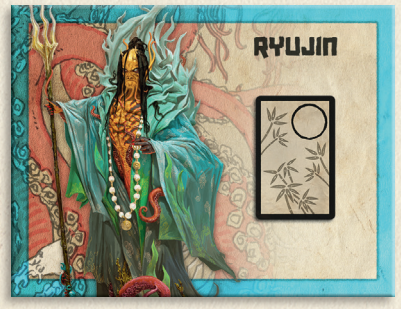
IMPORTANT: *Note that this may change the Honor tiebreaker when resolving the following Shrines in this Kami Turn.*



God of the wind, **Fujin** allows his top worshipper to perform up to 2 Moves with their figures on the Map. The player may either Move 2 of their figures to adjacent Provinces, or Move 1 of their figures twice in a row. Just like in a *Marshal* Mandate, the figure may either cross a Border or use a Shipping Route between Provinces.



God of thunder, **Raijin** allows his top worshipper to Summon 1 Bushi, taking it from their Reserve and placing it in **any** Province on the Map, even if they don't have a Stronghold there.



God of the sea, **Ryujin** allows his top worshipper to acquire a Season card from those available next to the board, paying its full Coin cost just like in a *Train* Mandate.



God of war, **Hachiman** grants his top worshipper 2 Ronin tokens, taken from the common pile.



God of the storms, **Susanoo** grants his top worshipper a number of Victory Points equal to the number of Strongholds they currently have on the Map.



God of the moon, **Tsukuyomi** grants his top worshipper 2 Coins, taken from the common pile.

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EXAMPLE: In the Kami Turn, the Shrines are resolved from left to right:
Susanoo – *DRAGONFLY and KOI are tied with 1 Force each. Since KOI has higher Honor, they get 2 VP (as they currently have 2 Strongholds).*
Amaterasu – *DRAGONFLY is the only one with Force there, so they move to the top of the Honor Track.*
Hachiman - *DRAGONFLY and LOTUS are tied with 1 Force each. However, DRAGONFLY is now at the top of the Honor Track, so they get 2 Ronin tokens.*
Raijin – *TURTLE has 1 more Force than KOI there, so they get to Summon a Bushi in any Province.*

Once all 4 Shrines have been resolved, the Political Phase continues with the next player performing their Mandate Turn. If this was the third Kami Turn of the Season, however, the Political Phase reaches its end and the War Phase begins.

WAR PHASE

During the War Phase, players Battle over several contested Provinces. Winning Battles grants players extra Victory Points, especially if they are able to conquer a variety of different Provinces. However, cunning players may reap many benefits from Battles they lose, if they master the art of war.

At the start of the War Phase, players should flip their Political/War tiles to their War side. Any War Upgrade Season cards a player has acquired should also be resolved at this point. *Note that "At Start of War" Phase effects take place at the start of the War Phase of each Season, not at the start of each Battle.*

Each Season, there will *only* be war in the Provinces marked with a War Number token, as determined by the War Province tokens drawn during the Seasonal Setup. As these tokens are randomized each Season, which Provinces are at war, and the order in which they are resolved, changes every Season.

