



A world where Honor is a Force more Powerful than Steel!

EMERALD EDITION™



Forbidden Knowledge™

ANYIL
OF
DESPAIR™

Legend of the Five Rings

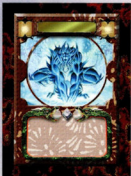
Jump Start Kit



For five thousand years, the Emerald Empire of Rokugan knew peace and prosperity under the wise leadership of the Hantei Emperors. That peace was shattered by a great plague which swept across the Empire, killing thousands, including the Imperial Family. The last Emperor tried to maintain the peace, but interclan rivalries between the great Clans of the Empire erupted into bloody battles as each sought to place one of their own on the Emerald Throne.



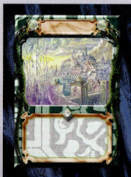
The barren wastelands that surround the Empire have always been a place filled with evil spirits and twisted monsters. Now, forces from those Shadowlands have invaded the Empire, bringing with them the taint of an even greater evil. The civil war between the Clans continues to degenerate into a bloody series of pointless skirmishes for momentary advantages. It seems that no force is strong enough to bring an end to the conflict.



As the Shadowlands forces grow in power, the Shugenja of the Empire become aware that a powerful and unknown magical force has been unleashed somewhere in the trackless wastes. The Phoenix Clan dispatch an Elemental Master to uncover the source of this new wizardry. He returns with word of powerful spells enscribed on twelve Black Scrolls, ancient sorcery of incredible potency used to banish a Dark God in the time before the founding of the Empire.



These Black Scrolls have been hidden and protected since the dawn of the Empire, but now they have been opened and read. In so doing, the Shugenja of the Empire have unwittingly released the spirit of the Dark God. At the heart of the Empire, in the bedchamber of the dying Emperor inside the Imperial Castle itself, the Dark God returns from exile to possess the body of the last Hantei.

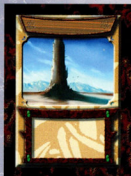


There are ten active factions in the war for control of Rokugan. The Emerald Empire is ruled in the name of the Hantei by seven Great Clans. Each Clan claims a totem animal as their symbol. The Great Clans are the Crane, Crab, Dragon, Lion, Phoenix, Scorpion and Unicorn. The Crane are politicians and diplomats, the Crab are sworn to defend the borders of the Empire, the Dragon are mysterious warrior wizards, the Lion are stalwart protectors of the Imperial Family, the Phoenix are masters of elemental magic, the Scorpion are the guardians of the Black Scrolls and the Unicorn are mounted scouts and explorers. In addition to these Clans, there is a large force of serpent people, the Naga, who have slept for millennia to wake in time to fight the dark forces of the Shadowlands.



Joining these older factions are two new forces who have emerged from the chaos of the war torn Empire. Once a dishonored and discredited ronin, the fallen Lion Clan Champion Toturi has gathered together a band of experienced warriors. He has redeemed himself in the eyes of the common people of the Empire and fights a lonely campaign against the growing power of the Shadowlands armies. Those armies are lead by an undead monstrosity named Yugo Junzo. Junzo was once a Scorpion Clan Shugenja, but he betrayed his Clan and opened the first Black Scroll, which twisted him into his current horrible form and bound him to the service of the Dark God for eternity.

Each of these factions has a chance to gain control of the Empire, either through military victory, the pursuit of Enlightenment, or by winning so much Honor that their selection is indisputable.



Legend of the Five Rings is a simulation of the politics, economy and military actions that occur during this turbulent time in the Emerald Empire.

Illustration © 1996 Quentin Hoover



Players take the role of warlords who recruit heroes from the many interesting Personalities in the Empire, equip them with magic items, spells, and a variety of troops, and use those heroes to defend their own lands while attacking those of their opponents.

In the Emerald Empire, Honor is a force more powerful than Steel. Each player has a Family Honor Total which fluctuates during the game. When the player takes an action that is honorable, the player's Family Honor Total is increased.

When dealing with the Shadowlands or taking other dishonorable actions, the player's Family Honor Total will decrease. It is possible to be removed from the game if Family Honor becomes too low, and a player can win the game if they are able to earn and maintain a very high Family Honor.

