

Background and Game Overview

Between 230 and 221 B.C., the ambitious and extremely young king of Qin, Ying Zheng, unified China, adding all the other so-called Warring States (*Zhan Guo*) to his empire.

The game is set immediately after this conquest. The king called himself Emperor, but the conquered territories cannot be considered an Empire yet. The local population of the freshly annexed Warring States still identify their kingdoms as independent nations, each one having its own traditions, and laws and not always being very keen on the idea of losing them.

In order to avoid political chaos, the Emperor first reformed the old feudal administration, and divided the empire into several provinces, personally appointing the governors. He then decreed that the cultural elements that form the glue that hold society together be standardized.

Internal decisions were not the only things that shaped this new unified nation.

From the North, the menace of the Hsiung-nu barbarians kept shaking the empire, and the Emperor knew that the only way to stop that menace was to build one of the most ambitious buildings in human history: The Great Wall of China.

In ZhanGuo, you have been assigned the challenging task of contributing to the process of unifying the empire, in order to finally render the separate Warring States into an united Empire.

In each of the five rounds of the game, you must make the best of the cards you get. You can play each card either on your own player board to increase your personal power in the empire, or on the gameboard to recruit manpower, construct the palaces the Emperor desires, re-assign officials, install governors, and help build the Great Wall.

Whoever is able to make the greatest contribution to the Emperor's cause will be the winner.

Components

Before the first game, please remove all tiles from the frames.

1) 1 Gameboard

2) 4 Player Boards to be assembled

3) 120 Cards (40 each in Ivory, Orange, Brown)



4) 40 Worker tiles



5) 6 Wall tiles



6) 12 Task tiles



7) 1 Round Marker



8) 32 Governors (8 each in the 4 Player colors)



9) 20 Walls (5 each in the 4 Player colors)



10) 24 Palaces (6 each in the 4 Player colors)



11) 32 Tracking discs (8 each in the 4 Player colors)



12) 20 Unrest markers (black cubes)



13) 60 Officials: 20 red cubes, 20 gray cubes, 20 white cubes



14) 4 100/200 Points Tiles (1 each in the 4 Player colors)



15) 39 Unification markers in Ivory, Orange, and Brown (in each of 3 colors: 12 worth 1 each, 1 worth 3)

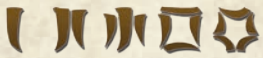


The picture represents the initial set up for a 4-Player game.

If the game has fewer than 4 Players, put any unused components in the game box.

1. Board

- Lay out the gameboard in the middle of the table.
  It is divided into several Areas (see picture below):
  Rewards, Tasks, Court, Regions, Walls:
- Regions: there are 5 Regions identified by these symbols,

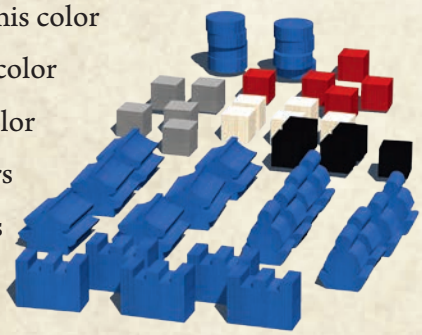


- Walls: there are 3 Wall Sites identified by these symbols. Each Wall Site has 2 sections.



2. Player supply

- Each Player chooses a color (**Blue**, **Red**, **Purple**, or **Yellow**), and takes:
  - 8 discs of his/her(*) color.
  - 8 Governors of his color
  - 6 Palaces of his color
  - 5 Walls of his color
  - 5 Unrest markers
  - 5 white Officials
  - 5 gray Officials
  - 5 red Officials



3. Cards

- Sort the cards into 3 decks by back color and shuffle them separately.



- Put the decks face-down next to the gameboard.

4. Round Track

- Place the Round Marker over Number 1 of the Round Track.



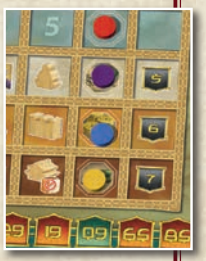
5. Value-3 Unification Markers

- Put the value-3 Unification Markers (tall octagons) on the gameboard next to the Court Area.



6. 1st player

- Randomly determine a 1st Player. The order of play is established in clockwise order around the table, starting with the 1st Player.
- Each player places 1 disc of his color on the Rewards Track: The 1st Player places a disc on the topmost slot; other players' discs are randomly placed on the remaining slots. Only 1 disc can occupy each slot.



Note: At the end of each round, the Unification discs may change position.

The player whose disc is on the topmost slot will be 1st Player for the next round.

The order of play will always be in clockwise order around the table, starting with the 1st Player.

The position of other players' discs on the Rewards Track is not relevant for the order of play. It is only used as tie breaker during the Unification Rewards Phase - see page 12 for details.



** From now on, for simplicity, readability, and economy, we will use male pronouns when talking about each player, while it should be clearly understood that in each instance, we mean to include our female players, as well.*

eparation

7. Victory Points

- Each Player places 1 disc of his color on "0" (zero) on the Victory Points (VP) Track.

  During the game, every time the Player earns Victory Points, he will advance his disc accordingly.



