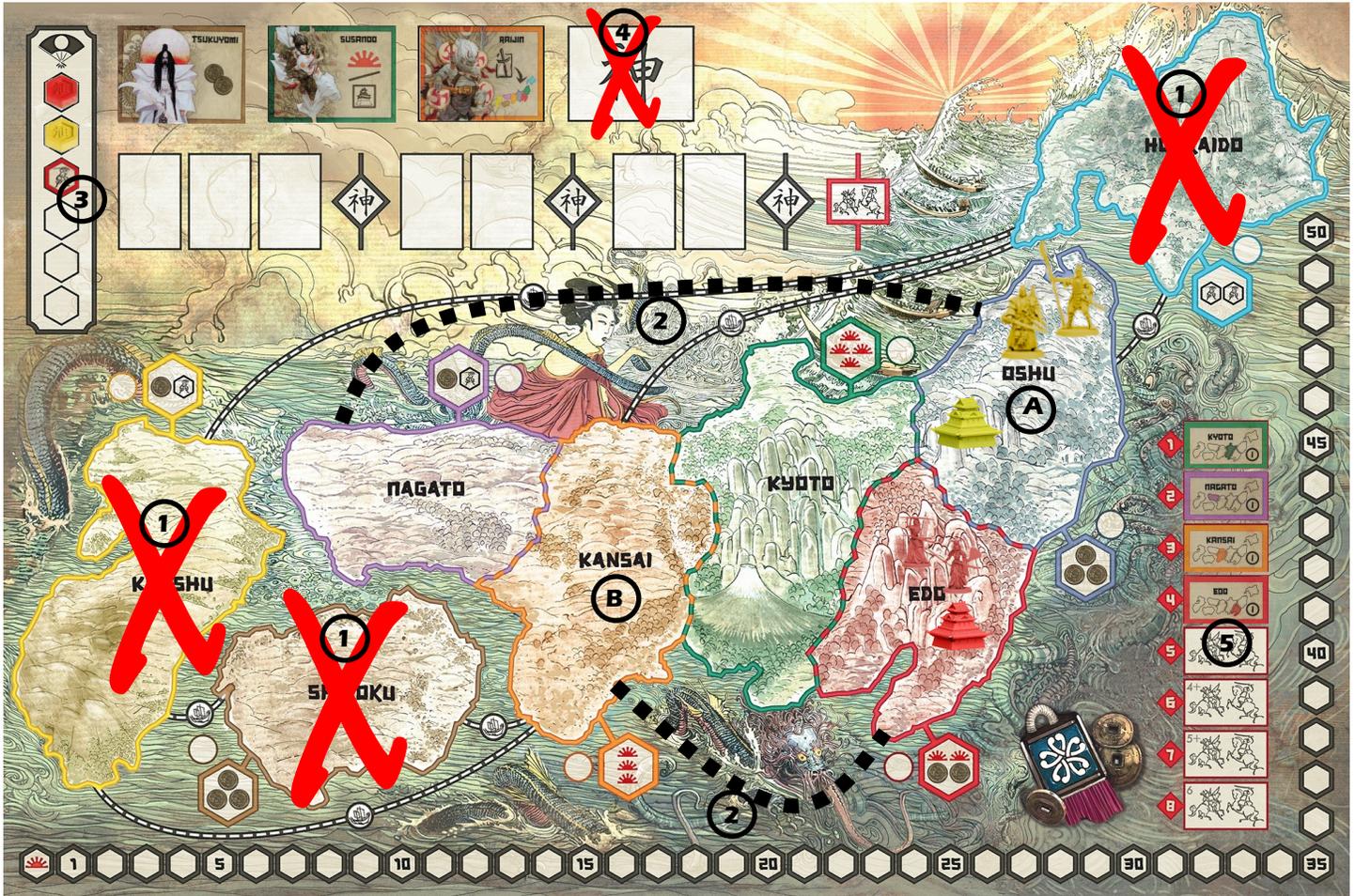


Rising Sun

2 Player Rules

by: Dan Zielinski [GamezMadeEZ]
(BBG: rent13579)

Set Up



- ① The islands (Kyushu, Shikoku and Hokkaido) are not used. Home Province for any clan that starts on an island is Oshu (Grey) **(A)** and/or Kansai (Orange) **(B)** if Moon Clan is in game or both clans start on an island.
- ② Sea lanes connect: Nagato (Purple) with Oshu (Grey) & Kansai (Orange) with Edo (Red)
- ③ After both player's Honor markers are placed... place a Ronin token in slot 3. This acts just as another Honor marker making it possible to be two honor spots below or above the other player.
- ④ Only display 3 Kami instead of 4.
- ⑤ Shuffle only the 5 War Province token matching those in the game and only reveal 4 of them.

⑥ When placing out Season Cards... don't put out any duplicates. Have only 1 copy of each card.