Every player begins the game with control of four Ancestral Provinces which are lands in the Empire controlled by their Family. These Provinces are both the source of economic and military strength for the Family, but they are also its greatest weakness. The Provinces must be protected, because if all four are destroyed, the player is removed from the game.

During each turn, the players are able to take a wide variety of actions to affect the other players, their own cards, or the overall game. All the players are able to take actions during each turn, so there is never a time when the players can safely ignore the actions being played. When combat begins, temporary alliances can be formed between players and the pace and intensity of the game increases! At the end of each player's turn, they have a chance to bring new Personalities and resources into play so that the landscape of the Empire is constantly changing as the game progresses.



Illustration © 1995 Robin Wood



Strongholds

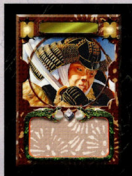
Each player begins the game with a Stronghold. Normally, your Stronghold is found on the back of a starter deck box. Your Stronghold identifies the Clan your Family is a member of, the strength of your Provinces, and your Starting Family Honor.

Your Stronghold can also be bowed to create a small amount of Gold each turn, and allows you to begin developing resources and recruiting heroes. Your Stronghold will also have some special ability that reflects the strengths of your Clan or faction.

Personality Card

Personalities are heroes in the Empire who can be recruited to serve you in your struggles to gain the Emerald Throne. While many Personalities are aligned with the Great Clans, the chaos in the Empire has caused the traditional alliances within the Clans to degenerate.

Each Personality has a Military Force which determines how successful a leader they are during battles for Provinces. They also have a Personal Chi, which reflects their inner strength and force of will. Personalities also have Minimum Honor Requirements. Personalities also have their own Honor which can determine the types of Followers they can lead, and the types of Actions they may perform.



Holding Card

In order to afford to recruit strong Personalities and equip them with powerful items and Followers, the player needs to develop the economic resources of the Empire. Holdings are various types of constructions which can produce Gold, Honor, or some special effect. Some Holdings are Retainers – individuals who are not able to lead Armies like Personalities but still have some special skill to contribute. Others are Fortifications – improvements made directly to the player's Provinces to make them harder to destroy or to provide some special benefit to the defending forces.



There are many other types of cards in Legend of the Five Rings. Each type of card performs a specific function, and the player who can make the best use of each type will be victorious!

Illus. © 1995 Heather Burton



Events

These Empire-shaking occurrences can disrupt an opponent's strategy or create many special conditions. But be careful – Events can be as dangerous to you as to the other players!

Illus. © 1995 Jeff Horner



Regions

Your Provinces do not have to be nameless and generic. Regions define them, and give them special traits and abilities.

Illus. © 1995 Mark Todd



Followers

When a Personality leads Followers into combat, that Unit becomes capable of inflicting more damage on the opposing Province or attacking Armies.

Illus. © 1995 Jeff Rupp



Ancestors

A special type of Follower, the Ancestors are spirits from the dawn of the Empire who have returned to aid their descendants in their quest to overcome the evil from the Shadowlands.

Illus. © 1995
Ramon Rodriguez



Items

Giving an item of power to one of your Personalities can have far reaching effects – making the Personality a better warrior, or shugenja, or allowing the Personality to take some special action.

Illus. © 1995 Diana Vuk



Spells

Only the mysterious Shugenja Personalities can possess and use Spells. Each Spell allows a special and powerful action unlike any other in the game.

Illus. © 1995 Craig Miller



Black Scrolls

These are the twelve mysterious spells of awesome power used to banish the Dark God in the time before the Empire. Each can unleash amazing effects, but each also costs a terrible price to use.

Illus. © 1995 Ernie Chan



Actions

These cards are used to provide a surprise bonus or special ability. Depending on the type of Action, they can be used to advance your own cause, or hinder your opponents!

At the heart of the Legend of the Five Rings game is the concept of bowing. Cards bow when they are used to produce an effect, or when they have been targeted by some effect that neutralizes them. The cards you control straighten at the beginning of your turn, so you can use them.

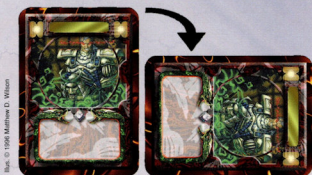


Illustration © 1996 Matthew D. Wilson

When you bow a Holding to produce Gold, you must spend that Gold immediately to purchase some other card or pay for some action. You can bow more than one Holding to produce a large amount of Gold, but you can still only purchase one card or pay for one action. Any excess Gold that is produced is taxed by the Emperor and is lost. You must work to make the most efficient use of your Gold producing Holdings – you don't want to squander this precious resource!