If a VP symbol on the gameboard is black, the Player will earn those Victory Points at the end of the game. If it is red, the Player will earn those VP immediately.



8. Task discs

- Each player places the remaining 6 discs of his color on the gameboard next the to the Tasks Area.



9. Walls

- Shuffle all 6 Wall tiles, and put 1 on each of the 6 Wall sections, each with a random side facing up.



10. Tasks

- The Tasks Area is divided into 2 sections. Each section has 1 Wall, 1 Palace, and 1 Governor slot.
- Shuffle all 4 Task tiles with a Wall depicted on the back, and put 1 **face-up** on the corresponding slots in each of the 2 sections. The remaining 2 tiles won't be needed for this game and can go back into the box.



- Repeat this with the Palace Tasks,

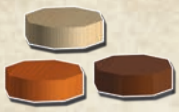


- and with the Governor Tasks.



Note: Wall, Palace, and Governor symbols depicted on the board must be visible, so place the tiles accordingly.

11. General Supply





- Put all the Workers, and the value-1 Unification Markers (short octagons) (*12 of each color in a 4-Player game, 9 in a 3-Player game, and 6 in a 2-Player game*), at the side of the board to form the General Supply.

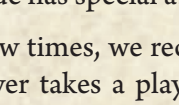
Note: All components are limited to the quantity provided and can therefore run out during the game. The only exceptions are the Workers: In the unlikely event that the general supply runs out of Workers, keep track on a sheet of paper. **All the elements the players have in front of them must always be visible to the other players.**



12. Player boards

There are 4 player boards, each one identified by a symbol: circle, square, triangle, or star.

Each player board has 2 sides (A-side symbols are outlines; B-side symbols are solid).



Assemble the player boards accordingly.



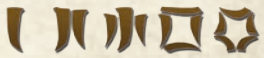
A-sides are all equal. Each B-side has special abilities depicted on it (see Page 15 for details).

- When playing for the first few times, we recommend using the A-sides. Each player takes a player board, and places it in front of himself, A-side face-up.
- If you decide to play with the B-sides, players choose their own boards. In reverse player order, each player chooses a player board, and places it in front of himself, B-side face-up.
- After having played with B-sides at least once, players may decide to follow the procedure below (B-side player boards auction).

Note: Cards will be placed in the area above the player boards, so leave enough space between your player board and the gameboard.



Each player board is divided into 5 Regions representing the regions on the gameboard. The regions are identified by matching symbols (*also representing numbers 1 to 5*).



Each Region is then subdivided in 2 areas: Governors and Workers.

B-side Player Boards Auction

Setup the game as normal but with the following changes to steps 7 and 12.

Initial Preparation - 7. Victory Points.

Each Player places 1 disc of his color on "15" on the VP Track.

Initial Preparation - 12. Player boards

Use all 4 Player boards in a 4-player game, discard one in a 3-player game, discard two in a 2-player game. Players can discard them randomly or come to an agreement on which player boards to discard.

The 1st Player makes a bid in Victory Points to be the first in choosing the player board he'll use (he must bid at least 1 VP, but may start with a higher bid). Continuing in clockwise order, the other players can make higher bids or pass. If a player passes, he may not re-enter the current auction.

Players keep bidding or passing until one player remains. He loses VP equal to his highest bid, takes a player board of his choice and places in front of himself, B-side face-up.

Then, the next auction starts following the same rules. Only players that have no player board in front of them can participate. The first bid will be made by the closest player clockwise to the last player that took a player board.

This continues until all the player boards have been taken.

Note: the minimum bid is always 1 VP, so the last player board will be always assigned for 1 VP to the last player.

Note: Players cannot bid more VP than they currently have.

Note: Players should decide if they want to use one or more variants (see page 14) before starting the auction.



13. Officials

Each player has 5 red cubes, 5 gray cubes, and 5 white cubes in his supply. They represent Officials of 3 different types (military, civilian, inspector).

- Each player takes 3 Officials from his supply, as indicated on his player board, and places them in the Governors area of Region 1.

Round Overview

The game is played over 5 rounds. The Player with the most Victory Points (VP) at the end of the game is the winner. During each round, players will follow these 3 phases (always in the same order):

Phase 1: Draw Cards | **Phase 2: Play Cards** | **Phase 3: Unification Rewards**

Phase 1: Draw Cards



At the beginning of each round, each player draws **2 cards from each deck** and takes them into his hand.
So at the end of phase 1 each player have exactly 6 cards in hand, 2 of each color.

The Cards

Players will play their cards during phase 2 to perform actions.

Front:

Each card has an ability, a unique activation number (from 1 to 120), and represents one of the 3 aspects of the Unification: Writing, Currency, and Laws.

Cards from the Ivory deck represent writing, and are numbered 1-40; cards from the Orange deck represent currency, and are numbered 41-80, and cards from the Brown deck represent laws, and are numbered 81-120.

A detailed explanation of each card ability can be found later in this rulebook (See page 15).





Back:

The middle symbol matches the cards unification aspect on the front.

Numbers on the bottom indicate the card's range, while the symbol on the top corners helps to quickly recognize if the card's number is in the low (1 to 40), middle (41 to 80), or high (81 to 120) range.

Players should hold the cards so that at least one of the top corners of the back is visible to the other players.

