Dragon Castle™

Rulebook



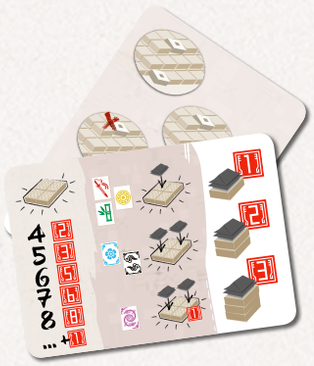
*The **Dragon Castle**—the most ancient and important center of power in the Realm—is in decline. Its power and influence have been fading for decades, but now that it has lost the favor of the mighty Eldest Dragon, the people are abandoning the city in search of a new home where they can live a long and prosperous life. And you, the lords of the nearby realms, are more than eager to welcome them! It's your chance to get out from beneath the Dragon Castle's shadow and rise to power… But, can you earn the trust and support of the almighty Spirits? Can you gain the favor of the Eldest Dragon? Will you build the next **Dragon Castle**?*

***Dragon Castle™** is a game freely inspired by the traditional Chinese game, Mahjong. Pick tiles from the crumbling Dragon Castle and use them to build your own. Create sets of tiles of the same type and build Shrines on top of them to score points. Ask for the help of the Spirits and unleash their power. But beware, you'll have to please the requests of the Elder Dragon to grab victory!*

Components



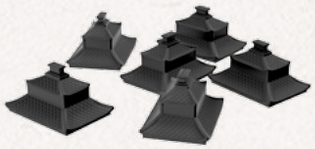
2 Central boards (double-sided)



4 Player Reference cards



1 First Player token



40 Shrines



7 Countdown tokens



85 Victory Point (VP) tokens



10 Spirit cards



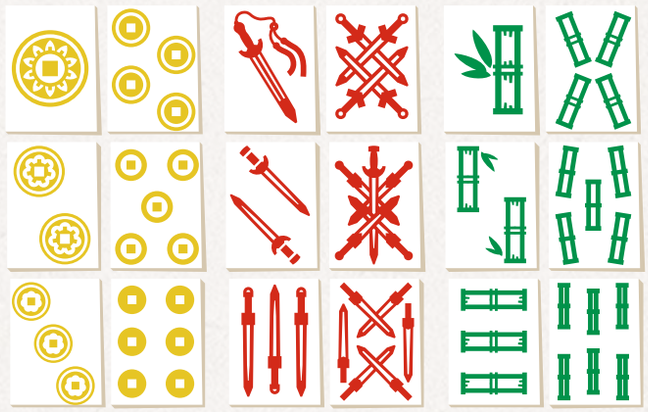
10 Dragon cards



116 tiles (in 2 categories):

- 72 Faction tiles (3 types):

*The **Faction tiles** are numbered **from 1 to 6**.*



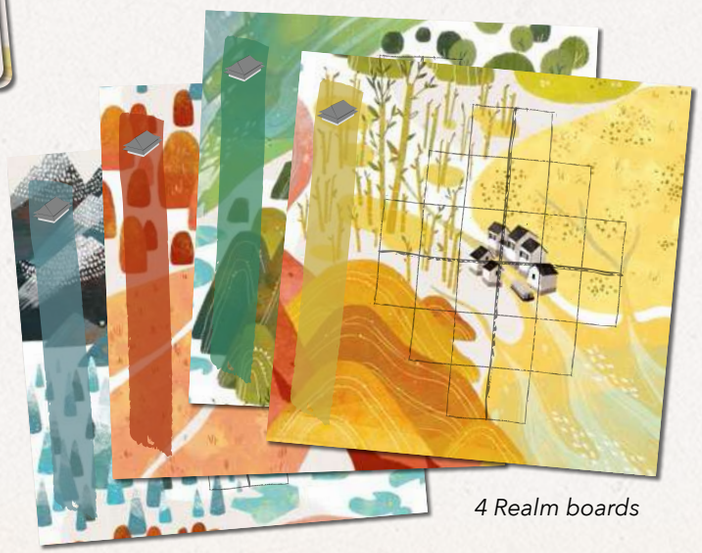
- 24 Merchants - 24 Soldiers - 24 Farmers

- 44 Special tiles (3 types):

*The **Special tiles** have other symbols that **do not count as numbers**.*



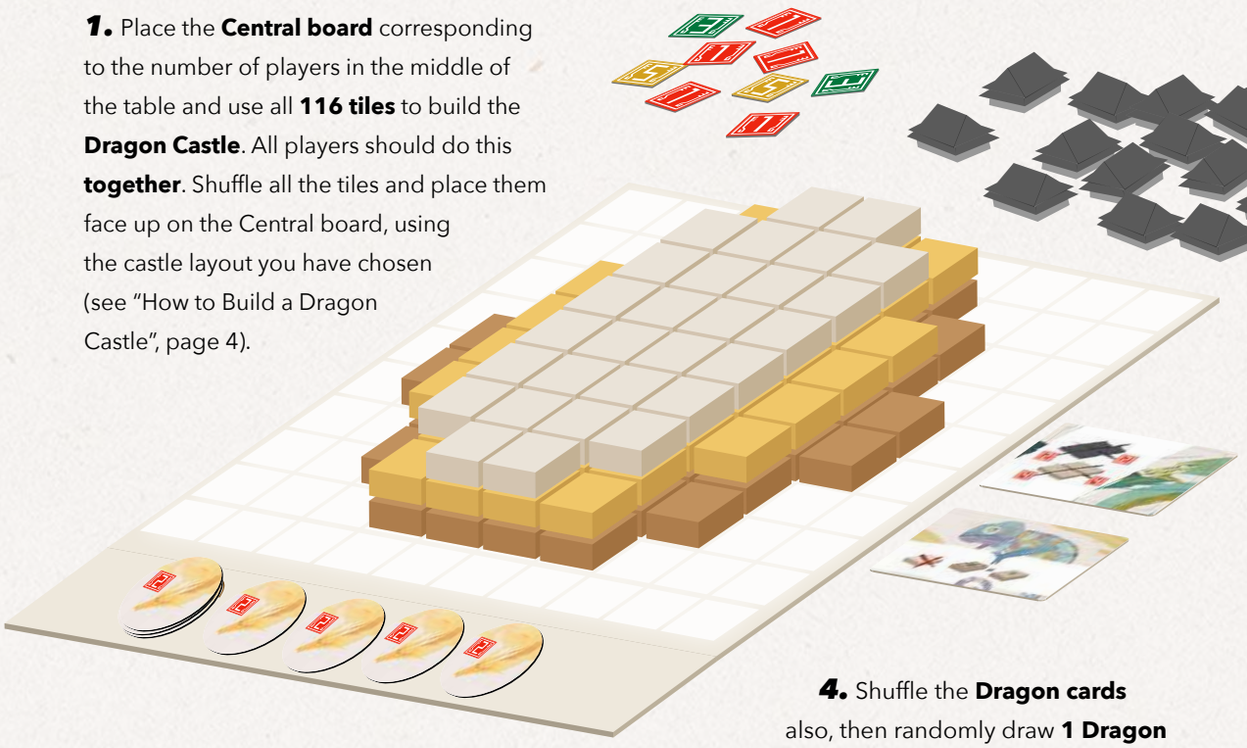
- 16 Seasons - 16 Winds - 12 Dragons



4 Realm boards

Setup

1. Place the **Central board** corresponding to the number of players in the middle of the table and use all **116 tiles** to build the **Dragon Castle**. All players should do this **together**. Shuffle all the tiles and place them face up on the Central board, using the castle layout you have chosen (see "How to Build a Dragon Castle", page 4).