Tea Ceremony



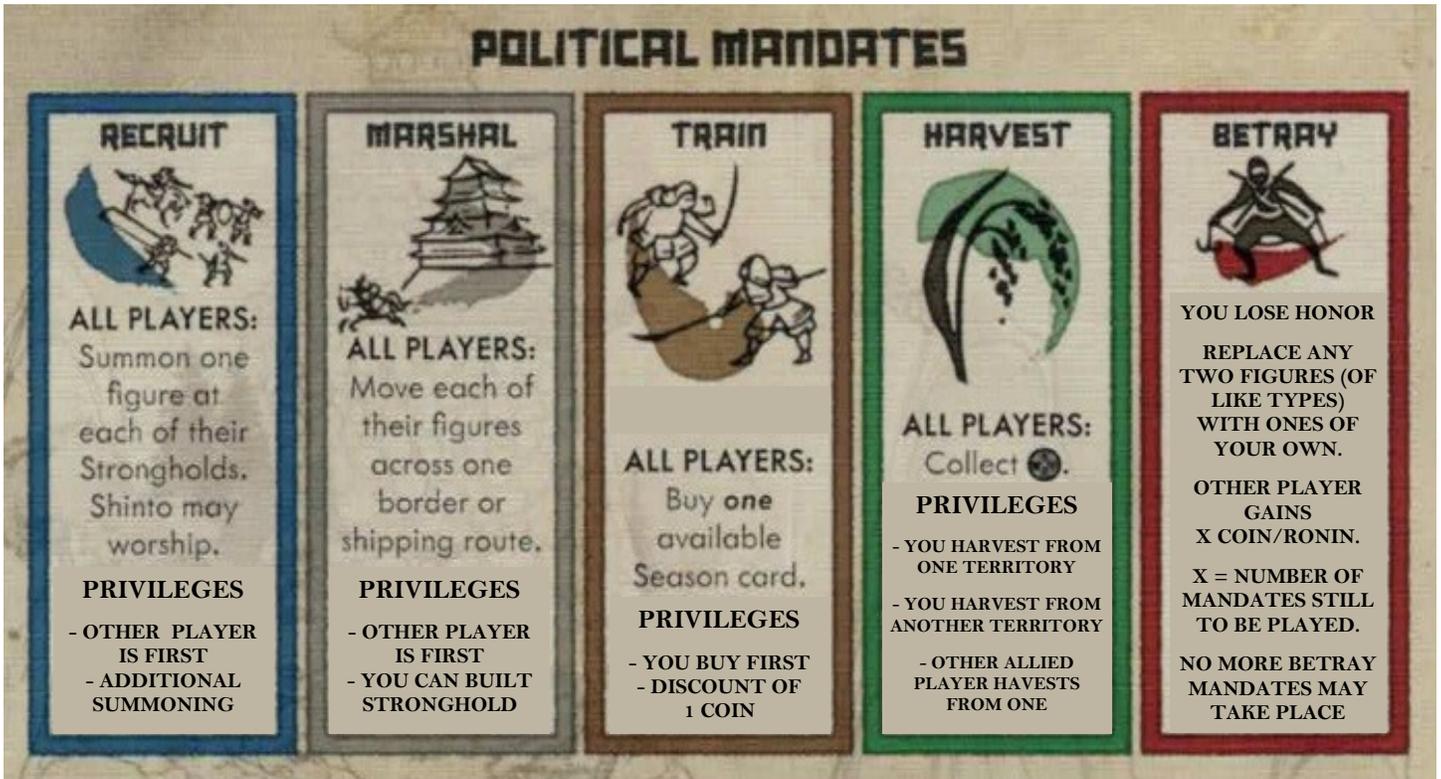
Both players begin Allied.

Political Phase/Negotiations

Each of the Political Mandates run similarly to the base game but now each has a set of Privileges. If the players are allied, these Privileges may be negotiated but the active player get them by default.

Example 1: If Player A plays Marshal, Player B may offer up coin or ronin for the ability to build the Stronghold instead of Player A.

Example 2: Player B plays Train. Player A may make an offer to pay for Player B's card if they can pick their card first.



Harvest: The Active Player may harvest from two different territories they have superior force at.

The other player, if allied, can harvest from one territory they have superior force at.

Negotiations can allow one player to harvest from three. If the players are NOT allied, only the active player gets to harvest... and only from two.

Betray: The active player is allowed to remove 2 figures (of like types) from the other player. However, the player getting Betrayed gains X coins and/or ronin from the supply. X is equal to the number of remaining Mandates to be played this season.

Example: If Player A plays Betray as the 4th Mandate in the round... then Player B will gain a total of 3 Coins and/or Ronin.

The Alliance is broken and the active player loses honor. Once the alliance is broken, no longer can mandate privileges be negotiated.

NOTE: Betray may only occur once in a season. This includes Lotus's ability. If Betray has already been played... Lotus can not pick Betray.

Kami Phase

No changes.

War Phase

At the beginning of the War Phase, the alliance (if still together) is broken.

No other changes... but see "Winter Season" below for change in War Provinces Token scoring.

Seasonal Cleanup

No changes.

Winter Season

When counting "Number of Different War Provinces"... any Provinces you have all 3 tokens in is counted as two "different" Provinces.

Example: If player A ended with Nagato (x1) Kyoto (x1) Oshu (x2) and Edo (x3) then Player A scores 20 points for 5 different Province Tokens. Edo counting as 2.

Season Card Explanations



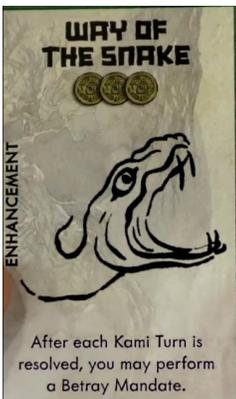
Path of the Patron

You must be above both the player and the Ronin token for this Enhancement to Trigger.



Way of the Righteous

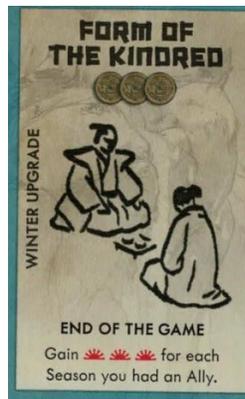
If you're higher honor than the Ronin Token... take a coin from supply.



Way of the Snake

The betrayed player receives Coins and/or Ronin with each Betrayal.

4 after first Kami Phase
2 after second Kami Phase
0 after third Kami Phase



Form of the Kindred/Honesty

These work as written.

Form of the Kindred will be 9 points.

Honesty may induce the need to betray earlier to prevent many points.

While you have an Ally, gain 1 point each time you select a non-Betray Mandate.