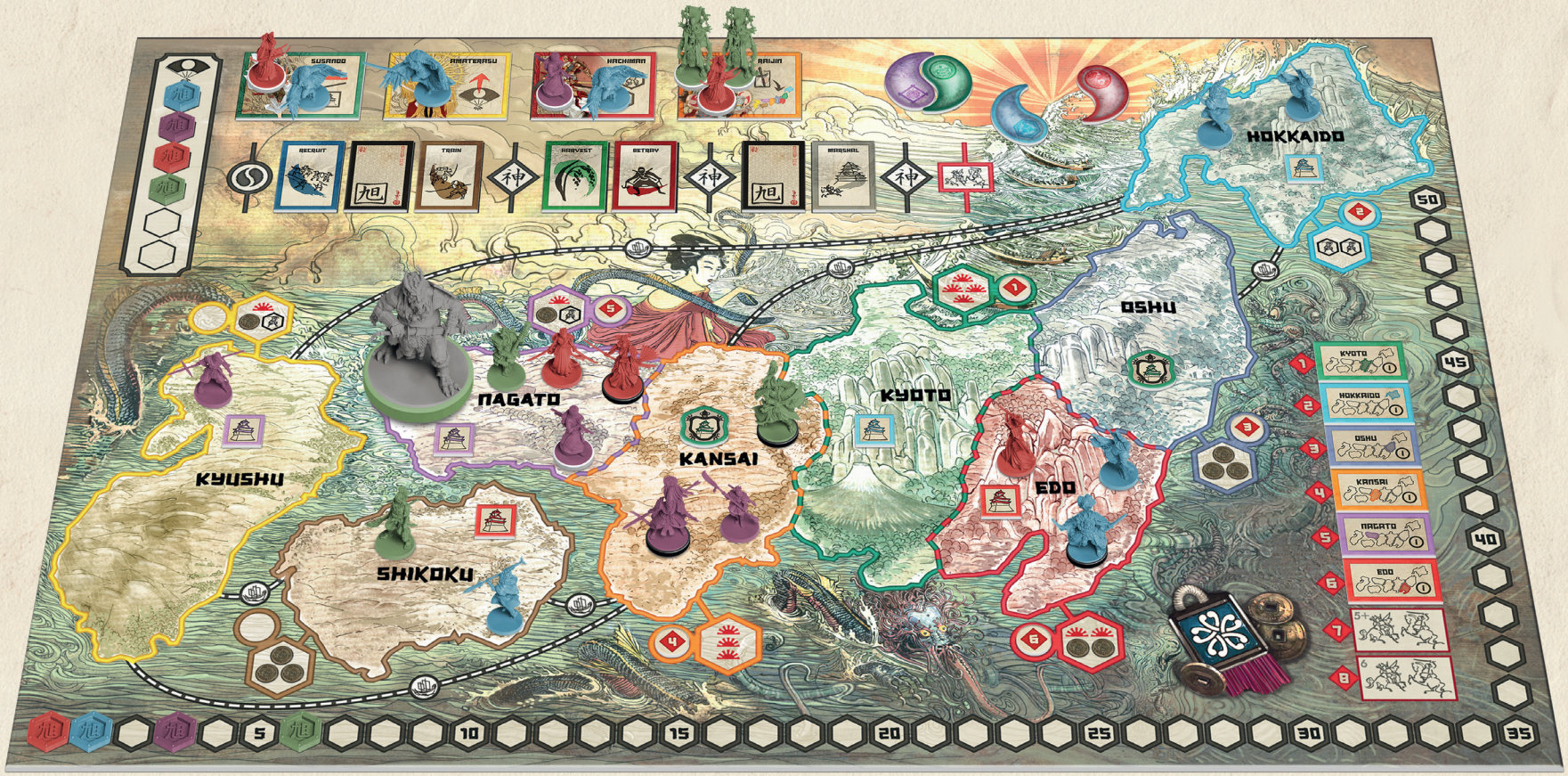
IMPORTANT: ***During the War Phase, players cannot freely give each other Coins or Ronin tokens as part of their negotiations.***

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Starting with the number 1 Province, and proceeding in ascending order, War is resolved in each Province, one at a time:

- **If nobody has any Force in the Province**, nothing happens and its corresponding War Province token is simply discarded.
- **If only 1 player has any Force in the Province**, they simply take the corresponding War Province token and place it, faceup, next to their Clan screen.
- **If only 2 Allied players have Force in the Province**, no Battle takes place. The player with the most Force in the Province simply takes the corresponding War Province token and places it, faceup, next to their Clan screen. As always, if there's a tie, the tied player with the highest Honor is considered to have the most Force in the Province.
- **If at least 2 players who are *not* Allied have Force in the Province**, a **Battle** takes place to determine the winner (see next chapter).

EXAMPLE: As Spring nears its end, the War Phase takes place, resolving War in the indicated Provinces in order:
1) Kyoto – As nobody has any Force there, its War Province token is discarded.
2) Hokkaido – DRAGONFLY is the only one with Force there, so they take the War Province token.
3) Oshu – Nobody has any figures there; however, the TURTLE's special ability states their Strongholds count as 1 Force. The TURTLE takes the War Province token.
4) Kansai – TURTLE and LOTUS each have 2 Force there. Since they are Allied, no Battle takes place. Since LOTUS has higher Honor, they take the War Province token.
5) Nagato – TURTLE, LOTUS, and KOI have Force there. While TURTLE and LOTUS are Allied, KOI is not, so a Battle with take place between all 3! See the example in the next chapter.
6) Edo – Both KOI and DRAGONFLY have Force there. Since they are no longer Allied, a Battle will take place here.



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Resolving Battles

Battles *only* take place in Provinces where at least 2 players who are not Allied with each other have Force. The Battle involves *all* players who have any Force in that Province, even if they are Allied with each other. When a Battle takes place, the players involved will have a chance to use their Coins to try to gain certain War Advantages. These may not only end up changing the total Force each player has in the Province (and thus shifting the Battle outcome), but may also grant other benefits to the players.