Phase 2: Play Cards

Starting with the 1st Player, and going clockwise around the table, each player, one after the other, **must play exactly 1 card** from his hand and **perform 1 action**.

This continues until all players have played all their cards, and then the phase ends.

How to play a card

When it is his turn, the player must play 1 card from his hand and either



- Perform the **Unification Action.**
  He places the card into one of the 5 Regions of his player board,



OR

- Perform 1 of the 6 **Court Actions.**

He places the card on the gameboard in the Court Area. Cards will be placed face-up one on top of the other, forming a pile.

Unification Action

In his mission to unify the Warring States into what we know today as China, the king of Qin would make himself emperor, and he knew that he must standardize the writing, the laws, and the units of measure - especially the currency.

The player plays 1 card from his hand to a Region of his choice on his player board.

He tucks it face-up underneath the top edge of his board (or previously placed cards), so that only the top icons are showing.



Each Region of the player board can host up to 3 cards. After the player has placed the 3rd card in a Region of his player board, he cannot place more cards there.

Once placed, cards cannot be moved or removed for the remainder of the game.

Unification Markers: *The player sends a character to a region in order to contribute to one of the aspects of the unification in that region: writing, currency, or laws, according to the color of the played card.*



When he places a card in a Region of his player board, the player **takes** from the general supply and places in front of himself, either **1, 2, or 3 value-1 Unification Markers** (according to how many cards were already placed there) **in the color of the card just placed**, as follows:



- ◊ **1** if he placed the **1st card in a Region of his player board,**
- ◊ **2** if he placed the **2nd card in a Region of his player board,**
- ◊ **3** if he placed the **3rd card in a Region of his player board.**



- ▸ If there are no more value-1 Markers of the appropriate color in the general supply, the player immediately gains **1 VP** for each Marker he cannot take.

Note: During Phase 3 (Unification Rewards) of each round, there will be a bonus awarded to the player who has contributed the most to the unification in each of the 3 aspects (i.e. the one with the most Markers in that color). See page 12.

Example: *The player places a card in Region 2.*
It is the first card placed in this Region of his player board and it is Brown, so he takes 1 Brown Unification Marker.





Unrest: *The unification process was not always well received by the local population.*

During the game, some of the actions might cause an increase in the level of unrest in a certain Region.

The level of unrest in each Region is tracked with a black cube on the Region's Unrest Track of his player board. Each player has 5 black cubes in his supply: 1 for each region's Unrest Track.



Note: Increasing the levels of unrest is only directed to the player that performed the action, and does not affect other players.



- No cubes in a Region, means no unrest.
- When, for any reason, the level of unrest increases in a Region, and the Unrest Track of that Region is currently empty, the player takes 1 black cube from his supply and places it on the leftmost black slot of that region (if the unrest increased by 1), or on the second slot from the left (if the unrest increased by 2).
- If the cube is already on the track, for each further increase he moves the cube 1 step to the right.



Unification action and Unrest level

When he performs the Unification Action, **and he places**

◊ the **2rd card in a Region**, the player **must increase the level of unrest** in that same Region **by 1.**

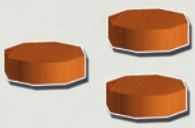
◊ the **3rd card in that Region,** the player **must increase the level of unrest** in that same Region **by 2.**



***Example**: The player places the 3rd card in Region 4.*

The level of unrest in the Region is increased by 2. There was already a cube in the leftmost slot of the Region, so the total level is now 3.

The placed card is Orange, so he takes 3 Orange Unification Markers.





Unrest tracks



Depending on the Region, and on which side of the player board is being used, Unrest Tracks can have 2, 3, or 4 slots, representing the maximum level of unrest that Region can bear.

The player cannot perform actions that would cause unrest in the Region to go beyond the maximum possible level.



***Example**: The maximum possible level of unrest is 3. There are 2 cards already in the Region, and the current level of unrest is 2. The player cannot put a 3rd card in that Region, because it would increase the level of unrest by 2, bringing the total level at 4, which would be higher than the maximum.*

Note: Level of unrest is also increased when the player performs the Hire Workers Action (*see page 9*), and can be decreased performing the Install 1 Governor Action (*see page 9*), activating certain cards, or using one of the B-side player board abilities (*see pages 15*).

Court Actions

Plenty of things had to change in order to make the Chinese empire whole, and the Emperor didn't waste any time. He divided the empire into provinces, personally appointing the Governors; he started the construction of the Great Wall of China and ordered construction of majestic palaces in his honor. To keep informed of this progress, players send emissaries directly to the Emperors' Court, reporting every action in his new provinces.



The player plays 1 card from his hand to the Court Area of the gameboard.

The first card placed in the Court Area is placed face-up on the slot. Following cards will be placed face-up on top that, forming a pile.

He must then perform 1 of the 6 available Court Actions:

 Build 1 Wall

 Build 1 Palace

 Hire Workers

 Re-assign Officials

 Recruit 1 Official

 Install 1 Governor

Important! **Any Court Action can be performed with any card** (regardless of its color, its number, or its ability). The player just places the card on top of the pile, declares which action he wants to perform, and performs it.