Many Personalities have special actions they can perform. Usually, when a Personality takes an action, that Personality becomes bowed. When a Personality is bowed, it cannot attack or defend, but any attached Followers can still perform special actions that they may be capable of. If a Personality becomes bowed during combat, that Personality's Unit will not contribute any military force to the resolution of the battle. When a Personality is bowed, you cannot target it with any actions. Your opponents are not restricted in this fashion, however.

There are some cards that can remain bowed – they create an effect which lasts for more than just one player's turn. When you control a card that may remain bowed, you get to decide at the start of your turn whether to straighten that card or not! There are other cards that can affect your Personalities each time they straighten. The mysterious Black Scrolls are the most notable example of this type of card. Each time a Shugenja carrying a Black Scroll is straightened, it gains a Corruption Token that normally weakens the Shugenja.

Deciding when to use an ability and bow a Personality or Holding is an important part of each player's strategy and tactics!

The Shadowlands Expansion



Illustration © 1995 Bryan Wackwitz

The first expansion to the game is Shadowlands. This 153 card expansion includes both new 60 card Stronghold starter decks for the Scorpion and the Naga and 15 card booster packs. Shadowlands cards are identified by a mottled green and black border design.

During the Shadowlands Expansion, Bayushi Kachiko, the leader of the fallen Scorpion Clan uses the mysterious Egg of Pan Ku to make a copy of the Crane Clan Champion Doji Hoturi. The False Hoturi leads an army of Shadowlands madmen on rampages across the Empire. The Phoenix Clan send Isawa Tadaka, the Elemental Master of Earth into the Shadowlands to find Yugo Junzo and the Black Scrolls. Mirumoto Hitomi, Dragon Clan samurai maiden loses her hand in a fight with Hida Yakamo, the Crab Clan Hero, but she is nursed back to health by Kachiko and given an ancient artifact: the Obsidian Hand. After months of rumors and reported sightings, the Naga return to the Empire from their long sleep and announce their intention to fight against the rising tide of evil.

SKU #	SRP	Description
5503	\$88.20	Shadowlands Booster Display (36)

The Forbidden Knowledge Expansion



The second expansion to the game is Forbidden Knowledge. This 150 card expansion is packed in 11 card boosters. Forbidden Knowledge cards are identified by a mottled red and black border design.

The theme of the Forbidden Knowledge expansion is the costs that must be paid by the Clans to learn about the ancient foe who is gaining power in the Shadowlands. During the expansion, more Black Scrolls are recovered, including several which contain rituals, spells which require more than one Shugenja to cast, but which create more powerful effects than any before possible. Bayushi Kachiko sees one of her plans thwarted when Kakita Toshimoko, the Crane Clan Iaijutsu Master defeats Mirumoto Hitomi in the Test of the Emerald Champion. Toshimoko dons the Emerald Armor and becomes a strong force for justice in the Empire. Another of the Phoenix Clan Elemental Masters, Isawa Uona becomes tainted by the Shadowlands trait. The boundaries between reality and the extradimensional prison of the Dark God are weakened, and Elemental Terrors, spirit creatures of incredible power are unleashed on the Empire.

SKU #	SRP	Description
5504	\$89.70	Forbidden Knowledge Booster Display (46)

The Anvil of Despair Expansion

The third expansion to the game is Anvil of Despair. This 150 card expansion includes both new 60 card Stronghold starter decks for Toturi's Army and the Yugo Junzo's Army and 11 card booster packs. Anvil of Despair cards are identified by a "watered steel" border design.



With Anvil of Despair, the rag-tag army assembled by Toturi becomes a stronger force. Heroes and ronin from all across the Empire are joining Toturi's banner. The once disgraced former Lion Clan Champion has raised his own banner and is making a bid to take control of the Empire. Opposing this bold stroke is the hideous Shadowlands horde commanded by Yugo Junzo. Elsewhere in the Empire, the plans of the Crab Clan come to fruition as the Crab use transports constructed in secret to invade the Imperial Capitol from the sea. Matsu Tsuko, Lion Clan Champion is ordered to stand aside, and the Lion Clan armies defending the capital suffer a terrible defeat. Hida Kisada, the Crab Clan Champion, enters the Imperial Palace, but is struck down by the weakened body of the last Hantei Emperor. The Empire learns that the Emperor has been possessed by Fu Leng, the Dark God. The dark tide of evil continues to rise against the forces of Honor in the Empire.