Before a Battle begins, all players must clearly display their Coins and Ronin tokens next to their Clan Screens. A player must truthfully answer how many Coins and Ronin tokens they have, if asked.

The Battle then begins! The involved players take all their Coins behind their Clan Screen and proceed to allocate them to the different War Advantage spots on the War tile. This is done simultaneously and in secret. Players may allocate any number of Coins to each spot (including zero), according to which Advantages they are trying to win. Any Coins the player doesn't wish to allocate to a War Advantage spot are placed behind the Screen, but below the War tile (make sure your opponents can't tell which spots you're placing Coins on, and whether you're placing any outside the War tile).

Once all players declare that they are done allocating their Coins, they all lift their Clan Screens simultaneously, revealing their bids.

Any Coins placed outside the War tile don't count for this Battle and are returned to that player's reserve. Players then proceed to compare the number of Coins allocated by each player in each of the War Advantage slots, starting from the leftmost War Advantage (*Seppuku*) and then proceeding to the right. Each War Advantage is won by the player who bid the most Coins on it. As always, if there's a tie, the tied player with the highest Honor is considered to have the most Coins in that War Advantage. If no players bid any Coins on a War Advantage, it is simply skipped and the next one is resolved.

Only the player who wins a War Advantage is allowed to execute it. However, the player may choose not to execute a War Advantage they won, in case they only wanted to win it in order to deprive another player of it.

War Advantages are resolved one by one, from left to right. Keep in mind that the resolution of one of the War Advantages may affect the outcome of the resolution of a following War Advantage.



SEPPUKU

There is more honor in ritualistic self-sacrifice, than a humiliating defeat at the hands of your enemy.

The player who wins Seppuku may choose to immediately kill **all** their figures in the Province. If they do so, they immediately gain 1 Victory Point for *each* of their figures killed this way and also gain Honor for *each* of their figures killed this way. *(Note that this may change the Honor tiebreaker for the following War Advantages.)* If a player decides to perform Seppuku, they must kill *all* of their figures; they cannot choose to leave some in the Province. Note that the player is still in the Battle, even if they no longer have any figures in the Province.



TAKE HOSTAGE

Taking a hostage may be enough to change the course of a battle and avoid further bloodshed.

The player who wins Take Hostage may choose to capture 1 figure in the Province belonging to another player (even from their Ally). The chosen figure is removed from the Province and placed next to the Clan Screen of the player who is Taking a Hostage. It will only be returned to its owner during the setup of the next Season. Note that the figure has not been killed, merely captured.

If the player Takes a Hostage, they also steal 1 Victory Point from the Clan that the captured figure belongs to. Move that Clan's marker back 1 slot on the Victory Point Track, and move forward 1 slot the marker of the Clan who Took the Hostage. Note that if the targeted Clan doesn't have any Victory Points, the player doesn't get any Victory Points.

IMPORTANT: ***Daimyo are immune to the Take Hostage effect and cannot be targeted by this War Advantage.***

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HIRE RONIN

An army of Ronin mercenaries at your side may be the difference between victory and defeat, if you have the coin to secure their loyalty.

The player who wins Hire Ronin may choose to add their Ronin tokens to their forces in the Province. For each Ronin token they have in reserve, they gain +1 Force to determine the outcome of the Battle. Keep in mind that these Ronin tokens are not spent when they are used in this way, and all of them will be available to be hired again in a following Battle.

If a player with no Ronin tokens wins Hire Ronin, they don't get to add any Force to their figures. However, they deprived other players from adding any Ronin tokens they may have to their forces.

BATTLE OUTCOME

The Battle must be concluded before *Imperial Poets*, the final War Advantage, may be resolved. At this point, players compare the total Force they currently have in the Province. This may have changed considerably from the situation at the start of the Battle, since some figures may have committed *Seppuku*, another may have been *Taken Hostage*, and a Clan may have *Hired Ronin* to bolster their forces.

The Clan with the most Force wins the Battle. They take the corresponding War Province token and place it faceup next to their Clan Screen. As always, if there's a tie, the tied player with the highest Honor is considered to have the most Force in the Province.

All the figures in the Province belonging to the players who lost the Battle are immediately killed. However, if one of the losers is Allied with the winning player, their figures are *not* killed.

