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Game:	RISING SUN
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旭 RISING SUN

SETUP

Each player chooses a **clan** and places their **clan screen** in front of them and a **political/war tile** behind it (political side faceup). Nothing should be hidden behind your screen during the Political phase. During the War phase, bids are hidden behind the screens, but nothing else.

Place 1 of your **clan markers** on the first space  of the **victory point track**.

All players check their **starting honor rank** (shown on their clan screen) and place their other clan marker on the **honor track**, in order with the lowest numbered rank at the top and with no spaces between markers.

Players must sit in increasing order of starting honor rank, going clockwise around the table. The clan with the lowest numbered starting rank will be the first to play, and play will then proceed in clockwise order. Sitting/play order stays the same throughout the game.

Place your clan's *Daimyo* figure (with a black base), 3 *Shinto* figures (with white bases), and 6 *Bushi* figures next to your clan screen, in sight of the other players. This is your **reserve**. Take all the plastic bases in your clan's color (these will be used if to identify your monsters).

All figures have 1 force, unless otherwise stated on a player's specific season card.

Take your 4 **stronghold tokens** and your **alliance token**.

Each player places 1 *Daimyo* figure, 1 *Bushi* figure, and 1 stronghold token in their **home province** (shown on their clan screen).

Shuffle the 7 **shrine tiles** facedown, draw 4 and place them faceup on the shrine slots on the board, from left to right. Return the remaining tiles to the box.

Place the core **season cards** facedown next to the board in 3 separate decks: Spring, Summer, and Autumn. Players choose (or pick randomly) which set of season cards they will use in this game: take its 5 cards for each of the seasons and add them to the core decks. Each of the season decks should then contain 12 cards. Return all other season cards to the box.

Separate the **war province tokens** according to their number: I, II, and III, and shuffle them into 3 facedown piles, each with 8 tokens. Place them next to the board.

Place all the **war number tokens** next to the board.

Shuffle the 10 **political mandate tiles** facedown and place them in a pile next to the board.

Place all **monster figures**, and common piles of **coins** and **ronin tokens**, next to the board. Coins and ronin tokens are the only unlimited resource.

HONOR

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.

In any tie, the tied player with the highest honor wins.

If there's a conflict in the timing of an ability, the involved player with higher honor decides whether to go first or last.

No two clans can ever occupy the same slot on the honor track. Each time you gain/lose honor, move your marker up 1 slot/down 1 slot on the track, at the same time moving down 1 slot/up 1 slot the marker that was above/below it.

If you are already at the top of the War track, gaining honor has no effect. If you are already at the bottom (disregarding any empty slots at the bottom), losing honor has no effect.

NEGOTIATION

Players can make deals at any point in the game, whether with their ally or with an enemy. No deals are binding, and deals can be made in secret.

Bribery can only be done during the Tea Ceremony and the Political phase, not during the War phase. Players may give coins and ronin tokens from their reserve to other players to try to convince them to do something.

GAME ROUND (SEASON)

1. SEASONAL SETUP

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. Place a number of tokens equal to the **number of players plus 2**.

Then place the war number tokens in the war number slots of the provinces indicated by the war province tokens on the board. Return any unused war number tokens to the box.

SET SEASON CARDS

Discard any season cards left next to the board from the previous season. Place all the current season's cards faceup next to board, within reach of all players. Identical cards may be placed on top of each other, staggered to show the number of piled cards.

SEASONAL INCOME

Players should have no coins at this point. Each player then takes a number of coins from the common pile equal to their seasonal income (as shown on their clan screen).

RETURN HOSTAGES

Players return any figures they have taken hostage to their owners, getting 1 coin from the common pile for each figure returned.

2. TEA CEREMONY

Any alliances from a previous season are unmade, and players have the opportunity to negotiate new alliances.

Alliances are between pairs of players, who must both be in agreement.

The allied players join their alliance tokens together and place them in view of all players. Alliances last for the current season (unless broken by a *Betray* mandate), and no new alliances can be made until the next season.

Allied players grant each other powerful bonuses from the mandates they play during the Political phase.

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.

In a battle involving 2 allied players and other players, if one of the allied players is victorious, they don't kill the figures of their ally.