2. Place all of the **Shrines** and all of the **Victory Point tokens (VP)** next to the Central board. This will be the **general pool**.

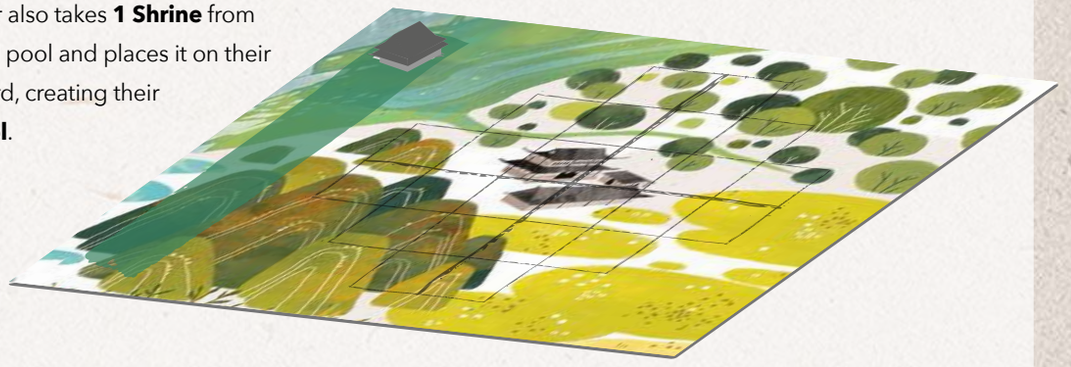
For your **first few games**, to get confident with the basic rules, we recommend that you play **without** Spirit and Dragon cards (steps 4 and 5 of the Setup).

3. Take all of the **Countdown tokens** and place them in a stack on the **leftmost** space of the Countdown track. Then, move **1 token** from the top of the stack to each space on the right until you **cover** the one corresponding to the **number of players**.

4. Shuffle the **Dragon cards** also, then randomly draw **1 Dragon card** and place it next to the **Central board** so that it is **easily visible** to all players. This will be the **bonus objective** for this game. You can put the rest of the Dragon cards back in the box.

5. Shuffle the **Spirit cards**, then randomly draw **1 Spirit card** and place it next to the **Central board** so that it is **easily visible** to all players. This will be the **Spirit Power** available for this game. You can put the rest of the Spirit cards back in the box.

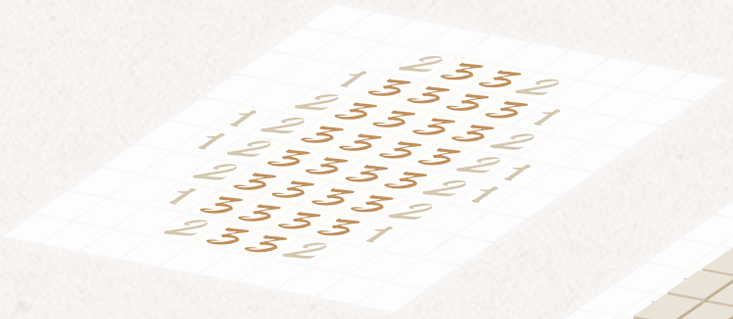
6. Each player takes a **Realm board** and places it in front of themselves. Each player also takes **1 Shrine** from the general pool and places it on their Realm board, creating their **Shrine Pool**.



7. The player who **saw a Dragon** most recently (the ones in this game do not count!) is the **First Player** and takes the **First Player token**. It will be used as a reminder during the **final round**, after the end of the game is triggered.

How to Build a Dragon Castle

The first thing you will always have to do before playing a game of **Dragon Castle** is… well, **build** the Dragon Castle! To make sure you have a **pleasant and balanced game experience**, at least for your first few games, we strongly recommend that you play with one of our **basic setups**. Place the **Central board** corresponding to the number of players in the middle of the table, where it's easily visible to all players, **randomly shuffle** all of the tiles, and **follow the instructions** for how to build the **Dragon Castle**. The example below is for a game with **4 players**, but the process is similar for every kind of castle (see "*Dragon Castle Examples*", page 10).

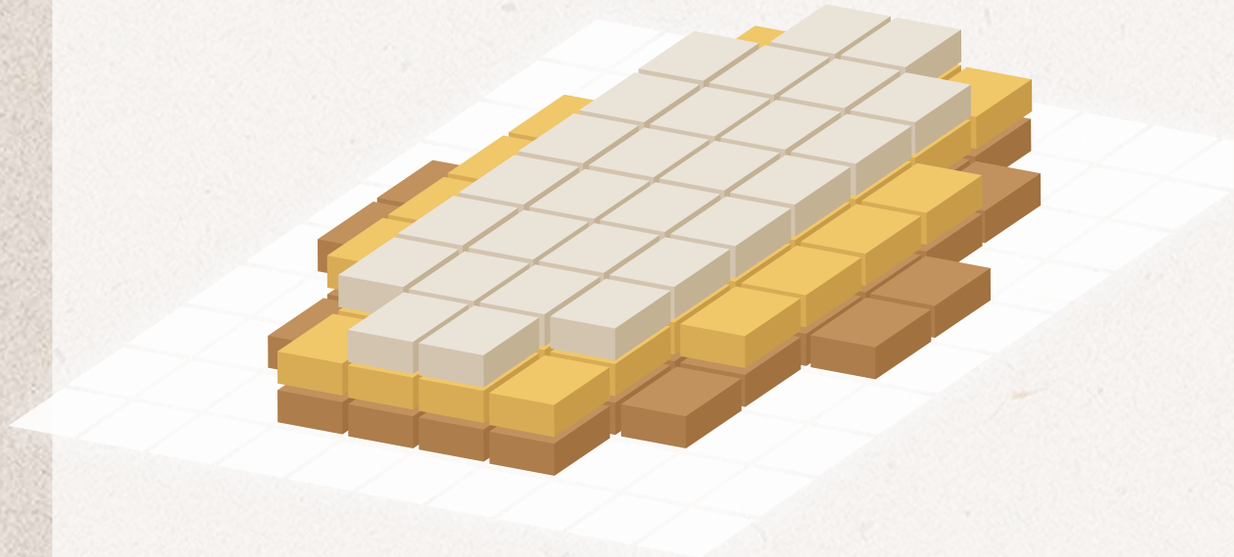


1. Lay out stacks of 3 random face-up tiles on the spaces marked with a 3.



2. Then, lay out stacks of 2 random face-up tiles on the spaces marked with a 2.

3. Finally, lay out single random face-up tiles on the spaces marked with a 1.



4. This is how your castle should look!

Feel Free to Make Your Own!

Once you have some **experience** with the game, feel free to unleash your **creativity** and experiment with **new castle builds**! See "*Dragon Castle Examples*", on page 10, for a list of alternative castles. You can greatly alter the **pace and feeling** of each game by **changing the layout** of the Dragon Castle!

