



IN THE YEAR OF THE DRAGON



“He who has no vision for the small things also blinds himself to the greater design.”

(Confucius, 551-479 B.C.)

THE GOAL

In this game, players take on the role of Chinese nobles, seeking to maximize the prosperity and prestige of their provinces in ancient China in 1,000 A.D. To assist them, the nobles must call upon the diverse talents of their courtiers, from scholars and monks to warriors and craftsmen. These loyal subjects lend their expertise to shield their rulers from the often disastrous consequences of the misfortunes that plague the populace from month to month.

Be it drought, contagion, or Mongol invasion, only foresight and planning will spare the nobles and their subjects from an unlucky demise.

The better the players are at withstanding the unending onslaught of hazardous events, the more honor and victory points they will have to show for it in the end.

GOAL

Players take on the role of ancient Chinese nobles

Loyal courtiers help navigate the troublesome events that befall their provinces

The player who best survives these difficult times will collect the most victory points and win the game

CONTENTS

1 Game Board

60 Cards (per player: 11 person cards and 1 replacement card)

90 Person Tiles (10 each: Craftsmen, Court Ladies, Pyrotechnists, Tax Collectors, Warriors, Monks, Healers, Farmers, Scholars)

66 Palace Floors

36 Yuan Coins (21 silver of value 1, and 15 gold of value 3)

26 Rice Tiles

14 Fireworks Tiles

12 Event Tiles (2 each: Peace, Drought, Contagion, Mongol Invasion, Imperial Tribute, Dragon Festival)

8 Privilege Tiles (5 small, 3 large)

7 Action Cards

5 Dragons (1 per player)

5 Stands (1 per dragon)

5 Scoring Markers (8-sided markers, 1 per player)

5 Person Markers (round markers, 1 per player)



For “**The Great Wall of China**” expansion:

1 action card (“building the wall”)

30 wall tiles (6 per player)

For “**The Super Events**” expansion:

10 small “corners”

If you are reading these rules for the first time, disregard the bold text in the boxes on the right-hand side of each page. This text is meant to serve as a quick reminder to help you remember these rules in later games.

PREPARATION

Before your first game, carefully punch out the tiles from their frames, and place the dragons in their stands.

Place **the game board** in the middle of the table. Set up the rest of the pieces as shown in the diagram.

- **The Person Tiles:** First sort these tiles by color, then sort them again by “experience” level/age. Of the 9 types of person tiles, 6 are divided by experience. For the tiles divided in this way, there will be 6 less experienced (younger) people (their tiles have fewer symbols and higher values), and 4 more experienced (older) people (with more symbols and a lower value). Place the older people in the first row (which contains two sections, each with space for 3 tile types). Then place the matching tiles, with the younger people, below them in the second row. The craftsmen (beige), court ladies (orange) and tax collectors (yellow) only come in the younger version; sort these into piles by type and place them in the three middle spaces of the second row.

Note: Only in a 5-player game will you place all 10 person tiles of each type in the display. When playing with fewer players, return 2 tiles of each type per missing player to the box (1 younger and 1 older for the tiles divided into those groups; and 2 younger for the others, i.e. craftsmen, court ladies and tax collectors). This means that when playing with 4 players, there will be 8 tiles of each type in the game; with 3, there will be 6 of each; and with 2, there will be 4 of each.

- **The Event Tiles:** Locate the 2 peace tiles, and place them face up in the first 2 spaces of the event row at the bottom of the board (containing 12 light-colored spaces). Shuffle the remaining 10 tiles face down and then *randomly* draw one at a time, placing them face up from left to right in the other 10 spaces in the event row. With the exception of the 2 peace tiles, there may never be 2 identical event tiles next to each other, so if you draw 2 of the same type in a row, slide the second one into the next free space.
- **The 7 Action Cards:** Thoroughly shuffle the 7 action cards and place them in a face down pile in the middle space on the board.