Allied players are still considered opponents for the purpose of season card abilities and other effects.

If an allied player plays the *Betray* mandate, they immediately lose honor and the alliance is broken.

If the game ends in a tie between allied players, they share the victory.

3. POLITICAL PHASE

Players take turns selecting **political mandates** to prepare their clans and position their forces. As shown on the political track on the board, the phase follows this order:

3 Mandate turns > Kami turn > 2 Mandate turns > Kami turn > 2 Mandate turns > Kami turn > War phase starts

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. Keep the deck of political mandates close to the player who will play it next.

The player who has deck of political mandates draws the top 4 mandate tiles, looks at them in secret, chooses one, 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).

One by one, in clockwise order starting with the player to the left of the player, each player performs the chosen mandate.

The effects of each mandate are summarized on each player's political tile. 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.

Only the player who selected it and their ally are allowed to also perform the mandate's bonus.

When all players have performed the mandate, 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, if any.

RECRUIT

All players You may summon 1 of the figures you have in reserve to each of the provinces where you have a stronghold. If you have more than 1 stronghold in the same province, you may summon a number of figures there equal to the number of strongholds there.

There is no limit to the number of figures that may occupy each of the provinces. If you have no more figures in your reserve, you cannot summon another figure.

Current player and their ally You may summon 1 additional figure to any one of your strongholds, even if you have already summoned a figure there.

Summoning Shinto When you summon a *Shinto* warrior (and only at the moment when it is summoned), you may choose to immediately take it from the province where it was summoned and place it 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, and cannot be moved to the map or to a different shrine.

MARSHALL

All players You may move each of the figures you have on the map to an adjacent province (either crossing a border or taking a shipping route). You may move any number of your figures (or none). Each figure can only be moved once.

Current player and their ally You may discard 3 coins to the common pile, take 1 stronghold from your reserve, and place it in any province. It doesn't have to be adjacent to a province where you already have a stronghold, and there is no limit to the number of strongholds in each province. You cannot build more than your 4 strongholds.

TRAIN

Unlike other mandates, the player who selects this mandate performs it *first*, having first pick of the available cards.

All players You may get 1 of the season cards currently displayed next to the board by paying its coin cost to the common pile (some cards are free). Place the new season card faceup next to your clan screen. Its ability is considered immediately in effect. You may get more than 1 copy of the same card over subsequent trainings, in which case their abilities stack together.


Current player and ally If you get a season card, you may pay 1 less coin than its listed cost (to a minimum of 0). You can still only get a single season card per *Train* mandate.


Monsters When you get a monster season card, you also take the corresponding monster figure, attach one of your counter bases to it, and immediately summon it to any province where you have a stronghold. The monster now counts as one of your clan's figures, and has 1 force, unless otherwise stated. If it's killed, it returns to their reserve and may be summoned again to the map like a normal clan figure. There is no limit to the number of monsters a clan may have.


HARVEST

All players You gain 1 coin from the common pile.

Current player and their ally You collect the rewards listed for every province where you currently have the most force. As always, if there's a tie, the tied player with the highest honor is considered to have the most force in the province.

 **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.

BETRAY

Betray only benefits the current player. If the player is in an alliance, it is immediately broken and the betraying player loses honor. If the betraying player was not in an alliance, they do not lose honor.

Choose up to 2 figures on the map, belonging to 2 different players, and immediately replace them with figures of the same type that you 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. You cannot replace a figure if you don't have a figure in reserve of the same type. A monster in reserve can be used to replace another monster.

The replaced figures are returned to their owners' reserves (though they are not considered to have been killed). If you just broke your alliance, you don't necessarily have to replace one of the figures of your former ally.

Daimyo figures and *Shinto* figures on the shrines are not affected by betrayal.

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

Kami turns

Players resolve the effects of each of the 4 shrine tiles in order, starting from the leftmost and proceeding to the right. In each shrine, the clan with the most force immediately executes the benefit granted by that shrine's kami before resolving the next shrine.

If there's a tie, the tied player with the highest honor is considered to have the most force. If a shrine has no *Shinto* on it, it's skipped during this kami turn.