Available Tiles



*Whenever you pick a tile from the Dragon Castle, you MUST take an **"Available" tile**.*

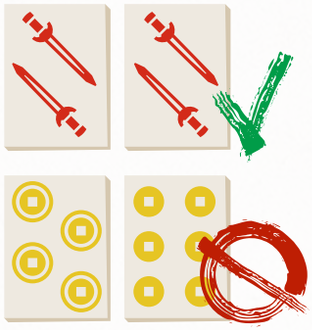


*A tile is Available if **at least 1 of its long sides is free**, without having another tile **adjacent to it** on that side.*



*You don't need to commit to any one of the actions right away: the **first thing** to do is always to take an **Available tile** from the **top floor** of the Dragon Castle. Once you've done that, you can **see what happens** and choose **how to complete** your action.*

Identical Tiles



*Note: when you perform a "**Pair of Tiles**" action, the symbols on the two tiles must be **exactly the same**. Being the same color/type is **not enough**!*

A Game Turn

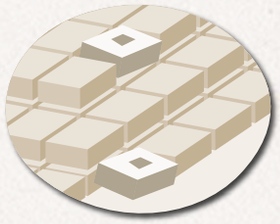
A game of **Dragon Castle™** is played in turns. The players take their turns in **clockwise order**. During your turn, you **MUST** perform 1 of the available **Actions**. Then, you will **place** any tiles you have collected on your **Realm board** (see "*Placing Tiles*", page 6).

In addition, at any point during your turn, you **MAY discard face-up tiles** from your Realm or **Shrines from your Shrine Pool** to **activate the Spirit Power** (see "*Favor of the Spirits*", page 8).

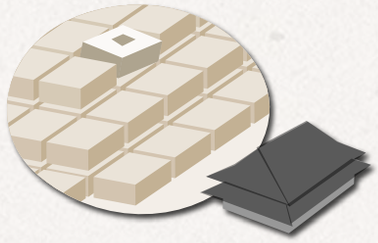
Taking an Action

During your turn, you **must** perform **one Action**, choosing **one of the three options** below:

- **Pair of Tiles**: Pick any **Available tile** (see "*Available Tiles*", to the left) from the **top floor** of the Dragon Castle, then take a **second Available tile** from **any floor** of the Dragon Castle that has the **exact same symbol** as the first tile you picked (see "*Identical tiles*", to the bottom left).



- **Tile and Shrine**: Pick any **Available tile** from the **top floor** of the Dragon Castle, then take **1 Shrine** from the **general pool** and add it to your **Shrine Pool**.



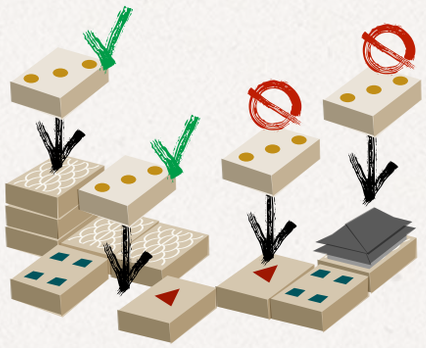
- **Discard Tile**: Pick any **Available tile** from the **top floor** of the Dragon Castle, then **discard** this tile, take **1 VP** from the **general pool**, and add it to your **VP Pool**.



Note: keep all the tiles you discard **face down**, next to your **Realm board**.

Placing Tiles

After you have completed your **Action** for the turn, you **must** place any tiles you have collected this turn **wherever you want** on your Realm board, **face up**. You can *only* place tiles on **empty spaces** and/or on top of **face-down tiles**.



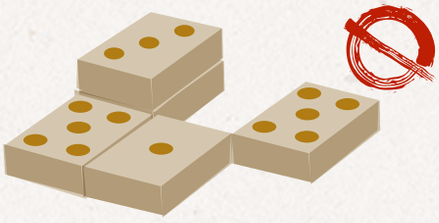
On the other hand, you can never place tiles on top of **face-up tiles**, nor on face-down tiles where you have already placed a **Shrine** (see "*Building Shrines*", page 7).

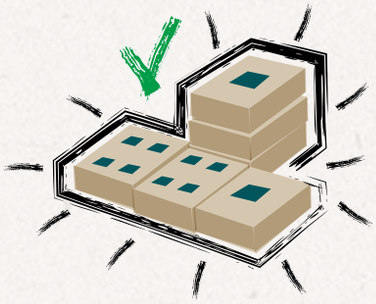
Note: You are not required to place your tiles adjacent to one another, even if in many cases it makes sense to do so.

Consolidating a Set of Tiles

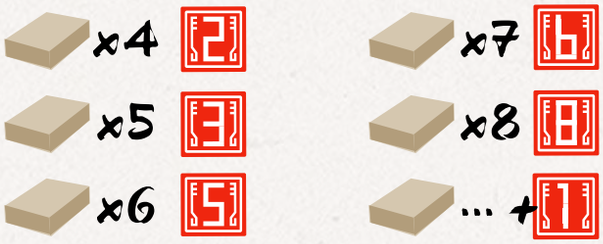
There are six types of tiles (see "*Types of Tiles*", to the right). After you have placed all of the tiles you collected on your turn, if you just created a set of **at least 4 adjacent tiles of the same type**, you **MUST "Consolidate" them**. When you Consolidate tiles, you must flip all of the Consolidated tiles **face down**.

Note: The tiles must be of the same *type*, but they can have different *numbers* or *symbols*. To be considered part of a set, the tiles must be **orthogonally adjacent** (*not* diagonally), but they **can** be on **different floors**.





When you Consolidate a set of tiles, you **gain VPs** depending on the number of tiles included in the set (see below). Take the earned VPs from the **general pool** and add them to your **VP Pool**, next to your Realm board.



Note: For each additional tile in **excess of 8**, you gain **1 additional VP**.

Types of Tiles

There are six types of tiles:

Faction Tiles



Merchants *Farmers* *Soldiers*

*Unless otherwise specified by a **Spirit** or **Dragon** card, the **numbers** of the **Faction tiles** are only used to **differentiate** them.*

Special Tiles



Seasons *Winds* *Dragons*

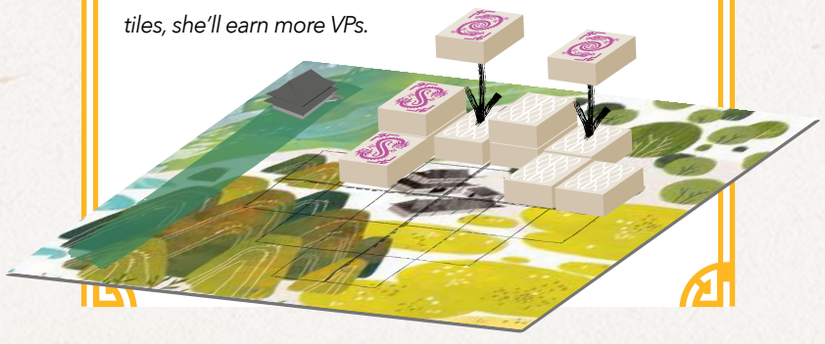
*The **Special tiles** have other symbols that **do not count as numbers**.*

Example (part 1)

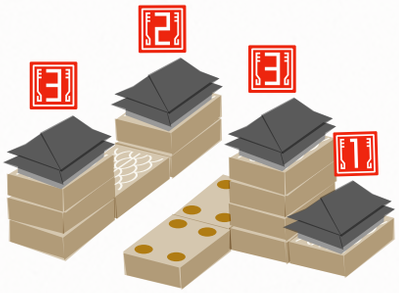


Janet performs a "Pair of Tiles" Action. She must take her first tile from the top floor of the Dragon Castle. Then she chooses to take a second identical Available Dragon tile from the second floor (if there was an identical Dragon tile on the top floor, she could have taken that one instead, if she wanted).