Each player takes the following pieces, in any color:

- **1 person marker** (round), placing it on the 0 space of the person track (the inner track in the middle of the board);
- **1 scoring marker** (8-sided), placing it on the 0 space of the scoring track (around the outside of the board);
- **1 dragon** (in a stand), placing it in the individual player’s play area;
- **11 person cards** (of the player’s chosen color), forming the player’s hand.

(The replacement cards are only used to replace lost or damaged cards, and otherwise remains in the game box.)

PREPARATION

Place the person tiles on the board (sorted by younger and older), along with **the event tiles** (2 peace tiles first, then randomly shuffled), and the **action cards** (in a face down pile)



- 1 The person tiles (1st row: tiles with more symbols; 2nd row: tiles with fewer symbols)
- 2 The discard pile for person cards
- 3 The 7 action cards
- 4 The 12 event tiles (2 peace tiles, then random)
- 5 The scoring markers
- 6 The person markers on the person track

Each player takes:

- **1 person marker** (person track)
- **1 scoring marker** (scoring track)
- **1 dragon**
- **11 person cards**
- **1 game overview**
- **4 palace floors** (2 2-story palaces)
- **6 yuan**

Additionally, each player takes **4 palace floors** and builds *2 palaces with 2 stories* each and takes **6 yuan** (3 silver and 1 gold).

(Each player should place the money next to the palaces for all to see. Players may exchange 1 gold coin with 3 silver coins from the supply at any time during the game.)

Sort the remaining coins, along with all of the other pieces (palace floors, rice tiles, fireworks tiles, privilege tiles) into a general supply above the board (see the previous diagram).

Before the game begins

Each player must summon the first 2 subjects to court. The oldest player begins by taking 2 different person tiles from *the second row* (i.e. the younger persons). In clockwise order, all other players choose their first 2 person tiles, following the same restrictions.

Note: No player may take the exact same combination of 2 person tiles, that have already been chosen by another player.

Example: As the start player, Anna takes a tax collector and a scholar. Next, Ben takes a tax collector and a farmer. When he finishes, Clara takes a scholar and a farmer. The remaining players may not take a combination of tax collector/scholar, tax collector/farmer or farmer/scholar ...

Now and throughout the game, players must place each person tile below any one of their palaces. A palace with 1 floor may only contain 1 person tile; a palace with 2 floors may contain up to 2 person tiles; and a palace with 3 floors may contain up to 3 person tiles. A palace may never have more than 3 floors.

Every time a player takes a new person tile and places it below a palace, the player must also immediately move their *person marker* forward on the person track the *full number of spaces* shown on the newly assigned person tile (values 1 to 6). If the marker lands on the same space as that of another player, it is placed *on top* of that player's marker.

Example: In the above example, Anna moves her person marker to space 7. Then, Ben must move his marker to the same place, so he places his on top of Anna's. Clara goes next, moving her marker to space 8.

PLAYING THE GAME

The game consists of exactly 12 rounds, representing the 12 months in the Year of the Dragon. Each round consists of the following 4 phases, in order:

- ▶ 1st Phase: Action
- ▶ 2nd Phase: Person
- ▶ 3rd Phase: Event
- ▶ 4th Phase: Scoring

▶ 1st Phase: Action

Shuffle the 7 action cards face down at the start of this phase. Then place them, still face down, in the large center space on the board in as many *groups* as there are players (e.g., if there are 2 players, they are divided into 2 groups; if there are 3 players, 3 groups, etc.). The cards should be divided as evenly as possible. Afterward, turn the cards face up, making sure they are visible to all.



