



# RULES

A Game by Pedro P. Mendoza



*Testing yourself against an opponent requires skill, patience, and calm. But sometimes mastering your art necessitates the harnessing of another power. Every time you change your Guard you can feel it rising inside you. An ember newly kindled that must be stoked into a powerful flame. If you wish to be the one to deliver the final blow in your duel, you must learn to control your rising rage.*

**Bushido: Rising Rage** is the first expansion for Bushido and requires the base game to play.

# Components



5 Rage Dice



23 Technique  
Cards




8 Weapon Cards  
(2 Sets of 4 Weapons)

# Setup

The following steps should be followed before, and in addition to, the normal setup of a game of **Bushido**.

- Shuffle the 23 new Technique cards in with the Technique cards from your base game.
- Shuffle the 4 new Weapon cards in with each player's 6 original Weapon cards and place this randomized deck of Weapon cards near your Player Board.
- Add the 5 Green Rage dice to the pool of available dice.

**Note:** Cards from Rising Rage are marked with  so that they may be easily removed for future plays.

# Art Pending

# Gameplay

Most of the gameplay remains unchanged when playing with the **Rising Rage** expansion. The minor changes created by Rising Rage are noted in the sections that follow. Despite changes being relatively minor, playing with Rising Rage does significantly alter the feel and pace of duels in **Bushido**. We highly recommend that you play several games of **Bushido** without Rising Rage before mixing in the expansion.

## Game Phases

When playing with **Rising Rage**, please note the addition of a new phase which occurs before the **Train** phase.

The flow of the game is now as follows:


- **Prepare Weapon Selection**
- **Train**
- **Arm**
- **Duel**

# Art Pending

# Prepare Weapon Selection


From the randomized deck of 10 Weapon cards created during setup, each player draws the top 3 cards and looks at them without showing their opponent. Then proceeds to the **Train** phase as normal.

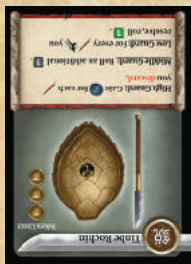
When executing the **Arm** phase, you may only choose from the 3 Weapons drawn during the **Prepare Weapon Selection** phase. Keep this small selection of Weapons in mind as you draft your deck to make sure you are building toward a deck that complements 1 of the Weapons you have available.



**Example:** Player 1 has drawn Weapons that have higher token limits and abilities which can be activated using Armor tokens and/or Hit results. Considering this, Player 1 is likely to be trying to build a fairly balanced deck which allow them to regularly roll Hit and Armor results. They should probably focus on Fire and Earth School cards.

Player 2 has drawn Weapons that have lower token limits and abilities which can be activated using Evade and Armor results. Considering this, Player 2 is likely to be trying to build a more evasive deck and should probably focus on Air and Water School cards.





Balanced Build

Player 1



Evasive Build

Player 2



## Train

No changes occur in the Training phase. Players may still use the normal (or advanced) rules for drafting as laid out in the base game rule book.

**Note:** With a limited Weapon selection, it will be tempting to focus just on what you need but do not forget to keep an eye on your opponent and respond to the deck they are building as well. Flexibility remains a key component to good **Bushido** play.

## Arm

When choosing your Weapon for **The Duel**, you may only choose from the 3 Weapons you drew during **Prepare Weapon Selection**. Apart from this restriction, no changes occur in the **Arm Phase**.

## The Duel

### ① Play a Technique or Change your Guard

When Boosting, players may now choose to add Rage dice (like any other color die) as a result of their Boosting. (Rage dice have the potential to provide Rage to-



Additionally, several of the new cards feature the **discard** keyword. When a card allows you to **discard** dice results, you must return those dice to the pool **without** resolving their normal effects in order to use them to activate the card's effect.



**Example:** The active player plays Heavy Cut in Mid Guard and rolls the following result: 1 red Hit, 1 grey Evade, and 3 grey Armor. They may now choose how they wish to resolve their dice. Do they collect 3 Armor tokens and refill their supply or do they discard 2 of those results to deal 1 direct damage and then only collect 1 Armor token? The ability to make that choice often makes Techniques with the **discard** keyword powerful dual purpose cards!

## 2 Roll Dice

This step remains unchanged.

## 3 Resolve Dice


The addition of the Rage dice add a new possible result to those provided by the dice in the base game:



- Add 1 Rage token to your Holding Area.

The Rage dice are not as specialized as the original 3 dice colors which are broken down into types based on what you are most likely to earn from them.



Instead, Rage dice provide all of the results possible on the other dice (with the exception of the Torii result) and also offer a new effect not seen on any of the other dice – Rage. When you resolve a die showing the  result, add 1 Rage token to your Holding Area.



As you can imagine, finding ways to quickly build your Rage can lead to very powerful strikes early in the game. Be careful not to overextend yourself however. Many warriors have found themselves vulnerable after an opponent successfully evades a reckless, Rage-fueled attack.

#### ④ Resolve Damage

This step remains unchanged.

#### ⑤ Collect Holding Area

This step remains unchanged.

#### ⑥ Check for Game End

This step remains unchanged.

With these changes, you are ready to embrace your **Rising Rage** and focus it into further mastery of **Bushido**.

# Credits

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