Janet could place the tiles in her Realm to complete a Set, but she decides not to–she only has 1 Shrine in her Shrine Pool, and consolidating a set of Dragon tiles would allow her to place 2 Shrines, so she wants to wait until she has one more Shrine. Plus, if she can Consolidate more Dragon tiles, she'll earn more VPs.



Shrine Scoring



*At the end of the game, Shrines on the **first floor** are worth **1 VP**. Shrines on the **second floor** are worth **2 VPs**. Finally, Shrines on the **third floor (or higher)** are worth **3 VPs**.*

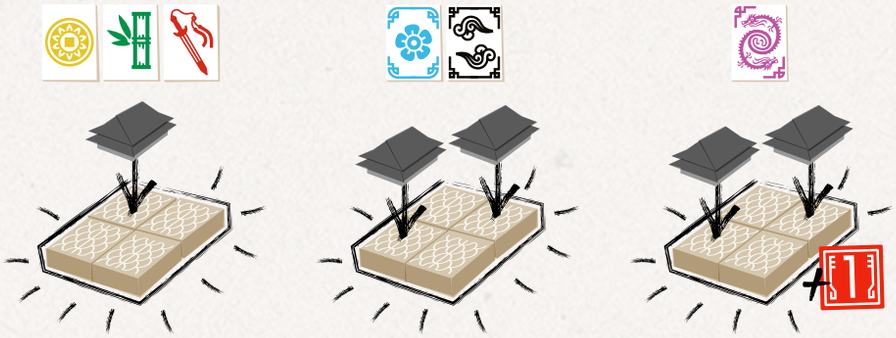


*There can never be **more than 1 Shrine** on each tile. Also, you cannot place Shrines on top of any face-down tiles you Consolidated during one of your **previous turns**–you must build the Shrine **immediately** after you Consolidate the tile you want to build it on top of.*

Building Shrines

When you **Consolidate** a set of tiles, if you have any Shrines in your **Shrine Pool**, you **may build Shrines** on top of one or more of tiles you **just Consolidated**.

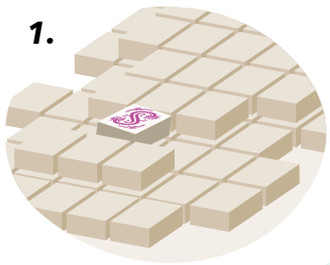
The **number** of Shrines you are allowed to build depends on the **type** of tiles that you are Consolidating. Consolidating a set of **Faction tiles** allows you to build **1 Shrine**. Consolidating a set of **Special tiles** allows you to build **2 Shrines** instead. In **addition**, consolidating a set of **Dragons** also allows you to **take 1 VP** from the general pool and add it to your VP Pool in **addition** to the normal VPs you get for Consolidating a set of tiles.

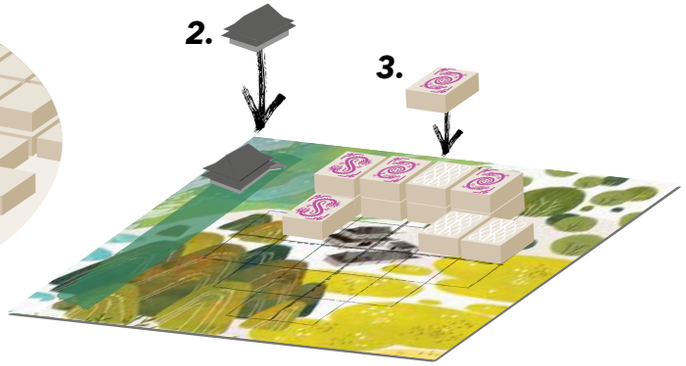


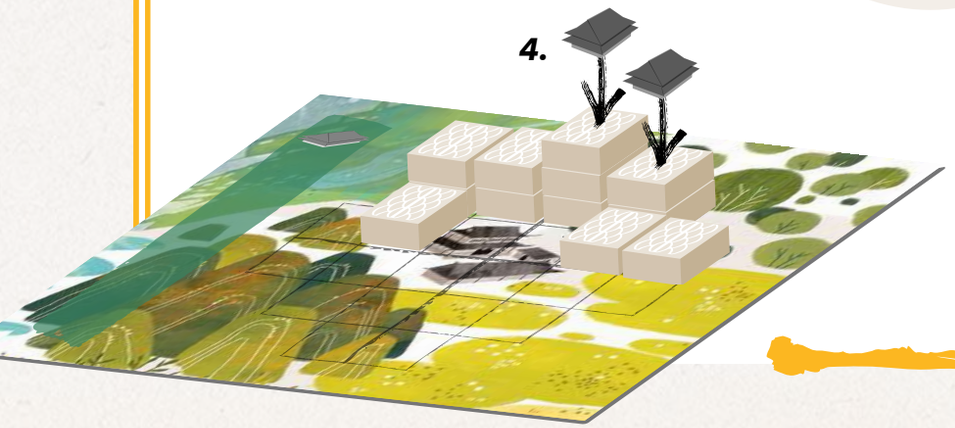
At the **end of the game**, each Shrine in your Realm will be worth a certain number of points **depending on the floor it is placed on**! As we said, though, once you have **placed a Shrine** on a face-down tile you will **not** be able to **place any more tiles** on top of it.

Example (part 2)

On her next turn, Janet performs a "Tile and Shrine" Action. She takes an Available Dragon tile from the top floor of the Dragon Castle (1), then she takes a Shrine from the general pool and adds it to her Shrine Pool (2).







Now that she finally has 2 Shrines in her Pool, she decides it's time to Consolidate. She places the tile she just took to complete her set of Dragons (3). She scores 3 VPs for the Set of 5 tiles +1 VP because they are Dragon tiles, for a total of 4 VPs. She also builds 2 Shrines, one on the second floor and one on the third floor (4). They will grant her many VPs at the end of the game. Nice move!

Spirits and Dragons

After your first few games, when you feel confident with the basic rules of the game, you can start playing with **Spirit** and **Dragon** cards. However, we still recommend that you start with the **"beginner"** cards. They are marked with .

Favor of the Spirits

The **Spirit card** offers all players a **special ability** to use during the game. At any time during your turn, you may ask for the favor of the Spirits–i.e., **activate the Spirit card** to trigger its **Spirit Power**. To activate the Spirit, you must **discard 1 face-up tile** from your Realm board or **1 Shrine** from your Shrine Pool. A Spirit can only be activated **once per player turn**.

Note: it is **not allowed** pay the activation cost of a Spirit Power to **get rid of a tile from your Realm** without applying the effects of that Spirit Power.