SKU #	SRP	Description
5511	\$95.40	Anvil of Despair Deck Display (12)
5505	\$89.70	Anvil of Despair Booster Display (46)

BASIC TRAINING: Cool Card Combos!



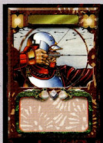
Toku + Oni no Tsuburu

Toku is a popular young Samurai. He is the only Personality in the game that costs nothing to bring into play, so he can join your service early in the game. Oni no Tsuburu is a powerful evil spirit who can be used to quickly destroy your opponent's Provinces. Tsuburu requires you to sacrifice one of your Personalities when you bring it in to play. There is no better snack for this Oni than the zero-cost Toku! Using Toku to bring Tsuburu into play is a quick and cheap way to gain the upper hand in the struggle for the throne!



Soshi Bantaro + Secrets on the Wind

When a Personality becomes dishonored they can become the target of numerous other effects that can reduce the Family Honor of the controlling player or even result in the Personality committing ritual suicide to escape the shame. Soshi Bantaro is the only Scorpion Clan shugenja to escape the downfall of the clan. The Secrets on the Wind spell normally has a limit to the number of times it can be used to dishonor opposing Personalities, but when used by a Scorpion Clan shugenja like Bantaro, it has no limits!



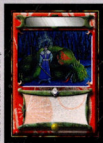
Tsuruchi + Oath of Fealty

The Naga are famous for their ability to produce an astounding number of Naga Follower Tokens using their Stronghold ability. Tsuruchi, the master archer has the ability to give Ranged Attacks to Followers.

Bring Tsuruchi into play, and then use Oath of Fealty to have him swear allegiance to the Naga Clan. Then, use the Naga Stronghold to give Tsuruchi a Naga Follower each turn. Those followers gain the ability to make a Ranged Attack, and those attacks can be devastating when combined together during combat!

Kakita Shijin + Strength of Purity

The Crane Clan Poet, Kakita Shijin is the cheapest Personality in the game with a Personal Honor of 3. Because he is a member of the Crane Clan, Crane players can bring him into play for only 1 Gold. With his high Personal Honor, Shijin is a legal target for Strength of Purity which provides a large Force and Chi bonus. Play Strength of Purity two or three times, and watch the Poet destroy an opposing Province! Strength of Purity costs nothing to play, and can be used as a surprise action during a battle!



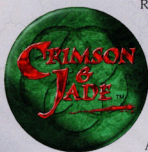
Mirumoto Taki + Two Bloodswords

Most of the Personalities of the Emerald Empire are trained to fight with only one weapon at a time. Mirumoto Taki, a mysterious Dragon Clan samurai can wield two weapons at once. Those two weapons should both be Bloodswords. The

Bloodsword is a magical blade that gains Force and Chi bonuses whenever it is used to win a duel. When Taki holds two of them, he gets twice the benefit and can quickly become one of the most powerful warriors and duellists in the Empire has ever seen!

Upcoming L5R Products

CRIMSON & JADE is the fourth expansion for Legend of the Five Rings. It will consist of two different 60 card Stronghold Starter Decks, for the Monks and the Mantis Clan. It will also be packed into 11 card booster packs. The set will include a new spell type which will allow the Shugenja of the Empire to produce magical effects faster than ever before. It will also include new and experienced Personalities, Regions, Holdings, Events, Followers, Items, Spells and Actions. **CRIMSON & JADE** is scheduled for release in March of 1997.



TIME OF THE VOID is the conclusion set for Legend of the Five Rings. It is the fifth set of new cards for the game. The set will consist of twelve new 60 card Stronghold deck boxes, one for each of the six basic Clans, the Scorpion, the Naga, Toturi's Army, Yugo Junzo's Army and the breakaway factions of the Crab and Lion Clans. The set will also be packed into 15 card booster packs. There will be more than 300 cards in the set. **TIME OF THE VOID** will be released in the first week of August with special festivities at the GenCon Game Faire.