Place the remaining pieces (money, rice sacks, fireworks, privileges, palace floors) **above the board**

Before the game begins, all players take 2 person tiles and place them in their palaces (only younger, never 2 of the same, no identical combinations between players)

A palace may only contain 1 person per floor

No palace may have more than 3 floors

Players must always move their person markers forward the number of spaces corresponding to the number on their new person tile

PLAYING THE GAME

Each round consists of 4 phases, in order:

- ▶ **1st Phase: Action**
- ▶ **2nd Phase: Person**
- ▶ **3rd Phase: Event**
- ▶ **4th Phase: Scoring**

▶ 1st Phase: Action

Lay out action cards in 2 to 5 groups:

2 Players: 
3 Players: 
4 Players: 
5 Players: 

Example for a display
in a 4-player game



After the display is complete, the player whose person marker is *farthest ahead* on the person track selects 1 *group*, places their dragon on it, and carries out *exactly* 1 of the actions in the chosen group. Next, the player whose marker is second farthest on the person track does the same, and so on. *This means that player turn order is not determined by the way the players are seated but rather is governed throughout the game by the players' positions on the person track.*

If multiple person markers share a space, players take turns in top-to-bottom order.

In this example, players take turns as follows: yellow first, green second, blue third, purple fourth, red fifth.



In player order, the other players take turns choosing a group of cards (a player may select a group that was already chosen by a previous player), placing their dragons on them and carrying out the action shown on any 1 card in the chosen group (including an action taken by a previous player).

When all players (in order of the person track) have taken an action, players take back their dragons and place the action cards in a face down pile in the middle space on the board.

Note: A player who chooses a *group* of cards already chosen by at least 1 other player that round (meaning, there is at least 1 dragon on it) must pay 3 yuan (by returning the appropriate coins to the general supply). If the player cannot pay 3 yuan, the player cannot place their dragon on that group.

Example: Dora would like to take an action from a group of cards that already has 2 dragons on it. She pays 3 yuan to the supply and performs an action of her choice from that group.

Instead of placing a dragon on 1 of the groups of cards and carrying out a corresponding action, a player may skip the first phase completely and instead take up to 3 yuan from the supply. In other words, the player doesn't necessarily take 3 yuan, but only as many coins as needed in order to have a total of 3 yuan!

Example: Emil does not want to take an action, but prefers to stock up on money. He has 1 yuan already, so he takes 2 more from the general supply. This concludes Phase 1 for Emil.

The Individual Actions, in detail:

Taxes:

Players choosing this action take 1 yuan from the supply for each of the 2 coins shown on the card as well as 1 additional yuan for each coin shown on any **tax collectors** (yellow) in their palaces.

Besides the person tiles, the game should not run out of pieces. If any of the other pieces (such as money, privileges, palace floors, rice, fireworks, etc.) should run out, temporarily substitute them with any suitable markers.

The player whose marker is farthest ahead on the person track takes the first action

All other players carry out 1 action each in order of their person markers on the person track

If a player selects a group of cards previously chosen by another player, then that player must pay 3 yuan

Instead of placing a dragon, a player can replenish up to 3 yuan

The Actions

Taxes:



Take 1 yuan from the supply for each coin symbol (on the card and on each of the player's tax collectors)

Example: Clara chooses the action “Taxes.” She has no tax collectors in her palaces. Accordingly, she takes 2 yuan from the general supply. Next, Anna, who has 2 tax collectors, chooses the same action. She pays 3 yuan to the general supply (because Clara already has her dragon on this group), and then takes 8 back from the supply (2 + 3 + 3).

Build:

Players choosing this action take 1 palace floor from the general supply for the hammer shown on the action card as well as 1 additional palace floor for each hammer shown on any **craftsmen** (beige) in their palaces.

The player may build these *new* palace floors either by adding floors to existing palaces (*bearing in mind that no palace can have more than 3 floors*), or building new palaces from 1 to 3 stories high. There is no limit to the number of palaces a player may own.

Note: A player may only build the newly acquired floors. Already placed palace floors may not be rearranged.

Example: Emil chooses the action “Build.” He has 2 craftsmen in his palaces, so he takes 3 palace floors from the supply. He uses 2 to transform an existing 1-story palace into a 3-story palace, and with the third, he starts a new 1-story palace.

Harvest:

Players choosing this action take 1 rice tile from the general supply for the rice sack shown on the action card as well as 1 additional rice tile for each rice sack shown on any **farmers** (green) in their palaces, and place these rice tiles in plain view beside the palace.

The use of these tiles will be explained later, in the section for the “Drought” event.