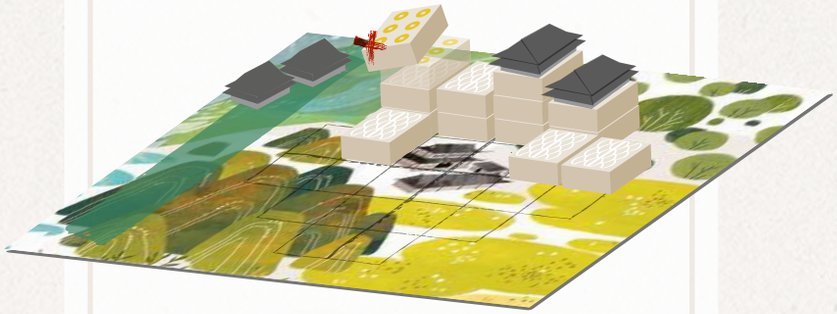
Note: thanks to the activation of certain Spirit Powers, you may be able to create more than 1 set of at least 4 tiles during a single turn; these sets should be Consolidated when they are created. This means that you may be able to trigger additional Consolidations!

You can find a description of all the **Spirit Powers** in the game on page 12.

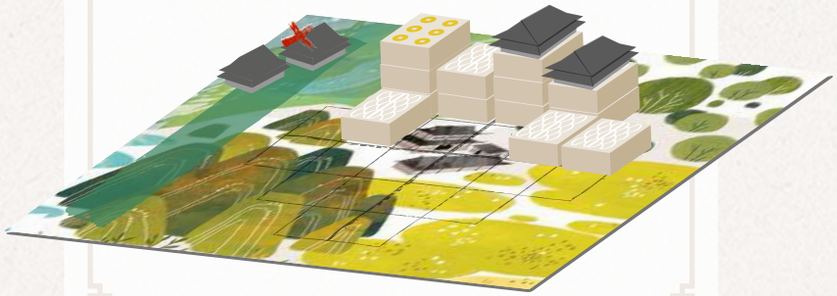


Activating a Spirit Power

*To activate a Spirit Power you may either **discard a face-up tile** from your **Realm**...*



*...or **discard a Shrine** from your **Shrine Pool**.*

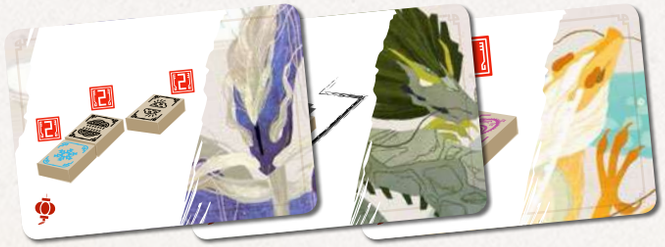


Pleasing the Dragons

The **Dragon card** shows you **another way to gain points**–if you **build your castle** in a way that is pleasing to the dragons. For example, building a symmetrical castle, or leaving certain tiles face up at the end of the game.

These **bonus points** are awarded, where applicable, **after the end of the game**. They can really help you **get an edge** over your opponents, so always keep them in mind when you build your castle!

You can find a description of all the **Dragon cards** in the game on page 14.





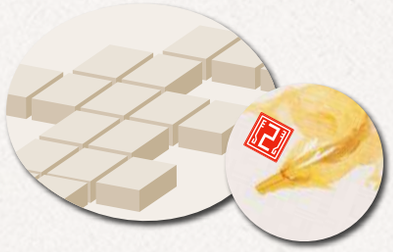
*When you feel **really confident** with the game, you can even try to play with **more than 1** Spirit and/or Dragon card in play. More **Spirits** will give you more **strategic options**, while more **Dragons**, if you try to please them all, will offer you a **more challenging** game experience! Give it a try... **if you dare**.*



The End of the Game

If, at the beginning of **any player's turn**, the Dragon Castle only has **tiles on the ground floor** left, the end of the game is near. A new option is now available to all players: *as an Action*, any player may perform a "**Summon the Dragon**" Action.

- **Summon the Dragon**: Take **1 token** from the **rightmost space** of the **Countdown track**. Each token is **worth 2 VPs** at the end of the game.



You may still choose to perform **any one of the "regular" Actions** instead, of course. If there are **no more tiles** in the Dragon Castle, though, you **MUST** Summon the Dragon.

When the **exclamation mark symbol** is revealed on the Countdown track, the **Eldest Dragon** has been **summoned**, and the game will **end** soon (see "*Triggering the Final Round*", to the left). The game still continues with players taking turns until the player to the **right** of the First Player completes their next turn (so that all players will have played the same number of turns during the game). Players may still perform the "Summon the Dragon" Action if they wish, drawing tokens from the stack remaining on the final space of the track.

After all players have completed their final turn, each player **adds up the points** they have earned from the **VP tokens** they collected, the **Shrines** they have built, the **Countdown tokens** they have collected (if any), and the **Dragon card** objective.

The player with the **most points** is the **winner**!

In case of a **tie**, the winner is the tied player who has the **most stacks of tiles** with a **face-down tile** on top. If there is still a tie, the winner is the tied player who has the **most Shrines** in their Realm. If, against all odds, there is still a tie, the **victory is shared**.

Triggering the Final Round



*When the **exclamation mark** is revealed, the **final round** is triggered.*



*If there are no tiles you're **interested** in, but you don't want to make the end of the game **nearer**, you can still perform a **"Discard Tile" Action**. That way, you're still **gaining points**, but you're not pushing the game to its end! You may also use this action to **remove a tile** one of the other players **needs**!*

Credits

Design: Lorenzo Silva, Hjalmar Hach, Luca Ricci
Artwork: Cinyee Chiu
Graphic Design: Heiko Günther, Noa Vassalli
Shrine 3D Model: Paolo Lamanna
Project Manager: Lorenzo Silva
Production Manager: Alessandro Pra'
Rulebook: Alessandro Pra'
English revision: William Niebling

Special Thanks:
Heiko Eller, Valentina Adduci, Armin Silva, Martina Marinoni, Giulio Panfilo Vassalli, Francesca Cerutti, David Preti, Renato Sasdelli, Pietro Righi Riva, Carlo Burelli, Andrea Marinetti, Federico Corbetta, Paolo Tajé, Lucaricci, Flavio Mortarino, Fabio Leva, Alessio Vallese, Michele Marotta, Franchino Barone, Andrea Genchi, Alessandro Bressanelli, Osiride Cascioli, Giuliano Acquati, Mauro Marinetti, Marco Brera, Alessandro Adduci, Anna Chiara Ogliari, Giovanni Bernardis, Lorenzo Cudicio, Mattia Pellegrini Miani, Marta Ballestrero, Edoardo Chiesa, Flavio Franzone, Matteo Barbano, and many more!