Amaterasu allows you to move your clan marker straight to the top slot on the honor track, shifting all others down in the process. This may change the honor tiebreaker when resolving the following shrines in this kami turn.

Fujin allows you to perform up to 2 moves with your figures on the map. You may either move 2 of your figures to adjacent provinces, or 1 of your figures twice in a row; either across a border or along a shipping route between provinces.

Raijin allows you to summon 1 *Bushi* from your reserve and place it in any province on the map, even if you don't have a stronghold there.

Ryujin allows you to get a season card from those available, paying its full coin cost just like in a *Train* mandate.

Hachiman grants you ronin tokens from the common pile.

Susanoo grants you a number of VPs equal to the number of strongholds you currently have on the map.

Tsukuyomi grants you coins, taken from the common pile.

4. WAR PHASE

All players flip their political/war tiles to the war side. Resolve any **war upgrade** season cards. 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.

During the War phase, players *cannot* freely give each other coins or ronin tokens as part of their negotiations.

Each season, there will only be war in the provinces marked with a war number token.

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 the war province token is discarded.

If **only 1 player has any force in the province**, they take the war province token and place it, faceup, next to their clan screen.

If **two allied players have force in the province**, no battle takes place. The player with the most force there takes the war province token and places it, faceup, next to their clan screen. On 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.

5. SEASONAL CLEANUP

Discard coins and ronin: Return all coins and ronin tokens in players' reserves to the common pile.

Return *Shinto*: Return all figures on the shrine tiles are to their owners' reserves.

Return political mandates: Shuffle the political mandates on the board back with the deck of political mandates.

WINTER SEASON ENDCARD

The only season setup step that must be executed during Winter is *Return Hostages*. Players may then gain extra VPs for the following:

Winter upgrades: These season cards grant extra VPs depending on different criteria.

War province tokens: Each war province token a player collected grants the number of VPs listed on it, depending on the season in which it was won:

Spring = 1 VP Summer = 2 VPs Autumn = 3 VPs

War province set bonus: Players get a VP bonus according to the number of war province tokens they accumulated of different provinces. Only tokens of different provinces count:

# different war province tokens	VP bonus
3-4	10 VPs
5-6	20 VPs
7-8	30 VPs

Record your VPs with your clan marker on the VP track. If you go beyond 50, move your marker back to the 1 slot and flip it upside down to remember to add 50 points to your score.

The player with the most VPs is the winner. On a tie, the tied player with the highest honor is the winner. If 2 allied players are tied in first place, they share the victory.

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.

Before a battle begins, all players clearly display their coins and ronin tokens next to their clan screens and truthfully answer how many coins and ronin tokens they have, if asked.

First, any *Start of a Battle* abilities trigger. Then, the involved players take all their coins behind their clan screen and, simultaneously and in secret, allocate them to the different war advantage spots on their war tile. You may allocate any number of coins to each spot (including 0). Place any you don't wish to allocate behind the screen, below the war tile.

Once all players declare that they are done allocating their coins, they all lift their clan screens simultaneously, revealing their bids. Coins placed outside the war tile don't count for this battle and are returned to that player's reserve.

Players then compare the number of coins allocated by each player in each of the slots, starting from the leftmost and proceeding to the right. Each war advantage is won by the player who bid the most coins on it. 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 skipped and the next one is resolved.

Only the player who wins a war advantage may execute it. You may choose not to execute a war advantage you won.

When all provinces with a war number token have been resolved, the War phase comes to an end.

War advantages are resolved one by one, from left to right.

SEPPUKU

The winner may choose to immediately kill all their figures in the province, gaining 1 VP and honor for each figure. If you decide to perform *Seppuku*, you must kill *all* of your figures, and you are still in the battle, even if you no longer have any figures in the province.

TAKE HOSTAGE

The winner may choose to capture 1 figure in the province belonging to another player (even their ally). Remove the chosen figure from the province and place it next to your clan screen. It is only returned to its owner during the setup of the next season (the figure has not been killed, only captured).

If you *Take a Hostage*, you also steal 1 VP from the clan that owns the captured figure. Move that clan's marker back 1 slot on the VP track, and move your marker forward 1 slot. If the targeted clan doesn't have any VPs, you don't get any VPs.

