Legend of the Five Rings: The Card Game – Enlightenment Format

"Your blade is an extension of your self," her sensei had taught her. "What you can imagine, your weapon can perform. So long as you treat it with the respect it is due, it will keep you safe."

"Be mindful of what you say, my child," her father had warned her. "Those who follow through on their word are given the greatest deal of respect."

"Our actions speak loudly to the kami," the scholar had instructed her. "If you know what reverences they desire, you will find them to be steadfastly loyal to your cause."

"Do not ask," the monk had told her. "Sit and meditate. Only you can answer the question in your heart."

But it was from her foe that she found wisdom, amidst the burning wreckage of the battle. People were fickle, volatile, relentless, and stubborn. She could not change his nature with either word or blade. Yet if she embraced that truth, exploited it, she would not have to defeat him. His foolishness would be his own undoing.

Overview

The Enlightenment format is a way to play *Legend of the Five Rings: The Card Game* with three players. This format introduces the Enlightenment victory condition to the game, through which a player may win by collecting all five elemental rings at their provinces.

This document details the changes to the standard rules that are adopted when playing the game with three players. It should be used in conjunction with the *Legend of the Five Rings: The Card Game* Learn to Play book, as well as the online Rules Reference found at https://www.fantasyflightgames.com/en/products/legend-of-the-five-rings-the-card-game/. Additional players can be added to a Enlightenment format game by following the rules at the end of this document.

Note: The standard game rules apply wherever they are not explicitly altered, replaced, or negated by this document.

Setup

To setup an Enlightenment format game, follow the standard setup rules in the Learn to Play book included in the *Legend of the Five Rings: The Card Game* core set with the following changes:

- During Step 2 of setup, when players are instructed to form the general token pool and the unclaimed ring pool, players do not set aside a set of rings to form an unclaimed ring pool. Instead, each player sets aside their own set of ring tokens into a personal unclaimed ring pool. The general token pool is still created by placing fate tokens, honor tokens, status tokens, and the Imperial Favor card in a pile within reach of each player.

- During Step 3 of setup after the first player has been determined, the other players do not gain 1 fate from the general token pool.

Key Multiplayer Concepts

Winning and Defeat

While playing the Enlightenment format, the standard rules for winning or losing the game are replaced. There are three ways a player can win an Enlightenment game: collect one of each elemental ring on their unbroken provinces, accumulate 25 or more honor in their pool, or have each of their opponents eliminated.

Enlightenment

In order to achieve Enlightenment, each player is trying to collect one of each elemental ring on their own unbroken provinces. If a player achieves this feat, that player immediately wins the game.

Declaring Conflicts and Claiming Rings

In order to declare a conflict during the conflict phase, instead of using a ring from a general unclaimed ring pool, the attacking player uses a ring from their personal unclaimed ring pool. If the attacking player wins the conflict, the ring token they used is then claimed (during step 3.2.7) and placed on one of their unbroken provinces. At the end of the round, claimed rings are not returned to an unclaimed ring pool and remain on that province instead. This ring counts as being in this player's claimed ring pool for the purposes of card and game effects. If the defending player wins the conflict, the ring is not claimed and is instead returned to the attacker's personal unclaimed ring pool.

A ring cannot be placed on a player's stronghold province unless each of their non-stronghold provinces is broken.

Note: Multiple rings can be placed on the same unbroken province.

Taking Rings from Other Players

If a player has one or more rings on one of their unbroken provinces, when that province is broken, the opponent that broke it takes all ring tokens from the province and places the rings onto their own unbroken provinces (they may be divided among several provinces). If this would cause the attacking player to have duplicates of a particular ring claimed, duplicate rings are returned to the defending player's personal unclaimed ring pool and any remaining rings (from the broken province) are claimed by the attacking player. (See Duplicate Rings on page 3)

Player Elimination

If a player has their stronghold broken, or has no honor in their honor pool, they are eliminated from the game. Any ring tokens an eliminated player had claimed on their provinces, or that are in the eliminated player's personal unclaimed ring pool, are then placed in a common unclaimed ring pool that any remaining player can use.

During a multiplayer game, a player's stronghold cannot be attacked unless all four of their non-stronghold provinces are broken.

When a player is eliminated from the game:

- Any cards owned by the eliminated player are immediately removed from the game.

- Any treaties (See Treaties on page 3) made by the eliminated player are immediately dissolved.

- The honor dial of the eliminated player is ignored for the purposes of card effects for the remainder of the game.

- If the eliminated player was the first player, the first player token immediately passes to the player on the eliminated player's left.

Note: Any lasting effects created by an eliminated player's cards persist for that effect's normal duration. Any delayed effects created by an eliminated

"In Player Order" and "Pass Consecutively"

As in the standard game, the phrase "in player order" is used to dictate the order in which players resolve or execute a game step. In the Enlightenment format, when players are instructed to do something in player order, the first player does so first, followed by the player to the first player's left and continuing in clockwise order.

In the Enlightenment format, when a game sequence would continue until each player "passes consecutively" it continues until all players in the game pass consecutively. This includes but is not limited to action windows, reaction windows, and interrupt windows.