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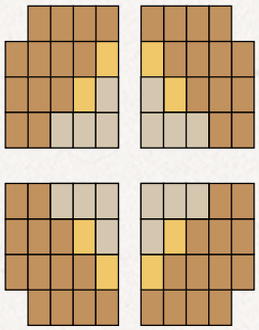
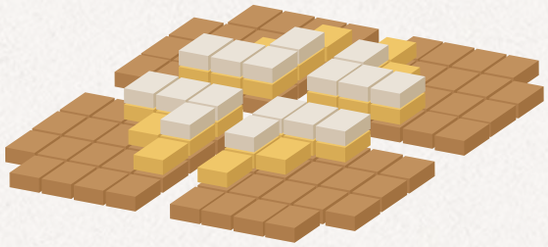
If you have any issues, please contact us at: customercare@horrible-games.com

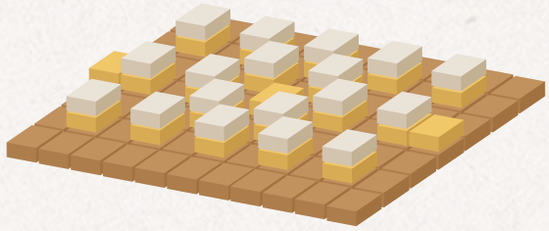
Dragon Castle Examples

Here are a few **examples** of Dragon Castle layouts. To build these, you can use the **"blank" Central board**. Nevertheless, we also encourage you to be **creative** and **make your own**! As a general guideline, castles for **2 players** work better if they have **between 65 and 80 tiles** on the **ground floor**. Castles for **3 players** should have **50-70 tiles** on the **ground floor**. Finally, castles for **4 players** need approximately **40-55 tiles** on the **ground floor**. On top of that, regarding the **two upper floors**, we strongly recommend that you avoid having **too many rows** of tiles with **a lot of adjacent tiles** (**6 tiles or more**). With too many such rows, there's a risk you **won't have enough Available tiles** on the upper floors during the game.

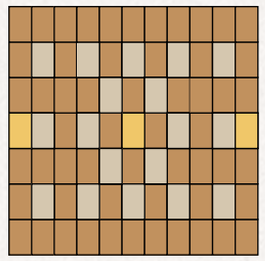


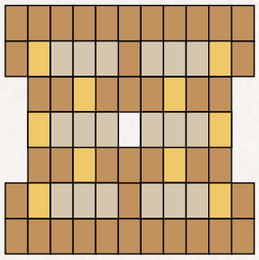


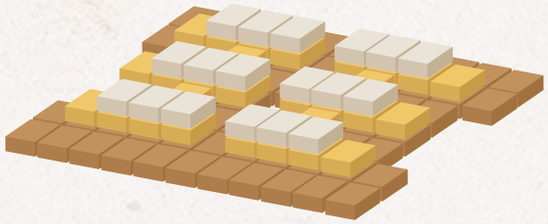
The Four Seasons - Best For 2 Players



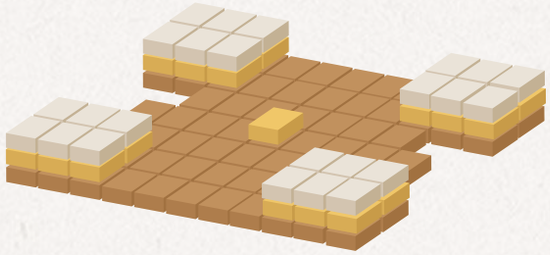
A Thousand Towers - Best For 2 Players



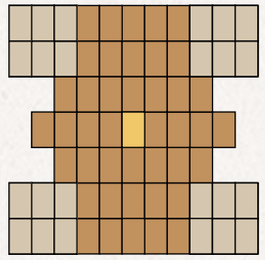


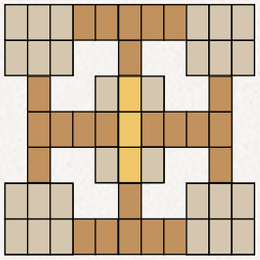


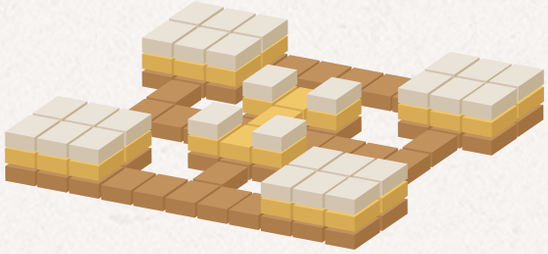
The Barracks - Best For 2 Players



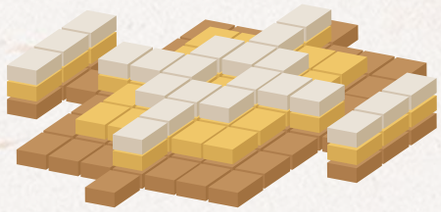
The Pillars of Creation - Best For 2/3 Players



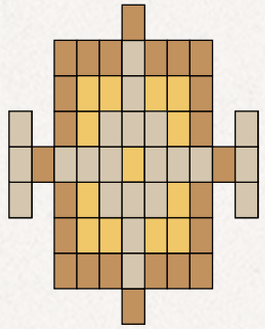


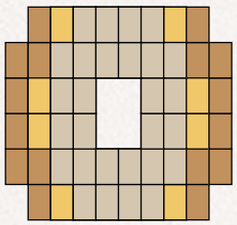


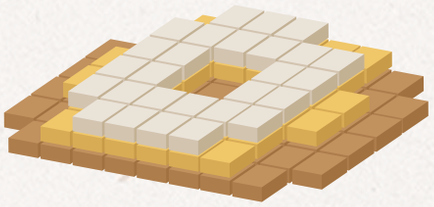
The Fortress - Best For 3 Players



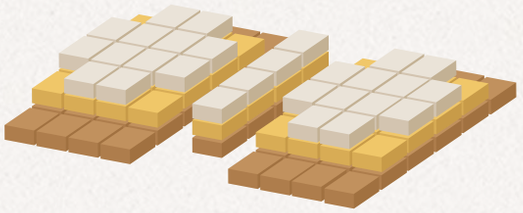
The Blockhouse - Best For 3 Players



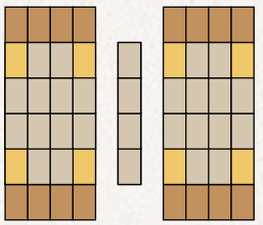


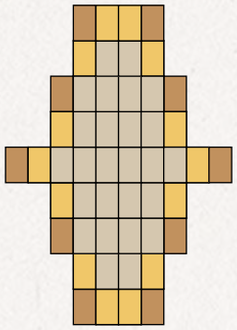


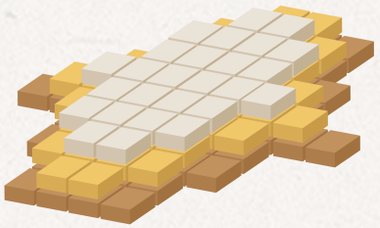
Parade Ground - Best For 3 Players



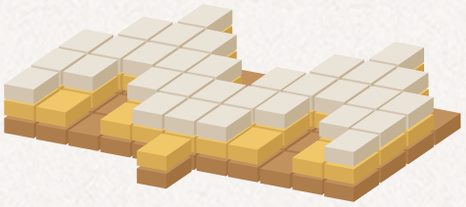
The Keep - Best For 3/4 Players



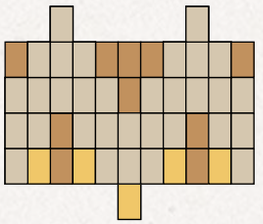


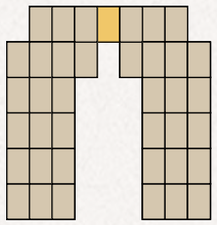


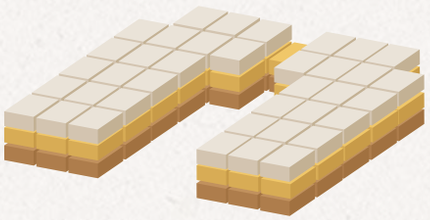
The Dragon's Head - Best For 4 Players



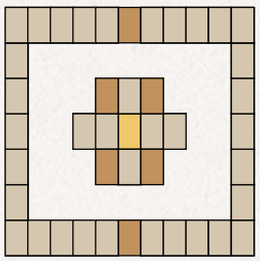
Monastery of the Abyss - Best For 4 Players