Example: Anna takes the action “Harvest.” She has 1 younger farmer (1 rice sack) and 1 older farmer (2 rice sacks) in her palaces. She takes a total of 4 rice tiles from the supply (1 + 1 + 2).

Fireworks Display:

Players choosing this action take 1 fireworks tile from the supply for the rocket shown on the card as well as 1 additional fireworks tile for each rocket shown on any **pyrotechnists** (purple) in their palaces, and place these fireworks tiles in plain view beside the palace.

The use of these tiles will be explained later, in the section for the “Dragon Festival” event.

Military Parade:

Players choosing this action move their person marker 1 space forward on the *person track* for the helmet shown on the action card as well as 1 space for each helmet shown on any **warriors** (red) in their palaces.

Example: Ben takes the action “Military Parade.” He has 2 older warriors (2 helmets apiece) in his palaces, so he moves his person marker forward 5 spaces (1 + 2 + 2).

Research:

Players choosing this action move their scoring marker 1 space forward on the scoring track for the book shown on the action card as well as 1 space for each additional book shown on the **scholars** (white) in their palaces.

Build:



Take 1 palace floor from the supply for each hammer (on the card and on each of the player’s craftsmen), then build the new floors; no palace higher than 3 floors

Harvest:



Take 1 rice tile from the supply for each rice sack (on the card and on the player’s farmers)

Fireworks Display:



Take 1 fireworks tile from the supply for each rocket (on the card and on the player’s pyrotechnists)

Military Parade:



Move 1 space on the person track for each helmet (on the card and on the player’s warriors)

Research:



Move 1 space on the scoring track for each book (on the card and on the player’s scholars)

Example: Dora takes the action “Research.” She has 1 younger scholar (2 books) and 1 older scholar (3 books) in her palaces, so she moves her scoring marker forward 6 spaces (1 + 2 + 3).

Privilege:

Players choosing this action pay either **2 yuan** to obtain a small privilege or **7 yuan** for a large privilege (paying the money to the general supply), and then place their privilege tile next to their palaces.

A player may only purchase 1 privilege per action, even if the player has the money for more. A player may accumulate any number of privileges. At the end of each round, players score 1 victory point for each dragon shown on their privilege tiles.

** Note: Dragons are equivalent to victory points. Therefore, dragons appear on privileges, scholars’ texts, and the fans of the court ladies.*

► 2nd Phase: Person

After all players have taken an action or replenished their supply of yuan to 3, each player, in the order shown on the person track (*which may have changed through the action “Military Parade”*), plays 1 person card from their hand onto the common discard pile on the board. The player then takes the matching person tile from the board and places it below any of their palaces. If all palaces are full, the player may replace 1 of their existing person tiles. The displaced courtier is then “released from royal service”. All persons released in this manner are removed from the game (*which means they are not placed in their pile on the board again!*).

Afterward, the player moves the person marker forward on the person track the number of spaces equal to the value on the new person tile.

Notes:

Person markers are never moved backward when a person gets released (due to replacement or an event).

Acquiring new person tiles does not entitle a player to immediately take new rice tiles, fireworks tiles, money, victory points, etc. Rather, the person tiles generate resources only through corresponding actions chosen in later action phases. A player who plays a card with a question mark may choose any person tile from the display.

If players have room in their palaces, they must summon new people to their court. If all palaces are full, and a player does not want to replace an existing courtier, the player can instead release the new person by removing the tile from the game.

However, in this case, the player may not move their marker forward on the person track. If a player plays a card showing a courtier whose tile is no longer available on the board, then that player gets nothing (i.e. does not get a substitute person).

In the 12th round, players skip the second phase because they will not have any person cards in their hands at that point.

► 3rd Phase: Event

After each player plays a person card, a monthly event takes place. In the first 2 rounds, the event is “Peace”. In subsequent rounds, each month’s event is dictated by the next event tile in the event row, going from left to right. After the event is complete, turn the corresponding event tile face down.