"Your Opponent" and "The Opponent"

Any card ability that refers to "Your Opponent" or "The Opponent" is referring to the singular other player participating in a conflict against you. It does not refer to the player(s) not participating in the conflict. Players not participating in a conflict cannot fulfill any conditions of abilities that specifically call out "Your Opponent" or "The Opponent".

Any card ability that refers to "An Opponent" can refer to any of your opponents, even during a conflict.

Rings and Card/Game Effects

When a card or game effect refers to one or more claimed or unclaimed rings, it only refers to the ring or rings in the unclaimed ring pool or on the provinces of the controller of the card effect, or by the player resolving the game effect. This rule does not apply to cards that specifically call out rings in an opponent's claimed ring pool.

Participation in a Conflict

During a conflict, only two players can control participating characters: one attacking player and one defending player. The other player(s) in the game may take actions to influence the outcome of the conflict one way or another, but they cannot play or move characters to the conflict on either side. During the conflict action window, each player has an opportunity to take actions, including non-participating players. The action window does not end until each player passes consecutively.

Eligible Provinces

During a conflict, a province is only considered to be an "eligible province" to be attacked if it is controlled by the defending player. The provinces of the non-defending players are not eligible to be attacked.

New Rules

First Player Bonus

At the beginning of each Dynasty Phase, the player with the First Player token gains 1 additional fate from the general token pool.

Passing the First Player Token

When the First Player token would be passed to the opponent during Step 4 of the Regroup Phase, it passes to the player to the left of the first player.

Drawing Cards

When drawing cards in the Enlightenment format, players bid honor using their honor dial to determine the number of cards they draw, as per the standard game, with the following modifications:

Playing with 3 Players

While playing a 3 player game, the draw phase consists of 3 steps:

1. Each player secretly selects a number between 1 and 5 on their honor dial.

2. Each player reveals their selection.
Based on the revealed numbers, honor is exchanged in the following manner:

- If each player has selected a different number on their honor dial, the player with the highest number gives an amount of honor to the player with the lowest number. The amount of honor given is equal to the difference between the highest and lowest numbers. The player whose number is in-between the other two does not gain or lose honor.

- If two players select the same number and the remaining player selects a number that is higher than the other two players, the player that selected the higher number gives honor to both players that selected the lower number. The amount of honor given is equal to the difference between the higher and lower numbers, divided as evenly as possible between the two players. If any honor remains to be given after dividing the honor as evenly as possible, the player with the higher number selects one of the players with a lower number to give the honor to.

Example: Tom, Kris, and Patrick reveal their dials and see that Tom and Kris have both chosen the number 2, but Patrick has chosen the number 5. The difference between 5 and 2 is 3, so Patrick gives both Tom and Kris 1 honor. Patrick still needs to give away 1 more honor, but since this cannot be divided evenly, Patrick chooses to give the 1 remaining honor to Tom.

- If two players select the same number and the remaining player selects a number that is lower than the other two players, the players that selected the higher number give honor to the player that selected the lower number. The total amount of honor given is equal to the difference between the higher and lower numbers divided as evenly as possible between the two players with the higher number. If any honor remains to be given after dividing it as evenly as possible, the player with the lower number selects one of the players with a higher number to give the remaining honor to.

Example: Tom, Kris, and Patrick reveal their dials and see that Tom and Kris have both chosen the number 4, but Patrick has chosen the number 1. The difference between 4 and 1 is 3. Tom and Kris must give Patrick a total of 3 honor, and they each give Patrick 1 honor. Patrick still needs to be given 1 more honor, but since this cannot be divided evenly, Patrick chooses to receive the 1 remaining honor from Kris.

- If each player has selected the same number, no honor is exchanged.

3. Each player draws a number of cards from their conflict deck equal to the number they selected on their dial.

Rings

Physical Rings

In the Enlightenment format, only the physical ring tokens count toward a player's victory condition. Any card effect that considers a player to have a ring in their claimed ring pool does not contribute to that player's victory condition if the player does not have that physical, printed ring token in their pool. In addition, any effects that cause a ring token to gain additional elements or lose elements does not cause that ring token to count as more or less than the element printed on the ring token, for the purpose of determining a victory condition.

Duplicate Rings

A player may never have more than one physical copy of each ring token (by element) claimed on their provinces at the same time. If a card or game effect would cause a player to claim a copy of a ring token that is already on one of their unbroken provinces, one of two things occurs depending on the status of the ring to be claimed. If the ring to be claimed is the contested ring, that ring token is returned to the attacking player's personal unclaimed ring pool. If the ring token to be claimed is on the defending player's province, the ring is moved to the personal unclaimed ring pool of the defending player.

Ring Availability

If a player does not have any ring tokens in their personal unclaimed ring pool, that player may still declare conflicts by type (Military or Political) but not by element. Such a conflict does not use a ring token and does not have any ring effect for winning it.

Rings Do Not Return

During step 3 of the Regroup phase, instead of claimed rings returning to the unclaimed ring pool, they instead remain claimed on the provinces they are currently on.