Daimyo are immune to this effect and cannot be targeted by this war advantage.

HIRE RONIN

The winner may choose to add their ronin tokens to their forces in the province: for each token they have in reserve, they gain +1 force to determine the outcome of the battle.

Ronin tokens are not spent when they are used, 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.

BATTLE OUTCOME

Players compare the total force they have in the province.

The clan with the most force wins the battle and places the war province token faceup next to their clan screen. 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. If one of the losers is allied with the winning player, their figures are not killed.

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

The winning player gains VPs equal to the total number of figures that were killed in the course of this battle. It doesn't matter who owned the figures, nor how they were killed. To easily count them, keep killed figures separate from each player's reserves until *Imperial Poets* has been resolved.

War reparations

All losing players discard all coins they allocated on the war tile to the common pile.

The winning player gives all coins they allocated on their war tile to the losing players. Distribute them equally among the losing players, who place them in their reserves to use in the following battles. If the number of coins can't be distributed equally, the winning player decides which player(s) should get an extra coin.

CLANS

KOI CLAN

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.

DRAGONFLY CLAN

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. Their figures never have to use shipping routes to move from one province to another.

LOTUS CLAN

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.

BONSAI CLAN

The cost of everything the Bonsai clan buys, season card or a stronghold, is limited to 1 coin at most. If it cost 2 or more coins, it costs 1 coin; if it cost 0 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 0.

TURTLE CLAN

When the Turtle player moves their figures, they can choose to move their strongholds as well, just 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.



GAME ROUND (SEASON)

1. SEASONAL SETUP

PREPARE FOR WAR

Place [no. players plus 2] random war province tokens for the current season (I = Spring, II = Summer, III = Autumn) faceup on war province slots. Place the war number tokens in the slots of the indicated provinces.

SET SEASON CARDS

Discard old season cards and place all the current season's cards faceup next to board.

SEASONAL INCOME

Each player takes coins equal to their seasonal income.

RETURN HOSTAGES

Return any hostages to their owners, getting 1 coin for each.

2. TEA CEREMONY

Players may negotiate alliances.

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.

In a battle involving 2 allies and other players, if one of the allies is victorious, they don't kill the figures of their ally.

Allied players are still considered opponents for the purpose of season card abilities and other effects.

If an allied player plays the *Betray* mandate, they immediately lose honor and the alliance is broken.

Allied players that tie for winning the game share the victory.

3. POLITICAL PHASE

The player with the mandate deck draws the top 4, chooses one, and returns the other 3 facedown to the top of the deck.

One by one, in clockwise order starting to the left of that player, each player performs the chosen mandate.

RECRUIT

All players May summon 1 of your figures to each of the provinces where you have a stronghold.

Current player and their ally May summon 1 additional figure to any one of your strongholds.

Summoning *Shinto* When you summon a *Shinto*, you may immediately place it on any of the 4 shrines.

MARSHALL

All players May move each of your figures on the map to an adjacent province.

Current player and their ally May discard 3 coins and build 1 stronghold in any province.

TRAIN

The player who selects this mandate performs it *first*.

All players May get 1 season card by paying its coin cost.

Current player and ally May pay 1 less coin for a season card.

HARVEST

All players Gain 1 coin.

Current player and their ally Collect the rewards listed for every province where you have the most force.

Victory Point Move up 1 on the VP track.

Coin Take 1 coin from the common pile.

Ronin Take 1 ronin token from the common pile.

BETRAY

If the current player is in an alliance, it is immediately broken and the betraying player loses honor.

Choose up to 2 figures on the map from 2 different players, and replace them with your figures of the same type. *Daimyo*, and *Shinto* on the shrines, are not affected.

KAMI TURNS

Left to right, resolve the 4 shrine tiles. The clan with the most force in each immediately executes the kami's benefit.

Amaterasu: Move your clan marker straight to the top slot on the honor track.

Fujin: Perform up to 2 moves with your figures on the map.

Raijin: Summon 1 *Bushi* from your reserve and place it in any province on the map.

Ryujin: Get a season card, paying its full coin cost.

Hachiman: Grants you ronin tokens.

Susanoo: Grants you VPs equal to the number of strongholds you have on the map.