Important! The player can only choose an action that he is actually able to perform, and **he must perform the chosen action.**



Recruit 1 Official

The Emperor divided the empire into several provinces. In the game, the provinces are grouped into 5 regions. Each province was controlled by 3 different officials: 1 military, 1 civilian, and 1 inspector (represented by the red, gray, and white cubes).

Each player has 5 red cubes, 5 white cubes, and 5 gray cubes in his supply.

The player must take 1 Official of his choice (red, gray, or white) from his supply and place it on his player board in **the Governors area of a Region of his choice.**

There is no limit to the number of Officials (same or different colors) that can be present in each Governors area.

Reminder: Officials in the player supply are limited to the quantity provided. If all of a player's Officials are already on his player board, the player cannot perform this action.



Example:
The player chooses to place a red Official in Region 2.



Re-assign Officials

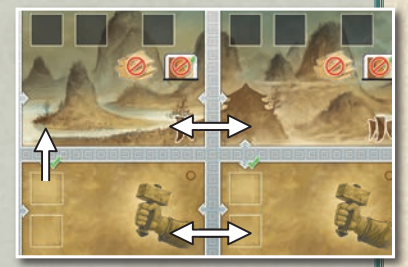


Officials may be assigned either to the Governors area or to the Workers area.

When assigned to the Governors area, they have government duties (see Install 1 Governor, page 9). When assigned to the Workers area, they are appointed for hiring local population to work for the Emperor (see Hire Workers, page 9).

Performing this action allows the player to **spend 1 to 3 re-assignment points** to re-assign his Officials in his player board to a different Region or to a different area of the same Region.

1 re-assignment point allows the player to move 1 of his Officials:



◊ From the Governors area of a Region to the Governors area of an adjacent Region.

◊ From the Workers area of a Region to the Workers area of an adjacent Region, placing it on an empty slot. The Workers Area of each Region can host up to 2 Officials. If there are no empty slots in that Workers area, the official may move through it (spending another re-assignment point), but cannot stop there.

◊ From the Workers area of a Region to the Governors area of the same Region.

Reminder: There is no limit to the number of Officials (same or different colors) that can be present in each Governors area.

He may split the re-assignment points amongst different Officials, or use them all on one single Official. If the player has no Officials on his board, he cannot perform this action.



Adjacency: 2 Regions are adjacent if, on the gameboard, their border is a solid line. If instead their border is a wall, they are not adjacent.





Important! Moving Officials from the Governors area of a Region to the Workers area of the same Region **does not cost** re-assignment points and can be done at any time during the player's turn, regardless of the action performed.

Reminder: The Workers Area of each Region can host up to 2 Officials.

Example: *The player spends:*

- *1 re-assignment point to move 1 red Official from the Worker area of Region 2 to the Governors area of the same Region, and*
- *2 re-assignment points to move 1 white Official from the Governors area of Region 3 to the Governors area of Region 5.*



Install 1 Governor

Installing a Governor indicates that a player has the full political control over a province. Installing a Governor in a province increases the stability of the whole Region, so the level of unrest will decrease.

The player must install 1 Governor in a single Region.





The player declares in which Region he wants to install the Governor, then he:

1. Must remove **1 Official of each color** (1 red + 1 white + 1 gray) from the Governors area of **same Region** of his player board, placing them back in his supply;
2. Must **place 1 of his Governors from his supply in that Region on the gameboard**. He places it on an empty bonus square of his choice, and **immediately** receives the indicated **bonus** (see below); if there are no more available squares, he places it in that Region in the area near the squares (in this case, he does not gain any bonus).
   Reminder: Governors in the player supply are limited to the quantity provided. If all of a player's Governors are already on the board, the player cannot perform this action.
3. If there is a black cube on the Unrest Track of that Region of his player board, the player **resets its level of unrest to zero** by putting the black cube back in his supply. If the Unrest Track is empty, he just skips this step.

Available bonuses



The player may **immediately** spend up to 4 re-assignment points, following usual rules.



The player may **immediately** take 1 Official of his choice from his supply and place it on his player board in the Governors Area of a Region of his choice.



The player **immediately** scores 4 VP.

Note: At the **end of the game**, each Region will be scored one at a time .
In each region, VP will be assigned for having the majority of Governors there. See page 14.

Hire workers

Thousands of peasants had to leave their fields to take part in construction of the Great Wall, as well as majestic palaces that the Emperor wants you to build in his honor. This increased the dissatisfaction among the populace.

The player must hire 1 or 2 workers in a single Region.

The player declares in which Region he is hiring, then

1. **For each Official placed in the Workers area** of that Region (regardless of their color), he must **take 1 Worker** from the general supply and place it on his player board in the Workers area of that **same Region.**

   There can be a maximum of 2 Officials in each Workers area, so the player may take up to 2 workers. If there are no Officials in the Workers area of a Region, the player cannot hire workers in that Region.

   Reminder: Moving Officials from the Governors area of a Region to the Workers area of the same Region **does not cost** re-assignment points and can be done at any time during the player's turn, regardless of the action performed. The Workers Area of each Region can host up to 2 Officials.