Privilege:



Pay 2, or 7, yuan to the supply and take a small, or large, privilege tile from the supply



= small (2 Yuan)



= large (7 Yuan)

► 2nd Phase: Person

In the order shown on the person track, each player:

- plays 1 person card from their hand,
- takes the matching person tile,
- places it in 1 palace,
- moves their person marker forward

If all of a player’s palaces are full, the player can replace an existing person tile in any palace



= any person tile

► 3rd Phase: Event

There are 6 different event types: peace, imperial tribute, drought, Mongol invasion, dragon festival, and contagion

The Individual Events:

Peace:

Nothing happens.

Imperial Tribute:

Each player must pay **4 yuan in tribute** to the emperor (placing the coins into the general supply). If a player does not have enough money, the player releases 1 person from any 1 palace for each missing yuan.

Note: Players may not voluntarily release a person from their court in an effort to hold onto their money. Also, the coins pictured on the players' tax collectors do not count for anything when paying tribute.

Example: Clara only has 2 yuan. She must pay these in tribute, and for the missing 2 yuan, she must release 2 people from her palaces.

Drought:

Each player must **return 1 rice tile** to the supply for *each* of their palaces that has at least 1 person. If a player does not have enough rice tiles, the player must release 1 person from each palace that cannot be supplied (in which case the affected player chooses which palace(s) will go unsupplied).

Note: Players may not voluntarily release a person in an effort to hold onto rice tiles. Moreover, the rice pictured on the farmers does not count for anything during a drought.

Example: Anna has 3 inhabited palaces and 1 empty palace along with 4 rice tiles. Anna returns 3 rice tiles to the supply and thereby withstands the drought. Ben also has 3 inhabited palaces, but he has no rice tiles. Ben must release 1 person from each of his 3 palaces.

Dragon Festival:

The player or players with the most fireworks tiles get **6 victory points**, and the players with the second most get **3 victory points**. Afterward, the scoring players must return half of their fireworks tiles to the supply (rounding up when necessary).

Note: If multiple players tie for first, they all get the full 6 points, and the players in second place still get their points. Players who have no fireworks tiles cannot score any points. The rockets pictured on the pyrotechnists do not count for anything during dragon festival scoring.

Example: Clara and Emil each have 3 fireworks tiles. Anna has 2, and Ben 1. Clara and Emil each get 6 points (and turn in 2 fireworks tiles), whereas Anna gets 3 points (and turns in 1 tile). Ben gets nothing (and turns in nothing).

Mongol Invasion:

Players move their scoring marker forward on the scoring track as many spaces as the **total number of helmets on all warriors** in their palaces. Additionally, the **player or players with the fewest helmets** must each release 1 person from any 1 of their palaces.

(This can even be a warrior who was just counted.)

Note: If all players have an equal number of helmets (including, for example, none), then each must release 1 person from service.

Peace:



Nothing happens

Imperial Tribute:



Each player pays 4 yuan

For each yuan a player is short, release 1 person

Drought:



Each player must turn in 1 rice tile for each inhabited palace

Release 1 person from each unsupplied palace

Dragon Festival:



Players get 6, or 3, victory points for the most, or the second most, fireworks tiles

Scoring players then return half of their tiles to the supply

Mongol Invasion:



Each player scores points equal to the number of their helmets

The player(s) with the fewest must each release a *single* person

Example: Anna and Ben each have warriors in their palaces showing a total of 3 helmets, whereas Clara has 2, and Dora and Emil have 1 helmet each. Anna and Ben move 3 spaces forward on the scoring track, Clara moves 2, and Dora and Emil move 1. Afterward, Dora and Emil must each release 1 person from among their palaces.

Contagion:

Each player must **release 3 people of their choosing** from their palaces. Players can protect their provinces from the spread of disease through the services of their **healers** (blue). For each mortar pictured on a player's healers, the player releases one person fewer.

Example: Clara has 2 younger healers (each with 1 mortar) in her palaces. Consequently, she loses 1 person instead of 3. (This may include a healer who just protected her.)