The Battle of BEIDEN PASS™

BATTLE OF BEIDEN PASS is a complete, self guided system to teach the basic concepts and advanced strategy of the most exciting collectible card game in the world. Join the hundreds of thousands of other players from around the world who are playing, collecting and trading Legend of the Five Rings today! Contains two ready to play decks, two Clan Strongholds, a step-by-step Basic Training guide, and complete Large Format Rule book. Available now!



LEGEND OF THE FIVE RINGS T-SHIRTS are available now for a limited time only. Each Clan T-Shirt features the Legend of the Five Rings logo on the front, a Clan Logo on the sleeve, and a popular Clan Personality on the back. Each Personality is paired with a special quote which matches the Clan philosophy. The entire shirt is printed in full color! There are a total of nine designs available, one for each Clan.



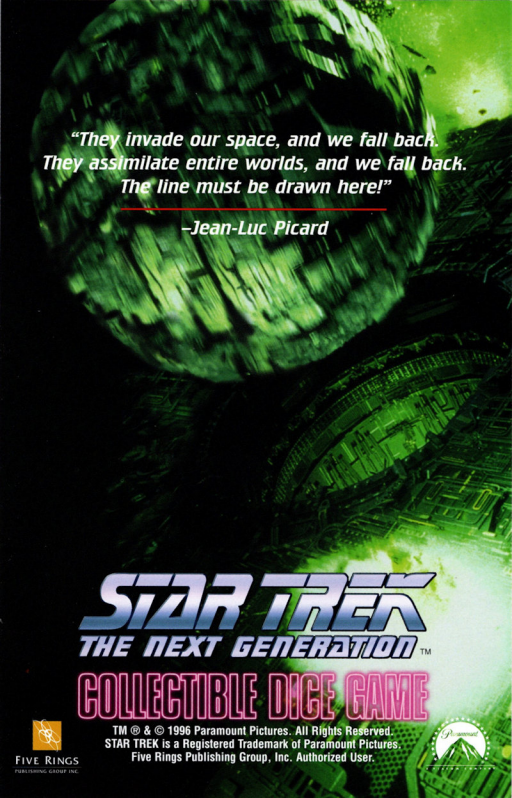
Join the Imperial Assembly!

The Imperial Assembly is the official fan organization for Legend of the Five Rings. Imperial Assembly members have an important say in the Saga of Rokugan. Through contests and tournaments, the decisions these players make will have a direct influence on the direction of the stories of the Emerald Empire. An annual membership in the Imperial Assembly includes four issues of the Imperial Herald, at least four special cards only available to Assembly Members, and Clan letters updating you on the developments within the Empire. Members also get to see how their performance stacks up in the Herald's national tournament rankings. Call 1-888-45RINGS to enroll!



Koku Redemption!!!

You can find Koku on the back of every booster pack and on the inside flap of each Stronghold Starter deck. Save and redeem these Koku for out of print cards, Clan T-Shirts, Clan watches and other exciting items. Information on Koku Redemption is appears in each issue of the Imperial Herald.



*"They invade our space, and we fall back.
They assimilate entire worlds, and we fall back.
The line must be drawn here!"*

—Jean-Luc Picard

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Legend of the Five Rings PRO TOUR™

This year Legend of the Five Rings players from across the United States will have the opportunity to compete for cash prizes at a series of Professional Tournaments. These events will be exciting gatherings of expert players who will bring the best and most innovative strategies to the contest. Local stores in each region will host tournament events leading to a Regional Professional Tournament in your area!

The Regionals will feature other events in addition to the Professional Tournament, including sealed deck events, a chance to see and purchase fantastic Legend of the Five Rings art, previews of new products and seminars from the Design Team and master class players.

Contact your local hobby game retailer today, or call 1-888-45RINGS for more information on how you can become a part of this exciting Professional Tournament program!

Where can I find Legend of the Five Rings cards or other Five Rings Publishing Products?



At your local comic, game or hobby retailers. If they don't have Legend of the Five Rings when you visit them, ask if they have more on order and when it arrives. The Emerald Edition of the Basic Set, plus the Shadowlands, Forbidden Knowledge and Anvil of Despair expansions are available now.

If you'd like to find a store in your area that carries our products, you can call 1-888-45RINGS, or look on our world wide web site at www.frpg.com.



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