2. Regardless of how many workers he took, the player **must increase the level of unrest** in that same Region **by 1.**

   Reminder: The player cannot perform actions that would cause unrest in the Region to go beyond the maximum allowed level. So, if the black cube is already in the rightmost slot of a Region, the player cannot hire workers in that Region.



Example: *The player moves 2 Officials (1 red and 1 gray) from the Governors Area of Region 3 to the Workers Area of the same Region.*
He then hires workers in Region 3. There are now 2 Officials in the Workers area, so he takes 2 Workers.
He then increases the level of unrest in Region 3 by 1.

Build 1 Palace



The player must build 1 Palace in a single Region.

The player declares in which Region he wants to build the Palace, then he:

1. Must remove from his player board **2 Workers from <u>that</u> Region plus 1 Worker from a <u>different</u> Region of his choice,** placing them back in the general supply;
2. Must **place 1 of his Palaces from his supply on the gameboard on an empty slot of that Region** (*there are 4 available slots in a 4-player game, 3 in a 3-player game, 2 in a 2-player game*). Only 1 Palace can occupy each slot. If there are no more available slots in the Region, it is not possible to build a palace in that Region.

   Reminder: Palaces in the player supply are limited to the quantity provided. If all of a player's Palaces are already on the board, the player cannot perform this action.



3. If possible, **takes 1 value-3 Unification Marker** of his choice from the gameboard. If there are not value-3 Markers on the gameboard, he just skips this step.



4. **Scores VP equal to the total number of cards (0 to 15)placed on his player board** (regardless of their color or their Region).



Important! If, in a Region of his player board, the black cube is placed either in the slot above this symbol, or in the rightmost slot of the Unrest Track, the player cannot build Palaces in that Region.



Example: *The player builds 1 palace in Region 4. He must remove 2 Workers from Region 4, and 1 from a different Region of his choice. He chooses Region 5. There are no more available value-3 Unification Markers on the gameboard, so he does not take any. He has 6 cards on his player board, so he scores 6 VP.*





Build 1 Wall

There are 3 Wall sites identified by these symbols. Each Wall site has 2 sections, each one associated with a Wall tile.





The player must build 1 Wall in a single section.

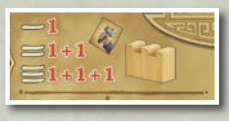
The player declares in which section he wants to build the Wall, then he:

1. Must **place 1 of his Walls from his supply on the gameboard on an empty slot** of his choice of that section. Each section has 3 slots. Only 1 Wall can occupy each slot. **A single player cannot have more than 1 Wall on the same section.** If there are no more available slots, it is not possible to build a wall in that section.

   Reminder: Walls in the player supply are limited to the quantity provided. If all of a player's Walls are already on the board, the player cannot perform this action.



2. Must remove from his player board **1, 2, or 3 Workers** (according to how many rods are depicted on the slot where he placed his Wall), placing them back in the general supply. If he must remove 2 or 3 Workers, they all must come **from <u>different</u> Regions**.



   Note: The walls are not related to any Region, so the player may choose from which Regions to take the Workers (provided they are all from different Regions).



Note: At the **end of the game**, he will score VP according to the position of his Wall (slots with more rods are worth more points) and how well he meets the criteria shown on the associated tile (see page 16 for details).

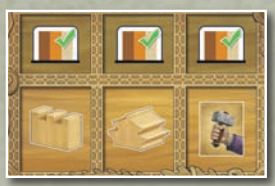
Card Abilities Activation

As stated before, any Court Action can be performed with any card (regardless of its color, number, or ability).

However, **based on the activation number of the played card**, **after** he has performed the chosen Court Action, the player **may** also **activate the abilities of one or more of his cards** on his player board, if any.
The player can decide the order of activation. The ability is depicted on the top part of the card. Activating an ability allows the player to obtain the bonus depicted on the right side of the ability (see page 15).

Activating an ability requires 2 conditions:

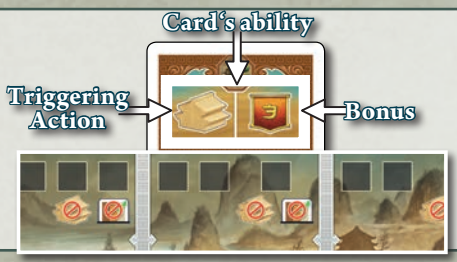
- The played card (i.e. the one just placed on top of the pile in the Court Area) has the appropriate activation number (see below); and
- The player performs the triggering Court Action (depicted in the left side of the ability).



To activate the abilities triggered by the actions "Build 1 Wall", "Build 1 Palace", or "Hire Workers", the played card (i.e. the one just played on top of the pile in the Court Area) must have an **HIGHER** activation number than the card immediately below it.



To activate the abilities triggered by the actions "Recruit 1 Official", or "Install 1 Governor", the played card (i.e. the one just played on top of the pile in the Court Area) must have a **LOWER** activation number than the card immediately below it.



***Example**: To activate the ability of this card, the activation number of the played card must be HIGHER than the number of the card below it, AND the player must perform the "Build 1 Palace" Court Action. If he does this, he scores 3 VP.*

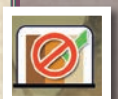




Attention!