Tsukuyomi: Grants you coins.

4. WAR PHASE

All players flip their political/war tiles to the war side. Resolve any **war upgrade** season cards. *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.

During the War phase, players *cannot* freely give each other coins or ronin tokens as part of their negotiations.

Each season, there will only be war in the provinces marked with a war number token. 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 the war province token is discarded.

If only 1 player has any force in the province, they take the war province token.

If only 2 allied players have force in the province, no battle takes place. The player with the most force there takes the war province token.

If at least 2 players who are not allied have force in the province, a battle takes place to determine the winner.

5. SEASONAL CLEANUP

Discard coins and ronin

Return *Shinto*.

Shuffle all political mandates.



GAME ROUND (SEASON)

1. SEASONAL SETUP

PREPARE FOR WAR

Place [no. players plus 2] random war province tokens for the current season (I = Spring, II = Summer, III = Autumn) faceup on war province slots. Place the war number tokens in the slots of the indicated provinces.

SET SEASON CARDS

Discard old season cards and place all the current season's cards faceup next to board.

SEASONAL INCOME

Each player takes coins equal to their seasonal income.

RETURN HOSTAGES

Return any hostages to their owners, getting 1 coin for each.

2. TEA CEREMONY

Players may negotiate alliances.

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.

In a battle involving 2 allies and other players, if one of the allies is victorious, they don't kill the figures of their ally.

Allied players are still considered opponents for the purpose of season card abilities and other effects.

If an allied player plays the *Betray* mandate, they immediately lose honor and the alliance is broken.

Allied players that tie for winning the game share the victory.

3. POLITICAL PHASE

The player with the mandate deck draws the top 4, chooses one, and returns the other 3 facedown to the top of the deck.

One by one, in clockwise order starting to the left of that player, each player performs the chosen mandate.

RECRUIT

All players May summon 1 of your figures to each of the provinces where you have a stronghold.

Current player and their ally May summon 1 additional figure to any one of your strongholds.

Summoning *Shinto* When you summon a *Shinto*, you may immediately place it on any of the 4 shrines.

MARSHALL

All players May move each of your figures on the map to an adjacent province.

Current player and their ally May discard 3 coins and build 1 stronghold in any province.

TRAIN

The player who selects this mandate performs it *first*.

All players May get 1 season card by paying its coin cost.

Current player and ally May pay 1 less coin for a season card.

HARVEST

All players Gain 1 coin.

Current player and their ally Collect the rewards listed for every province where you have the most force.

Victory Point Move up 1 on the VP track.

Coin Take 1 coin from the common pile.

Ronin Take 1 ronin token from the common pile.

BETRAY

If the current player is in an alliance, it is immediately broken and the betraying player loses honor.

Choose up to 2 figures on the map from 2 different players, and replace them with your figures of the same type. *Daimyo*, and *Shinto* on the shrines, are not affected.

KAMI TURNS

Left to right, resolve the 4 shrine tiles. The clan with the most force in each immediately executes the kami's benefit.

Amaterasu: Move your clan marker straight to the top slot on the honor track.

Fujin: Perform up to 2 moves with your figures on the map.

Raijin: Summon 1 *Bushi* from your reserve and place it in any province on the map.

Ryujin: Get a season card, paying its full coin cost.

Hachiman: Grants you ronin tokens.

Susanoo: Grants you VPs equal to the number of strongholds you have on the map.

Tsukuyomi: Grants you coins.

4. WAR PHASE

All players flip their political/war tiles to the war side. Resolve any **war upgrade** season cards. *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.

During the War phase, players *cannot* freely give each other coins or ronin tokens as part of their negotiations.

Each season, there will only be war in the provinces marked with a war number token. 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 the war province token is discarded.

If only 1 player has any force in the province, they take the war province token.

If only 2 allied players have force in the province, no battle takes place. The player with the most force there takes the war province token.

If at least 2 players who are not allied have force in the province, a battle takes place to determine the winner.

5. SEASONAL CLEANUP

Discard coins and ronin

Return *Shinto*.

Shuffle all political mandates.

WINTER SEASON ENDGAME

Only complete the *Return Hostages* step this season. Then gain extra VPs:

Winter upgrades: These season cards grant extra VPs.

