

RISING SUN FAQ 2.0

(Latest updates in red)

RULES CLARIFICATIONS

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

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

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

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

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

Part of a Battle: Once a Battle starts, all players in it remain involved until the end, even if all their figures are removed by a “Start of Battle” effect, Seppuku, Hostage, etc. So they bid for War Advantages, may take hostages and even end up winning the Battle.

Winning a Battle: If a figure has a special ability that triggers off of winning a Battle with that figure (Oni of Souls, Piety, Kitsune), it has to still be alive and in the Battle at the end of it so its ability may take place. If it commits Seppuku, is taken hostage, killed, or removed from the Province in any other way, its ability doesn't count.

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

Effects that Refer to “Having” Something: Some cards, like the Oni of Souls, Form of the Demon, or Form of the Beast, refer to the player “having” Oni or Monsters. For this to take effect the figure in question doesn't need to be on the board, the player simply must own it. For cards that refer to Strongholds (Form of the Kitsune), they must be on the board, since you don't own the Strongholds in your reserve.

RISING SUN CORE BOX

BENEVOLENCE

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

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

Q: If a player has 2 copies of Benevolence, do they get the benefits twice for giving 1 spent Coin to another player?

A: No, they must give 2 spent Coins in order to gain the benefits twice.

FORM OF THE KINDRED

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

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

KOMAINU

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

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

LOYALTY

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

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

Q: Does Loyalty grant extra VPs when earning points during Winter?

A: No, Alliances don't count during Winter.



LOYALTY AND RIGHTEOUSNESS

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

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

PATH OF THE SERPENT

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

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

WAY OF THE MERCHANT

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

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

KAMI UNBOUND

PATH OF THE BUILDER

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

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

WAY OF THE KEIRI

Q: Does Way of the Keiri allow me to kill more figures if I have extra figures that count as Daimyo?

A: Yes, at the start of the War Phase you may kill 2 opposing Bushi or Shinto in each Province where you have a Daimyo (having 2 Daimyo in the same Province has no extra effect).

RAIJIN

Q: Do Ronin tokens and Turtle Strongholds count for Force in Raijin's Province?

A: Yes, Raijin only negates the Force of actual figures that are not Bushi or Kami.

SUSANOO

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

A: No. Climbing to the Shrines is not considered a Move.

DYNASTY INVASION

MOON CLAN



Q: What happens if another player tries to use something like Benten or the Earth Dragon to push a Moon Clan figure into a Province that already has 2 Moon Clan figures?

A: They are unable to move it there. The Moon Clan figure must be pushed into another Province, or it remains unmoved.

Q: When playing with Kami Unbound, are Kami controlled by the Moon Clan subject to the same limitation of 2 figures per Province?

A: While Kami controlled by the Moon Clan do benefit from the Clan's base Force of 2, they exceptionally do not count towards the limitation of 2 Moon Clan figures per Province.

Q: What happens if the Moon Clan buys a Monster (Lucky God), but all Provinces where they have Strongholds already have 2 Moon Clan figures?

A: When a player buys a Monster, it is immediately Summoned if that is possible. In this particular case, since it's impossible to Summon the Monster, the Moon Clan keeps it in their reserve to Summon at a later Recruit Mandate.

Q: Can the Moon Clan Summon a Shinto into a Province with 2 Moon Clan figures and immediately send it to Worship? Or Move one of their figures through a Province that contains 2 Moon Clan figures?

A: No, at no instance can there ever be more than 2 Moon Clan figures in the same Province, even for a moment (controlled Kami figures don't count, as stated above).

PATH OF THE MONKEY

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

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

PATH OF THE PACIFIST

Q: Do I get 4 VP with Path of the Pacifist if I'm tied with another player for most War Province tokens?

A: No, being tied for most still counts as having the most.

FUKUROKUJU

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

A: Yes. The rule that says Strongholds can't be killed is meant to apply to Stronghold tokens (including the Turtle Strongholds) since tokens can't be killed (except that the Daikaiju can destroy them). Fukurokuju may commit Seppuku, be killed at the end of a Battle, and be crushed by the Daikaiju. Note that, as a Stronghold, Fukurokuju can be "built" during a Marshal Mandate, if you have him in your reserve.



MONSTER PACK

JOROGUMO

Q: If the Jorogumo takes control of a figure that has some kind of upgrade (such as a Bushi that has 2 Force due to Way of the Katana or the Moon Clan ability), does it retain that extra power?

A: No, the controlled figure essentially becomes a figure of the Jorogumo's clan, losing any extra abilities it had but gaining any abilities that clan has that may apply to it. The controlled figure remains like that until the Battle is resolved (even if the Jorogumo is removed before the end of the Battle).

DAIMYO Box (PROMOS)

FOX CLAN

Q: At the start of the War Phase, can the Fox Clan place a Bushi even in Provinces without a War Number token?

A: Yes, if they have no Force there, the Fox Clan can place a Bushi in the Province.

DAIKAIJU

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

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

EARTH DRAGON

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

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

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

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



JIKININKI

Q: If I commit Seppuku with the Jikininki as well as other figures, do I still gain VP and lose Honor for those other killed figures?

A: Yes, the other figures killed at the same time as the Jikininki still trigger its ability. Any figures killed later in the Battle won't give you VP, as the Jikininki is not in the Province anymore.

NURE-ONNA

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

A: Yes.

Q: During the War phase, can the Nure-Onna cross a Shipping Route into a Province where a Battle was not going to take place?

A: Yes, it can cross a Shipping Route into a Province with only 1 player, 2 allied players, or even no players at all. The only requirement is that the Province must have the next War Number token on it.

PHOENIX

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

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

SUNAKAKE-BABA

Q: If I have Respect, can I take an additional hostage when the Sunakake-Baba uses her ability?

A: No, Sunakake-Baba's ability takes place as the start of the War Phase, while Respect only works during a Battle.