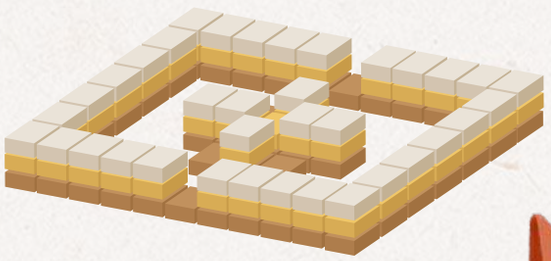






The Gates of Destiny - Best For 4 Players





The Forbidden City - Best For 4 Players



Spirit Card Powers



Spirit of Beauty

Consolidate a set of 4 or more Faction tiles with the same number (instead of 4 or more tiles of the same type, as usual); you can build up to 2 Shrines on top of them and you gain 1 VP (as if they were a set of Dragons).



Spirit of Wind

You may flip one face-up tile face down (it doesn't count as Consolidated). Then, move 1 Shrine you already built to any other face-down tile in your Realm (you still need to follow Shrine building rules).

Frequently Asked Questions:

- Can I build a Shrine on the tile I flipped face-down? ***No, you can't.***

- Can I move a Shrine on the tile I flipped face-down? ***Yes, you can.***



Spirit of Strength

Move up to 2 tiles in your castle (either face-up or face-down) to any other space in your Realm (you still need to follow tile placement rules). Only check for sets to Consolidate after you are done using this power.

Frequently Asked Questions:

- Can I move a tile onto an empty space of my Realm? ***Yes, you can.***

- Can I move a tile onto a face-up tile? ***No, as you still need to follow the regular tile placement rules.***

- Can I move the second tile I'm allowed to move on top of the first one I already moved? ***If the first tile you moved was face-down, then yes, you can. If it was face-up, of course, the answer is no.***

- Can I move a tile with a Shrine on top? ***No, you can't.***



Spirit of Elegance

For the remainder of this turn, whenever you Pick a tile from the Dragon Castle, you may take tiles that have one of their short sides free (even if they are not Available); you must do this at least once.

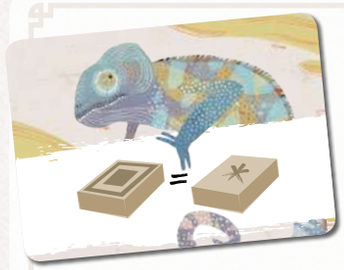
Frequently Asked Questions:

- Can I take a first tile taking advantage of this Spirit's power, and then take as my second tile a tile I just freed which still only has 1 short side free? ***Yes, you can. Once activated, the power of this Spirit remains active for the whole turn.***



Spirit of Deception

When you perform a "Pair of Tiles" Action, as your second tile take 1 of the tiles adjacent to the first tile you Picked (even if it is not identical and/or Available).



Spirit of Change

Treat 1 Special tile (Winds, Seasons, or Dragons) as if it was of any type to Consolidate a set.

Frequently Asked Questions:

- Can I treat a Special tile as something else, in order to prevent a set of tiles from Consolidating? ***No, you can only use this power if, by doing so, you are able to Consolidate a set.***

- What if I still Consolidate a set, I just want to prevent 1 specific tile from taking part in that set? ***The answer is the same as the above: no, you can't. The tile you "transform" with this Spirit must be part of the Consolidating set.***





Spirit of Faith

Build 1 additional Shrine when you Consolidate a set of tiles (you still need to follow Shrine building rules).

Frequently Asked Questions:

- Can I build this additional Shrine on face-down tiles I Consolidated in a previous turn? ***No, the Shrine needs to be built on the set you are Consolidating when you activate this power.***

- What if I'm Consolidating more than 1 set this turn? ***In that case, you can choose any 1 tile taking part in 1 of those sets.***

- If I'm Consolidating a set of Special tiles, can I build a third Shrine, in addition to the extra 1 I'm regularly allowed to build? ***Yes, you can. This Spirit allows you to build 1 Shrine more, in addition to any Shrine you would normally be allowed to build.***



Spirit of the Deep

When you perform a "Pair of Tiles" Action, take as your second a tile that is the same type as the first tile you picked (even if it is not identical).

Frequently Asked Questions:

- Can I activate this power to take a second tile that is identical to the first, just to get rid of a tile from my realm? ***Yes, you can. But it is a very specific case!***



Spirit of Destruction

Discard 1 Available tile from the Dragon Castle.

Frequently Asked Questions:

- Can I discard a tile from the Dragon Castle to gain access to a previously unavailable tile? ***Yes, you can! It's one of the main uses of this power.***

- Can I discard the last tile from a floor of the Dragon Castle, to access the lower one? ***Yes, you can.***

- If the Dragon Castle is reduced to only 1 floor after I used this power, can I perform a "Summon the Dragon" Action that turn? ***Yes, you can.***



Spirit of Cunning

You can Consolidate a set of only 3 tiles of the same type, instead of 4. You get 2 VPs. The number of Shrine you can build depends on the type of the Consolidated tiles, as usual.

Dragon Cards Descriptions



Dragon of Humility

You get 1 VP for each Shrine built on a stack of tiles that is adjacent to at least 1 higher stack of tiles (not counting diagonally).

Frequently Asked Questions:

- If a Shrine is built on a stack with more than one higher stack next to it, do I gain more points? ***No, each Shrine can only be worth 1 additional VP for the purpose of this objective.***

- Can a higher stack "trigger" more than 1 Shrine for the purpose of this objective? ***Yes, each Shrine built on a stack with at least 1 higher stack next to it is worth 1 extra VP, it does not matter if the higher stack is "shared" with other Shrines.***

- Even if the adjacent stack is higher than the stack on which the Shrine is built, the tip of its roof is even higher: does this Shrine count? ***Yes, it's only the height of the stacks of tiles that matters.***



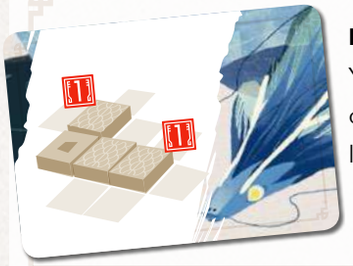
Dragon of Righteousness

Choose a row and a column in your Realm. You get 1 VP for each Shrine in those lines. For each one of those lines that is completely filled with Shrines, you also get 2 extra VPs.

Frequently Asked Questions:

- Do the Shrines need to be all adjacent to each other to count for the purpose of this objective? ***No, you simply count how many are on the same row/column.***

- Can a Shrine be "shared" between the row and the column, and still count for both? ***Yes, it doesn't matter if a Shrine is present in both the row and the column you chose. It counts for both.***



Dragon of Tranquility

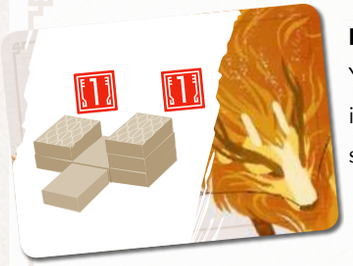
You get 1 VP for each separate group of adjacent face-down tiles (made of at least 1 tile) in your Realm.