- The **color** and the **ability** of the **card played on the Court Action** are always **irrelevant**.
- The activation number of the card played on the Court Action is only relevant for the activation of the ability on the player board, but does not affect the possibility of performing any of the 6 Court Actions of the player's choice (any Court Action can be performed with any card). So, the player can, for example, perform the "Install 1 Governor" action playing a card with a higher number than the card below it. He performs the action as usual, but he does not activate any of his cards' abilities.
- If the player performs a certain Court Action, and he does not have any card's ability triggered by that Action, he just ends his turn after performing the Court Action.

Note: If it is the first card played on the Court Area, the player can decide the value of the initial number (the X depicted on the slot).
Note: The "Re-assign Officials" action does not trigger any card ability.

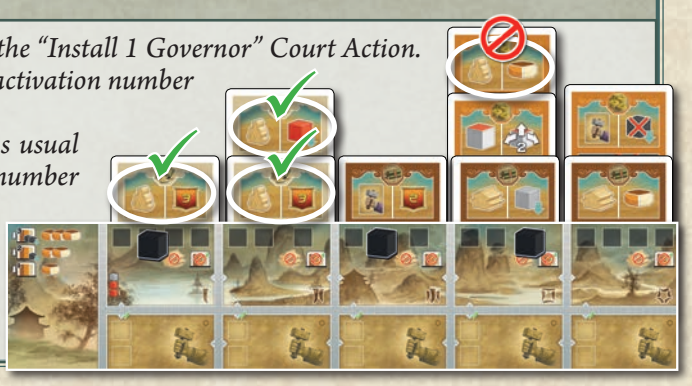


Important! If, in a Region of his player board, the black cube is placed in the rightmost slot of the Unrest Track, the player cannot activate the cards of that Region.
Reminder: If the black cube is placed in the rightmost slot of the Unrest Track of a Region, he also cannot build palaces in that Region (see page 10).





***Example:** The player declares he wants to perform the "Install 1 Governor" Court Action. The activation number of the played card is 40. The activation number of the card below it is 70.*
He then performs the "Install 1 Governor" action as usual AND, since the played card has a lower activation number than the card below it, he could also activate all the abilities of his cards triggered by the "Install 1 Governor" action.
Regardless, he cannot activate the card in Region 4 because the black cube is on the rightmost slot of that Region's Unrest Track.



Phase 3: Unification Rewards

When all players have played all 6 of their cards, Phase 2 ends, and the Unification Rewards phase begins.

Starting with Writing (Ivory), then Currency (Orange), and finally Laws (Brown), a reward is given to the player who contributed most to the unification of that aspect (i.e. the one with the most Unification Markers in that color).



Rewards are listed in the Rewards Area of the gameboard, and will be assigned according to:

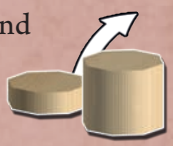
◊ The aspect (for each aspect, rewards are listed on the corresponding row), and

◊ The round (rewards for the 1st round, are listed on the 1st column from the left, rewards for the second round, on the 2nd column, and so on).



Players add up the values of their Writing Unification Markers (Ivory octagons).
Reminder: Short octagons are worth 1 each, tall octagons are worth 3 each.
To be eligible for the reward, a player must have at least 1 Unification Marker of that color. If no player has Markers of that color, the corresponding reward won't be assigned.

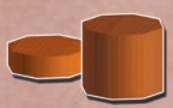
The player with the highest value in Writing Unification Markers must now declare if he wants to accept the reward, or to pass (in case of a tie, see "Tiebreaker" below). Note: In order to accept it, he must be able to actually take the full reward.





- If he accepts the reward, he **must** give back **all** of his Ivory octagons (value-1 go to the general supply; value-3 to the gameboard), and **must** take the reward. He then moves his disc from its current position to the current Round column in the slot of the reward he just accepted.
- If he passes (because he cannot or does not want to take the reward), he keeps his octagons, he does not take any reward, and does not move his disc.
- After he passes, the player with the second-highest value can choose if he wants to accept the reward or to pass. This goes on until the reward has been assigned, or all players have passed.

Example: *1st Round*
Red *has the most Writing markers. He accepts the reward, and moves his disc to the corresponding slot.*





Then, follow the same procedure for Currency (Orange) and Laws (Brown).
Note: A player might earn more than one reward in the same round. In this case, he moves his disc to the most recently taken reward slot.



Tiebreaker:

In case of a tie, tiebreaker order is as follows:

- Discs in the Rewards track — top to bottom, then
- Discs in the current Round column — top to bottom.

Example: *Current tiebreaker order is* **Blue**, **Yellow**, **Red**, **Purple**.

New 1st Player:

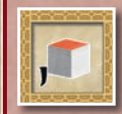
After all 3 aspects have been checked, **return all the discs to the Rewards Track, according to the current tiebreaker order**. The player with the disc in the topmost slot will be 1st player for the next round.

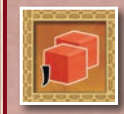


Example: **Blue** *is the new 1st Player.*

Note: At the **end of the game**, each Unification aspect will be scored one at a time .
For each aspect, VP will be assigned for having the majority of Unification Markers in that color. See page 14.