NOTE: ***If, at the end of a Battle, no players have any Force left in the Province, the player with the highest Honor wins.***



IMPERIAL POETS

Whether you win or lose a battle, true victory may be attained by the epic poems composed in honor of the fallen warriors.

The player who wins Imperial Poets gains a number of Victory Points equal to the total number of figures that were killed in the course of this Battle. It doesn't matter which player the figures belonged to, nor how they were killed (whether by Seppuku, by a Monster's ability, or at the conclusion of the Battle), all killed figures award Victory Points to the player who wins Imperial Poets. In order to more easily count them, keep killed figures separate from each player's reserves until Imperial Poets has been resolved.



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WAR REPARATIONS

The Battle is now over and all losing players discard all Coins they allocated on the War tile to the common pile.

The winning player, however, gives all Coins they allocated on their War tile to the losing players. The Coins are distributed equally among the losing players, who place them in their reserves to use in the following Battles. If the number of used Coins can't be distributed equally, the winning player decides which player(s) should get an extra Coin.

War is then resolved in the next Province, until all Provinces with a War Number token have been resolved, and the War Phase comes to an end.



EXAMPLE: A Battle must be resolved in Nagato between TURTLE, KOI, and LOTUS. TURTLE and LOTUS are Allied, but since KOI is also there, they must all fight.

TURTLE has 4 Force there (1 from the Bushi and 3 from the Oni of Skulls, since TURTLE has the lowest Honor in the Province). They also have 4 Coins and 1 Ronin.

KOI has 2 Force there (1 from the Bushi and 1 from the Daimyo). They also have 8 Coins and 2 Ronin.

LOTUS has 1 Force there, from the Shinto. They also have 6 Coins and 3 Ronin.

NEGOTIATION TIP

Even in the chaos of a Battle, it is possible to negotiate. Even though players can't give each other Coins or Ronin during the War Phase, you can still make deals to better your chances. For example, allies can gang up on an enemy by agreeing to prioritize certain War Advantages and make sure they don't compete for the same ones. If their word can be trusted, that is...

The 3 players take their Coins and secretly allocate them on their War tile. Once they're done, the bids are revealed:

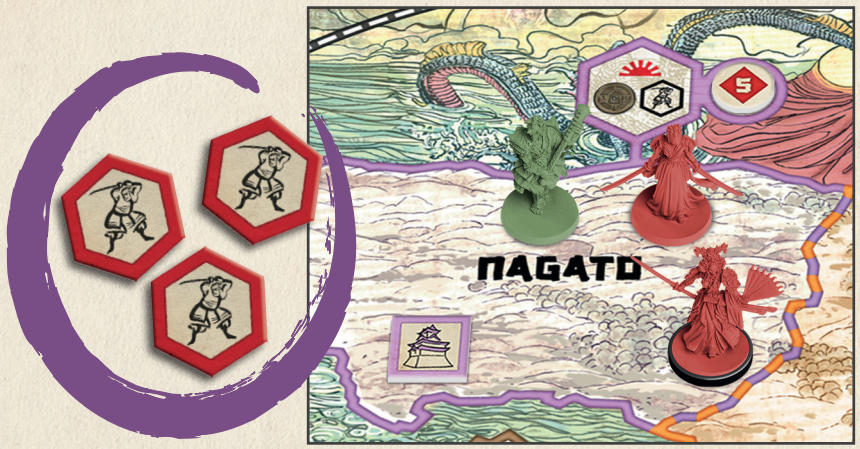


SEPPUKU – LOTUS wins Seppuku and decides to kill their own Shinto, gaining 1 VP and gaining Honor once.

TAKE HOSTAGE – TURTLE and LOTUS are tied with 3 Coins. Since LOTUS has higher Honor, they win. The player decides to take the TURTLE's Oni of Skulls hostage (even though they're Allied).

HIRE RONIN – LOTUS beats KOI 2 Coins to 1 and is able to hire their 3 Ronin tokens, gaining 3 Force.

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BATTLE OUTCOME - TURTLE is now reduced to 1 Force, KOI still has 2 Force, and LOTUS has 3 Force thanks to their hired Ronin. LOTUS wins the Battle and takes the Nagato War Province token. Both of the KOI figures are killed. However, the TURTLE Bushi is not killed since they are Allied with the LOTUS winner.

IMPERIAL POETS – KOI's 3 Coins wins against the TURTLE's 1 Coin. KOI gains 1 VP for each figure that died in the Battle, so they gain 3 VP (1 for the LOTUS Shinto who committed Seppuku, and 2 for their own figures killed at the outcome).