General Rule: If multiple players are required to release courtiers from service at once, the dismissals occur in the player order shown on the person track.

Decay:

After an event occurs, players must check to see if they have any uninhabited palaces. If so, each uninhabited palace must be reduced by 1 floor (by returning lost palace floors to the supply). Note that this can lead to the complete disappearance of an unpopulated, one-story palace.

Note: Because of this rule, there is no point in a player choosing the "Build" action to create a one-story palace without assigning a person to it in the very next person phase!

► 4th Phase: Scoring

After the current event is finished, and any uninhabited palaces have fallen into decay, players move their scoring markers forward on the scoring track, earning 1 point apiece for:

- each **palace** (regardless of whether or not they are inhabited or how many floors they have),
- each dragon on the fans of the **court ladies** (orange), and
- each dragon on the **privileges**.

Example: Anna has 3 palaces containing, among other courtiers, 2 court ladies and 1 large privilege: she moves her scoring marker forward 7 spaces (3 + 2 + 2).

The round is finished, and a new one begins ...

GAME END

The game ends after the scoring phase is complete at the end of the 12th round. Each player earns additional victory points in the **final scoring** as follows:

- **for each person:** each person tile in the player's palaces is worth 2 victory points;
- **for each monk** (brown): to calculate the points produced by each monk, multiply the number of Buddhas on the monk by the number of floors in

Contagion:



Each player must **release 3 persons**
1 fewer per mortar

Decay:

After each event, all uninhabited palaces lose 1 floor

► 4th Phase: Scoring

Each player scores victory points for:

- **palaces** (1 point each)
- **court ladies** (1 point each)
- **privileges** (1 point per dragon)

GAME END

The game ends after the scoring phase of the 12th round

Each player gets additional victory points for

- **person tiles** (2 points each)
- **monks** (Buddhas x floors)

the palace the monk inhabits;

- **for the player's remaining money:** first, each player sells back to the supply all rice and fireworks tiles for 2 yuan each. Then, each player earns 1 victory point for every 3 yuan.

Example: At the end of the game, Ben has 7 courtiers in his palaces (including 1 younger monk in a 2-story palace and 1 older monk in a 3-story palace), 1 rice tile, 2 fireworks tiles and 4 yuan. Ben scores a total of 25 additional victory points:

- 14 points for the 7 people;
- 8 points for the 2 monks: $2 (1 \times 2) + 6 (2 \times 3) = 8$;
- 3 points for his 10 yuan (10 divided by 3) (with 10 yuan representing the 4 he already had plus the 6 he gained from the sale of his 1 rice and 2 fireworks tiles).

The winner and most successful ruler is the player whose marker is farthest on the scoring track at the end of the game. In the case of a tie, the winner is the player (among those who are tied) whose marker is farthest ahead on the person track.

- **coins** (3 yuan = 1 point)

The player with the most victory points wins





EXPANSION I: "THE GREAT WALL OF CHINA"



CONTENTS

1 action card ("building the wall"), 30 wall tiles (6 per player)

All rules of the original game remain unchanged, except for the following:

PREPARATION

Players each take the 6 wall tiles of their color and place them face down (= different symbols) in their play area.

Shuffle the "building the wall" action card with the other actions cards and then place all 8 in groups as in the rules for the basic game.

The "building the wall" card can be selected just like all other action cards.

PLAYING THE GAME

When a player selects the "building the wall" action card, the player chooses one of their unused wall tiles and receives the privilege indicated on it: *either a rice tile, fireworks tile, one palace section, 2 yuan, 3 spaces on the person track, or 3 victory points.*

Next, the player places the used wall tile, wall side up, underneath the first event tile (from the left) without a wall tile under it. As wall tiles are used, players place them under the event tiles from left to right, thereby building the Great Wall of China (maximum of 12 wall tiles).

WALL SCORING

In the two rounds affected by the Mongol invasion event, after the effects of the Mongol invasion are completed, the wall is scored.