Available rewards:


The player takes 1 Official of his choice from his supply and places it on his player board in the Governors area of the Region depicted on the slot;


The player takes 2 red Officials from his supply and places them on his player board in the Governors area of the Region depicted on the slot;


The player takes 2 gray Officials from his supply and places them on his player board in the Governors area of the Region depicted on the slot;


The player takes 2 Workers from the general supply and places them on his player board in the Workers area of the Region depicted on the slot (regardless of whether there are any officials there). The level of unrest does not increase.


The player installs 1 Governor. He does not remove the officials. Governors rewarded in Round 3 and 4 must be placed on the gameboard in player's choice of 1 of the 2 depicted Regions; a Governor rewarded in Round 5, in a Region of the player's choice.


The player builds 1 Wall. He does not remove the Workers.


The player builds 1 Palace. He does not remove the Workers. Note: He does not take the value-3 Unification Marker.

Note: All other rules still apply.


1st to 4th Round: After Phase 3, move the round marker 1 step to the right to indicate the number of the Round that is about to start, and then start the next Round.
5th Round: After Phase 3, the game ends (see page 14).

Tasks: *The Emperor wants Palaces to be built and Governors to be installed in certain Regions, and Walls to be built at specific Wall sites.*

On the rightmost side of the gameboard, there are 2 Tasks sections. Each section has 1 Wall, 1 Palace, and 1 Governor Task.



Each tile has 2 to 4 symbols (either a Region or a Wall Site symbol). In order to accomplish the task, the player must have **at least 1 corresponding item** (Governor, Palace, or Wall) on the gameboard **in each of the locations as indicated by the symbols.**



Example:
To accomplish this task, the player must have at least: 2 Walls at the turquoise Wall site (1 on each section), and 1 Wall at the gold Wall site.



Example:
To accomplish this task, the player must have at least: 1 Palace in Region 1, 1 Palace in Region 2, and 1 Palace in Region 5.



At the end of his turn (in addition to the performed action), or after accepting a Unification reward, the player can declare an accomplishment of 1 or more tasks.

For each accomplished task, he then places 1 of his discs in the first available slot (from left to right) of the corresponding task slot. Only 1 disc can occupy each slot. A single player cannot have more than 1 disc on the same task.

Note: The tiles depict a minimum requirement (i.e. it is perfectly fine if the player has more items than the ones depicted on the tile, either in the same or different Regions or Wall Sites).

Note: Sometimes a player may forget to claim a task he has accomplished. In this case, it is ok to claim it on a later turn (regardless of the performed action or the taken Reward).

Note:
At the **end of the game**, the player will score VP according to how many discs he has in each section (see page 14).

End of the Game

After the 5th round, the game ends. Players receive VP for:

1. Majorities of Governors in each Regions



Each Region is scored one at a time.
In each region, VP will be assigned for having the majority of Governors there.
The player with the most Governors in the Region will score 9 VP plus 3 VP for each of his Governors in that Region. In case of a tie, the points will be split (rounded down) by the tied players.

***Example**: Region 1:* **Red** *has 2 Governors, and* **Blue** *has 1.* **Red** *scores 15 VP: (9VP + 3VP + 3VP).*
***Example**: Region 4:* **Red** *has 1 Governor,* **Yellow** *has 1, and* **Purple** *has 1. Each scores 4 VP: (9VP + 3VP)/3.*

2. Majorities of Unification Markers in each of the 3 aspects



The player that has the most Writing markers will score 5 VP, the player that has the most Currency markers will score 6 VP, and the player that has the most Laws markers will score 7 VP.
Players do not move their discs. In case of a tie, the tied player with the topmost disc in the Rewards Track is the winner.

3. Their discs in the Tasks sections

For each section, the player will check if he has 1, 2, or 3 discs. He then scores his discs in that section as follows:

- The VP depicted below his disc, if he has 1 disc in that section;
- 2 times the VP depicted below his discs, if he has 2 discs in that section;
- 3 times the VP depicted below his discs, if he has 3 discs in that section.





***Example: Upper section**:* **Blue** *has 1 disc in the 5VP slot of the Governor task, and 1 disc in the 2 VP slot of the Wall task.*
***Lower section:** he has 1 disc in the 3VP slot of the Governor task.*
He scores a total of 17 VP: 14VP for his discs in the upper section (5VP + 2VP)×2 plus 3VP for his disc in the lower section.

4. Their Walls on the gameboard (see page 16).

The winner is the player with the most VP.
In case of a tie, the tied player with the topmost disc in the Rewards Track is the winner.

Variants

Each variant may be used independently

Phase 1 - Draw Cards: 1st to 4th Round: From each deck, each player draws 3 cards, takes 2 of his choice into his hand, and discards the other 1 face-down. All the discarded cards are then shuffled together and placed face-down at the bottom of the corresponding deck. 5th Round: Each player draws 2 cards from each deck and takes them into his hand.

Player order: Phase2 - Play Cards: The position of the discs in the Rewards Track determines the turn order (instead of the clockwise turn order).

Unrest - Hire Workers: The player must increase the level of unrest in the Region by 1 for each Worker he just hired.

Strategic tips

One of the most important aspects you need to pay attention to is the balance between the cards you play on your player board, and the cards you play on the gameboard.