WAR REPARATIONS – TURTLE and KOI discard all Coins they used (KOI saved 4 Coins outside their War tile to use in the next Battle against the DRAGONFLY). LOTUS then divides the Coins they used between the losers, giving 3 Coins to TURTLE and 3 to KOI.

SEASONAL CLEANUP

With the War Phase over, there is some cleanup that must be performed before moving on to the next Season:

Discard Coins and Ronin – All Coins and Ronin tokens in players' reserves are returned to the common pile. They will need to rebuild their resources again next Season.

Return Shinto – All figures on the Shrine tiles are returned to their owners' reserves. They will need to send them worshipping again next Season. *Note that all figures on the Map remain there from Season to Season.*

Return Political Mandates – Take the Political Mandates that are on the board and shuffle them back with the deck of Political Mandates which should be close to the player to the left of the one who performed the last Mandate Turn this Season.

The next Season then begins with its Seasonal Setup step.

WINTER SEASON ENDGAME

The start of the Winter Season signifies the end of the game. Peace falls over the land as it gets covered in white snow, and a new Emperor will rise under the power of the great Kami.

The only Season Setup step that must be executed during Winter is Return Hostages, in case players have any Season cards that trigger off of returning a hostage.

Players then may gain extra Victory Points for the following:

Winter Upgrades – These Season cards grant extra Victory Points depending on different criteria.

War Province Tokens – Each War Province token a player collected grants the number of Victory Points listed on it, depending on the Season in which it was won:

Spring (I) = 1 Victory Point
Summer (II) = 2 Victory Points
Autumn (III) = 3 Victory Points

War Province Set Bonus – Players also get a Victory Point bonus according to the number of War Province tokens they accumulated of *different* Provinces. Having several tokens of the same Province doesn't count towards this bonus, only tokens of different Provinces count:

NUMBER OF DIFFERENT WAR PROVINCE TOKENS	VICTORY POINT BONUS
3-4	10 VP
5-6	20 VP
7-8	30 VP

Move each player's Clan marker along the Victory Point track, adding all the extra Victory Points they manage to get. If a player goes beyond the 50 slot, move their marker back to the 1 slot and flip it upside down to remember to add 50 points to their score. Once all Victory Points are tallied, the player with the most points is declared the winner!

In case of a tie, the tied player with the highest Honor is declared the winner. In the very unlikely case that 2 Allied players are tied in first place, they share the victory.

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THE CLANS

Each of the Clans in *Rising Sun* possesses a unique special ability that sets them apart from all the others.



Koi Clan

Eddies in the Stream – Ever adaptable and unpredictable, the Koi Clan is able to use Coins as if they were Ronin. At the start of the War Phase, the Koi player must discard all Ronin tokens they have and take the same number of Coins from the common pile.

When resolving the *Hire Ronin* step of a Battle, all Coins the Koi player has in their reserve count as Ronin tokens, adding their Force to the figures in the Province if the Koi player won the *Hire Ronin* War Advantage.



Bonsai Clan

Sacred Bounty – Ever growing and evergreen, the Bonsai Clan needs to spend very few Coins when acquiring resources.

The cost of everything they buy, be it a Season card or a Stronghold, is limited to 1 Coin at the most. If it costed 2 or more Coins, it costs them 1 Coin. If it costed zero Coins, it remains free.

In case the Bonsai player benefits from a discount, such as the *Train* Mandate Bonus, it applies after the clan ability, bringing the cost to zero.



Dragonfly Clan

Gossamer Wings – The Dragonfly Clan can literally fly all over the map, showing up anywhere without the normal restrictions faced by other Clans.

When the Dragonfly player Summons one of their figures, it can be placed in any Province, whether they have a Stronghold there or not. The number of figures they can Summon with a *Recruit* Mandate is still tied to the number of Strongholds they have on the Map.

When the Dragonfly player Moves one of their figures, it can be placed in any Province on the Map, no matter how far. Figures belonging to the Dragonfly Clan never have to use Shipping Routes to Move from one Province to another.

Turtle Clan

Shell of the Eternal – The Turtle Clan builds their Strongholds on top of the shells of giant legendary turtles. These indestructible fortresses can move around the Map and even join in the disputes for the Provinces.

When the Turtle player Moves their figures, they can choose to Move their Strongholds as well, exactly as if they were Clan figures.

Each Turtle Clan Stronghold also counts as 1 Force in the Province they occupy, exactly as if they were Clan figures. This may influence both Harvest and War. However, Strongholds may never be killed, never be Taken Hostage, and never be replaced by a *Betray* Mandate.