War province tokens: Each war province token grants the VPs listed on it, depending on the season in which it was won:

Spring = 1 VP Summer = 2 VPs Autumn = 3 VPs

War province set bonus: Get a VP bonus based on the number of war province tokens you have of *different* provinces.

# different war province tokens	VP bonus
3-4	10 VPs
5-6	20 VPs
7-8	30 VPs

RESOLVING BATTLES

Battles only take place in provinces where at least 2 players who are not allied with each other have force. All players who have any force there are involved, even if they are allied.

Before a battle begins, all players display their coins and ronin tokens next to their clan screens and truthfully answer how many coins and ronin tokens they have, if asked.

First, any *Start of a Battle* abilities trigger. Then, the players take all their coins behind their clan screen and, simultaneously and in secret, allocate any number of them to the war advantage spots on their war tile. Place any you don't wish to allocate below the war tile.

All players then lift their clan screens simultaneously. Coins placed outside the war tile don't count and are returned to that player's reserve.

Players then compare the number of coins allocated by each player in each of the slots, starting from the leftmost and proceeding to the right.

Each war advantage is won by the player who bid the most coins on it. On a tie, the tied player with the highest honor wins. If no players bid any coins on a war advantage, it is skipped.

Only the player who wins a war advantage may choose to execute it.

When all provinces with a war number token have been resolved, the War phase comes to an end.

SEPPUKU

The winner may choose to immediately kill all their figures in the province, gaining 1 VP and honor for each figure. You must kill *all* of your figures, and you are still in the battle, even if you no longer have any figures in the province.

TAKE HOSTAGE

The winner may choose to capture 1 figure in the province belonging to another player (even their ally). Place it next to your clan screen; it is only returned to its owner during the setup of the next season.

If you *Take a Hostage*, you also steal 1 VP from the clan that owns the captured figure. If the targeted clan doesn't have any VPs, you don't get any VPs.

Daimyo are immune to this effect and cannot be targeted by this war advantage.

HIRE RONIN

The winner may choose to add their ronin tokens to their forces in the province: for each token they have in reserve, they gain +1 force.

Ronin tokens are not spent when they are used.

BATTLE OUTCOME

The clan with the most force in the province **wins the battle** and places the war province token faceup next to their clan screen. On a tie, the tied player with the highest honor wins.

All the figures in the province belonging to the players who lost the battle are immediately killed. If one of the losers is allied with the winning player, their figures are not killed.

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

The winning player gains VPs equal to the total number of figures that were killed in the course of this battle. It doesn't matter who owned the figures, nor how they were killed. Keep killed figures separate from each player's reserves until *Imperial Poets* has been resolved.

War reparations

All losing players discard all coins they allocated on the war tile to the common pile.

The winning player gives all coins they allocated on their war tile to the losing players. Distribute them equally among the losing players, who place them in their reserves to use in the following battles. If the number of coins can't be distributed equally, the winning player decides which player(s) should get an extra coin.

WINTER SEASON ENDGAME

Only complete the *Return Hostages* step this season. Then gain extra VPs:

Winter upgrades: These season cards grant extra VPs.

War province tokens: Each war province token grants the VPs listed on it, depending on the season in which it was won:

Spring = 1 VP Summer = 2 VPs Autumn = 3 VPs

War province set bonus: Get a VP bonus based on the number of war province tokens you have of *different* provinces.

# different war province tokens	VP bonus
3-4	10 VPs
5-6	20 VPs
7-8	30 VPs

RESOLVING BATTLES

Battles only take place in provinces where at least 2 players who are not allied with each other have force. All players who have any force there are involved, even if they are allied.

Before a battle begins, all players display their coins and ronin tokens next to their clan screens and truthfully answer how many coins and ronin tokens they have, if asked.

First, any *Start of a Battle* abilities trigger. Then, the players take all their coins behind their clan screen and, simultaneously and in secret, allocate any number of them to the war advantage spots on their war tile. Place any you don't wish to allocate below the war tile.

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Only the player who wins a war advantage may choose to execute it.

When all provinces with a war number token have been resolved, the War phase comes to an end.

SEPPUKU

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