Placing Fate on Rings

During the Fate phase, instead of placing a fate token from the general token pool on each unclaimed ring, in player order each player chooses a ring token in another player's unclaimed ring pool and places one fate token from the general token pool on it.

Treaties

During the course of an Enlightenment game, players may find themselves in situations where a mutually beneficial agreement can be made. When this occurs, players may establish formal terms for such an agreement called a treaty. In addition to setting up the terms of the treaty, both players agree on an amount of honor to stake on the treaty. If either player breaks their part of a treaty, that player must lose the amount of honor staked on the treaty.

Terms of a Treaty

When two players are setting up a treaty, each of the following four parameters must be specified. Those players may discuss and determine these parameters in any order, but each parameter must be agreed upon by both involved players before a treaty can be finalized. The parameters are as follows:

Parameter One: What is being promised by Player 1

When making a promise for a treaty, a player offers something they are going to do, or not do during the course of the game. This promise can be as specific as "I will not declare a conflict against you," or as vague as "I will help you during the next conflict you declare against our mutual opponent." This promise must be an action or a decision that a player can take and cannot include an exchange of game components. These game components include but are not limited to: Honor, Fate, Cards, or claimed Ring tokens.

Parameter Two: What is being promised by Player 2

Both players in a treaty must make a promise to the other player in order for a treaty to be finalized. The rules regarding what may be promised (described under Parameter One) apply to both players in a treaty.

Parameter Three: Timeframe

When a treaty is established, both involved players must agree to a timeframe for which the treaty is going to last. This timeframe can be of any length, from immediate to the remainder of the game. Each of the promises made by the players may have different timeframes. The full timeframe of a treaty is the equal to the timeframe of the promise with the longest timeframe. Once the timeframe of a treaty has lapsed it either is dissolved (If both players have kept their promises) causing no honor to be lost, or it is broken (if one player did not do what they promised in the specified timeframe) causing the player that broke the treaty to lose honor.

Parameter Four: Amount of Honor to Stake

Both involved players must agree upon an amount of honor to be staked on the treaty between 1 and 5. If during the course of play, the treaty between the two players is broken by either player, the player that broke the treaty loses an amount of honor equal to the honor staked on the treaty.

Example: Tom and Kris are playing a multiplayer game and Tom turns to Kris and proposes that they make a Treaty. Tom offers to not declare a conflict against Kris for 1 round if Kris does not declare a conflict against him for 1 round. Tom offers to stake 2 honor on this Treaty. Kris thinks the promises to be made by both players are acceptable, but does not think there is enough honor staked on the deal in order to trust Tom. Kris counters by offering to stake 4 honor on the treaty instead. Tom and Kris agree to this new stake and the treaty is formed.

Breaking or Dissolving a Treaty

Treaties between two players can end in one of two different ways: being broken or dissolving. Each is described below.

Breaking a Treaty

When a player goes against the promise they made when setting up the parameters of the treaty, the treaty is immediately broken. When a treaty is broken, the player that went against their promise must immediately lose honor equal to the amount of honor staked in the treaty. After a treaty has been broken, the players are no longer bound by the promises they made when establishing the treaty.

Dissolving a Treaty

When a treaty is dissolved, since neither player has broken their promise no honor is exchanged and the treaty ceases to be. A treaty can only ever be dissolved if the timeframe of the treaty has lapsed or if both players in a treaty mutually agree to dissolve it.

Treaty Limits

While playing an Enlightenment game, players can form treaties with any number of other players, but each player may only have one active treaty with each other player in the game. If a treaty between two players has dissolved, or been broken, a new treaty may be formed between those players.

Additional Players

When playing an Enlightenment format game, additional players can be added to the game by altering the Draw Phase of the game.

Drawing With 4 or More Players

If playing with 4 or more players, honor bids during the draw phase work slightly differently. Instead of choosing any number on their honor dial, a player chooses to bid either 2 or 4. Any player who bids 2 is acting "honorably," and any player who bids 4 is acting "dishonorably."

During duels, honor bids work as laid out in the Rules Reference Guide, with all five numbers available to be chosen.

While playing a game with 4 or more players, the draw phase consists of 4 steps:

1. Each player secretly selects either 2 or 4 on their honor dial.

2. Each player reveals their selection. This value cannot be modified by card effects.

3. Based on the revealed numbers honor is exchanged in the following manner:

- Each player that selected 2 is considered to be acting honorably and does not give away any honor.

- Each player that selected 4 is considered to be acting dishonorably and gives to each player that is acting honorably 1 honor token from their honor pool.

Example: Tom, Kris, Patrick, and Ashley reveal their dials and see that Tom and Kris have chosen 2 while Patrick and Ashley have chosen 4. Since Patrick and Ashley have chosen to act dishonorably while Tom and Kris have chosen to act honorably, Patrick and Ashley must each give 1 honor from their honor pool to Tom and they each must give 1 honor from their honor pool to Kris.

4. Each player draws cards equal to the value of their honor bid.

Enlightenment Banned List

The following cards are not eligible for use during enlightenment games:

- Display of Power (Core Set, 179)

- Ide Tadaji (Imperial Cycle, 29)

- Togashi Tadakatsu (Disciples of the Void, 15)