Lotus Clan

Dictate the Flow – The Lotus Clan determines the flow of politics by turning the Political Mandates they play into anything they wish.

On their Mandate Turns, the Lotus player selects one of the 4 Political Mandates they drew and places it facedown on the board, without any of the players seeing what it is. The Lotus player then announces what Political Mandate will be executed, choosing anything they want (*Recruit, Marshal, Train, Harvest,* or *Betray*).

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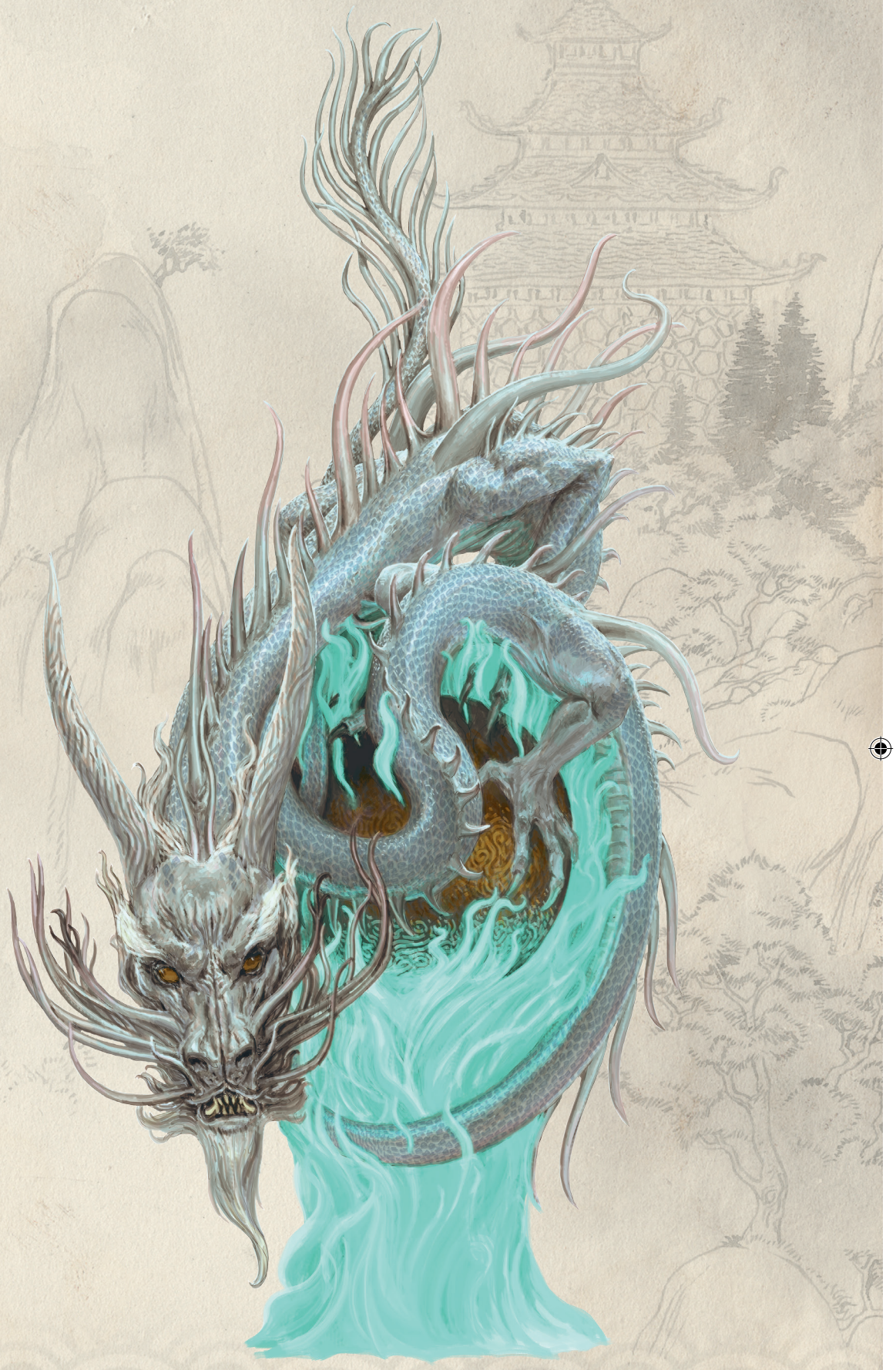
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RULES SUMMARY

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.

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