Frequently Asked Questions:

- Are two diagonally adjacent tiles part of the same group? ***No, diagonal does not count.***

- If they are adjacent but on different floors, do they still count as adjacent for the purpose of this objective? ***Yes, they do.***

- Can face-up tiles separate groups of face-down tiles? ***Yes. You can even place a tile on top of other tiles to separate a single group into two.***



Dragon of Bravery

You get 1 VP for each stack of tiles in your Realm that is not adjacent to stacks with the same height or higher.

Frequently Asked Questions:

- Can there be a Shrine on a stack of tiles potentially valid for this objective? ***Yes, as long as the stack of tiles is higher than all adjacent stacks.***

- Does the Shrine count towards the height of a stack of tiles? ***No, it doesn't. Only tiles count.***



Dragon of Majesty

For each Faction (Soldiers, Merchants, and Farmers), choose 1 face-up tile placed on the third floor or higher. You get VPs equal to the sum of the numbers on those tiles.



Dragon of Power

For each Faction (Merchant, Soldiers, and Farmers), choose 1 group of adjacent face-up Faction tiles of that type in your Realm, and sum the numbers on those tiles.

Compare your totals with the totals for the players to your left and to your right. You get 2 VPs for each Faction for which you have a higher total than your neighbor, or 1 VP for each tied Faction. For example, if you have a total of 10 value in Merchants, and the player to your left has a total of 9 in Merchants, you get 2 VPs. If the player to your right also has 10 value in Merchants, you would get 1 more VP, for a total of 3 VPs.

Frequently Asked Questions:

- If there are only 2 players, do I take points for a majority twice? ***No, in that case you only check your values against the other player once.***
- Do I need to sum all of the face-up tiles of each Faction and compare that value with the players to my left and right? ***No, only 1 group of adjacent face-up tiles of your choice for each Faction counts.***
- If I don't have any tile of a certain Faction, can I still compete for a tie with other players without tiles of that Faction? ***No, you need to have at least 1 face-up tile of a Faction to compete for a majority.***
- If I have a higher value than the player to my right, but I lose against the player to my left (or vice versa), do I still get points? ***Yes, 2 points.***

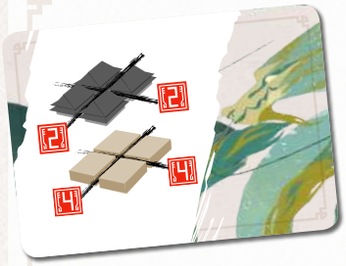


Dragon of Knowledge

You get 2 VPs for each different face-up Special tile in your Realm.

Frequently Asked Questions:

- If I have two face-up Special tiles of the same type (e.g. Winds), but different symbols (e.g. Rainy and Stormy), how many VPs are they worth? ***4 VPs, since they are 2 different symbols, even if the tiles are of the same type.***
- What is the maximum amount of VPs I can gain with this objective? ***There are 3 types of Special tiles, with 11 different symbols in total (4 Winds, 4 Seasons, 3 Dragons). So, you can gain up to 22 VPs.***



Dragon of Harmony

You get 4 VPs for each direction that your tile layout is symmetrical on both sides of the thick black lines in the middle of your Realm, +2 VPs for each direction of symmetry of your Shrine layout.

Frequently Asked Questions:

- Is it important whether my tiles are face up or face down? ***No, it's not. What matters is the position of the tiles in your Realm, regardless of whether they are face up or face down.***
- What about the Shrines? Do they need to be at the same height to be symmetrical, or can they just be placed in a symmetrical pattern when seen from above? ***They need to be at the same height.***
- Can I build a symmetric structure on one side of my Realm? ***No, when you consider symmetries, you need to look at the cross of thicker lines in the middle of your Realm.***

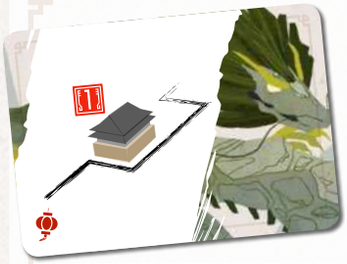


Dragon of Devotion

You get 1 VP for each Shrine in your Realm with at least 1 adjacent face-up Dragon tile.

Frequently Asked Questions:

- If a Shrine has more than 1 Dragon tile next to it, do I gain more points? ***No, each Shrine can only be worth 1 VP for the purpose of this objective.***
- Can a Dragon tile "trigger" more than 1 Shrine for the purpose of this objective? ***Yes, each Shrine with at least 1 Dragon tile next to it is worth 1 extra VP, it does not matter if the Dragon tile is "shared" with other Shrines.***



Dragon of Fortitude

You get 1 VP for each Shrine placed on the edge of your Realm.

Frequently Asked Questions:

- Do the Shrines need to be built on a tile on the first floor, as shown on the card? ***No, it just needs to be built on the edge of your Realm.***

Game Reference

Turn Reference

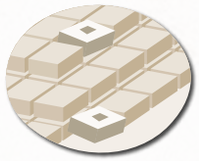
1. **During your turn you MUST:**
   - Take 1 action
     - *A - Pair of Tiles*
     - *B - Tile and Shrine*
     - *C - Discard Tile*
     - *D - Summon the Dragon (only with 1 floor left)*
   - Place the Tiles you collected in your Realm
2. **If you created a set of at least 4 tiles:**
   - You MUST Consolidate those tiles, then
   - You MAY Build Shrines

Whenever you want, during your turn, you MAY:

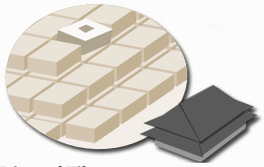
- Activate the power of a Spirit card (may trigger 2)

Action Reference

A - Pair of Tiles



B - Tile and Shrine



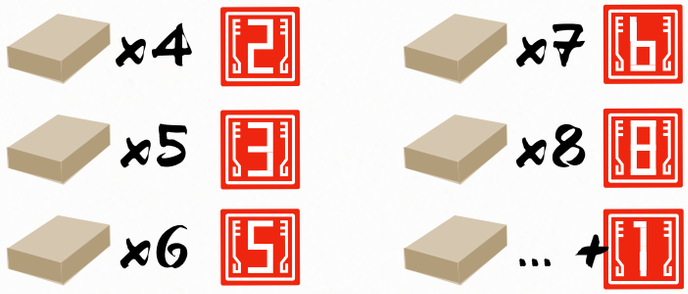
C - Discard Tile



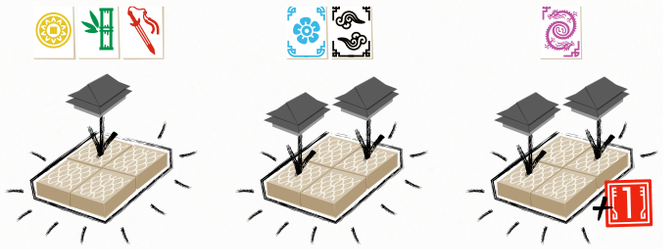
D - Summon the Dragon (only with 1 floor left)



Set Scoring



Build Shrines
(depending on the type of tiles)



End Game Scoring