There are two possibilities:

- If the wall has been built to at least the current Mongol invasion event tile, each player with one or more wall tiles in the Great Wall earns one victory point for each tile in the player's wall.
- If the wall has *not* been built to at least the current Mongol invasion event tile, the player or players who have built the fewest wall tiles (including none) must each release 1 person from any 1 of their palaces.

At the end of the 12th round, there is another wall scoring. In this case, if the wall is built with 12 tiles, players score 1 point for each wall tile they placed. If the wall has less than 12 tiles, the player or players with the fewest tiles in the wall must each release 1 person from any 1 of their palaces.



Players take 6 wall tiles of one color, placed face down

Shuffle the "building the wall" action card with all other action cards

The "building the wall" action card can be selected like all others

Whoever builds a wall tile receives its privilege



WALL SCORING

The wall is scored after the Mongol invasion event:

- If the wall reaches the Mongol invasion event tile, players with tiles in the Great wall earn 1 victory point per tile
- If the wall does not reach the Mongol invasion tile, players who have built the fewest wall tiles must release 1 person

After 12 rounds, score the wall again



EXPANSION II: “THE SUPER EVENTS”



CONTENTS

10 small super events

All rules of the original game remain unchanged, except for the following. Players can play with either one or both expansions at the same time if they choose.

PREPARATION

Shuffle the ten “corners” face down. Then, choose one at random and place it on the seventh event tile (on the upper right corner). Place the 9 unchosen tiles back in the box as they will not be used in the game.

The effect of the chosen Super Event is handled after the normal event and before the scoring of the seventh round.

(Note: The group can decide amongst themselves which super event they want for the game. This can occur either before or after laying the normal events out.)

Lanternfest:

Players score the people in their palaces, as at game end: each player earns 2 victory points for each person.

Buddha:

Players score monks just as they would at game end: Buddhas x number of floors = victory points.

Earthquake:

Beginning with the starting player, each player loses any two palace sections (back to the supply).

This may require players to release people.

Flood:

Beginning with the starting player, each player adds their yuan, rice tiles, and fireworks tiles, and returns half the total (rounded down).

Example: Anna has 3 yuan, 2 rice tiles, and 2 fireworks tiles for a total of 7. Of these, she must discard 3, e.g. 2 yuan and 1 fireworks tile, or 1 yuan and 2 rice tiles, etc.

Solar eclipse:

Execute the event of the seventh round a second time.

Example: The event is a dragon festival. All players who earn victory points discard half of their fireworks tiles. Then, a dragon festival is executed again (with now possibly different results).



Shuffle the 10 corners, choose one and place it on the 7th event tile



Score people
(2 VP/person)



Score Buddhas
(Buddha x number of floors = VP)



Lose 2 palace sections



Return half the total of: yuan + rice tiles + fireworks tiles



Execute the 7th round event a second time

Volcanic eruption:

All players move their person markers to space 0 on the person track, without changing the actual order (i.e. the marker of the leading player is on top and the marker of the last player is on the bottom).

Tornado:

Beginning with the starting player, each player must discard 2 of their person cards. This means that the players have only one card each for the months 8 and 9 - and skip the person phase in the months 10, 11, and 12.

Sunrise:

Beginning with the starting player, each player selects a *young* person to place (note: without needing the appropriate person card!) and plays it according to the 2nd phase rules. Then, the player moves their person marker forward along the person track the appropriate number of spaces.

Note: During the sunrise, no person who was already selected by one player may be selected by another player.

Assassination attempt:

All players must discard all their privileges - without compensation! - back into the supply. Thus, the privileges are not scored in the scoring phase that follows.

Charter:

Beginning with the starting player, each player selects one type of person in their realm and receives the advantages that type of person offers.

Example: Anna chooses her farmers and takes a tile from the supply for each rice bag shown. Alfonzo chooses his monks and takes victory points equal to Buddhas x number of floors. Valerie chooses her scholars and takes one victory point for each shown book.



Move all person markers to space 0 on person track



Discard 2 person cards



Select one young person



Discard all privileges



Players takes the advantage of one type of person in their realm

Do you have comments or questions about this game? Contact us:

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