The more cards you play on your player board, the more "powerful" the Court Actions could be when you perform them, but, at the same time, the fewer cards you have left to play on the gameboard to actually perform the Court Actions and trigger the abilities.

We suggest, especially for the first game, playing 3 or 4 cards on your player board in the first round before starting to perform the Court Actions.

Also, if you plan to activate the abilities triggered by a certain Court Action, you should pay attention to the colors of the cards your opponents still have in their hand.
For example, if you plan to activate the abilities triggered by the "Build 1 Palace", it may be useful to keep a selection of high-numbered cards in your hand, instead of playing them on your player board, especially if your opponents still have Brown cards in their hand.

Activating the abilities as many times as you can is obviously something you should aim to do, but try to not get hung up on the idea that it is mandatory to win. Sometimes it is more useful to perform the Court Action in that very moment (for example to build a Palace or Wall before all the slots are gone), even without activating the corresponding abilities, rather than losing the time it takes to activate them.

It is also important to consider the Tasks' requirements, because they could be a very useful strategic guide when deciding where to build your Walls and Palaces or where to install your Governors.
The more discs you have in a section, the more VP you will earn, so, to decide which tasks you want to accomplish, we suggest you concentrate on one section at a time.

Card Abilities - Bonuses



Each card's ability is triggered by a specific Court Action (depicted on the left side) and gives a bonus (depicted on the right side) when activated (see page 11). The player can choose the order of activation.



The player may take 1 value-1 Unification Marker of his choice from the general supply. If he cannot because the supply has no value-1 Unification Markers left, he gains 1 VP.



The player may spend up to 2 re-assignment points, following the usual rules.



The player scores the indicated VP (2 or 3 depending on the card).



The player may take 1 Worker from the general supply and place it on his player board, in the Workers area of the same Region as the card.
The level of unrest does not increase.



The player scores VP equal to the total number of cards placed on his player board (regardless of their Region)in the indicated color (Ivory, Orange, Brown).



The player may decrease by 1 the level of unrest in a Region of his choice.
He moves the black cube 1 step to the left (or places it back in his supply if it was in the leftmost slot).



The player may decrease by 1 the level of unrest in the same Region as the card.
He moves the black cube 1 step to the left (or places it back in his supply if it was in the leftmost slot).



The player may move 1 Worker from the Workers area of a Region of his choice, to the Workers area of an adjacent Region.



The player may take 1 Official of the indicated color (red, gray, or white) from his supply, and place it on his player board, in the Governors area of the same Region as the card.

Player boards - B-sides abilities



When the player performs the "Hire Workers" Court Action, he hires 1 additional Worker in the same Region.
He may then spend 1 re-assignment point, following the usual rules.
Reminder: In order to hire workers in a region, there must be at least 1 Official in the Workers area of that Region.
After the player performs the "Install 1 Governor" Court Action, he may move 1 Worker from the Workers area of a Region of his choice, to the Workers area of an adjacent Region.



After the player performs the "Build 1 Wall" Court Action, or the "Recruit 1 Official" Court Action, he may take 1 value-1 Unification Marker of his choice from the general supply.
If he cannot because the supply has no value-1 Unification Markers left, he gains 1 VP.



After the player performs the "Re-assign Officials", or the "Build 1 Wall" Court Action, he may decrease the level of unrest in a Region of his choice in order to place 1 Worker from the general supply in the Workers area of the same Region.
He cannot place the Worker in a Region without actually decreasing the level of unrest in that Region.



After the player performs the "Recruit 1 Official" Court Action, he may spend up to 2 re-assignment points, following the usual rules.
After the player performs the "Install 1 Governor" Court Action, he may move one of his Governors placed on the gameboard (including the one just placed) from a Region of his choice to the open area of an adjacent Region. The freshly moved Governor does not take any bonus, and does not allow the player to decrease the level of unrest of the Region into which he moved.

Note: Player board's abilities are always active (regardless of the activation number on the played card). The player can choose the order of activation between them and the abilities of the activated cards on his player board, if any.

Wall Tiles



Each Wall section on the gameboard is associated with a Wall tile. Each player will score VP at the end of the game according to the position of each of his Walls (i.e. whether it is in the 1-rod slot, the 2-rods slot, or the 3-rods slot), and how well he meets the criteria depicted on the associated Wall Tile.

The bottom of each tile shows 3 levels of VP. The player scores the VP depicted on the left, middle, or right, respectively if his Wall is in the 1-rod slot, the 2-rods slot, or the 3-rods slot of the associated section.

According to the position of his Wall, the player receives:



1, 2, or 3 VP for each Region of his player board where the Unrest Track is empty.



1, 2, or 3 VP for each Region of his player board where the total number of Officials (Governors area plus Workers area) is greater than or equal to the level of unrest.



2, 3, or 4 VP for each Region of his player board where there is at least 1 gray Official (either in the Governors or in the Workers area).



2, 3, or 4 VP for each Region of his player board where there is at least 1 red Official (either in the Governors or in the Workers area).



2, 3, or 4 VP for each Region of his player board where there is at least 1 white Official (either in the Governors or in the Workers area).



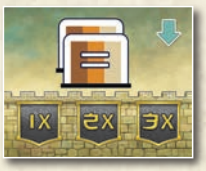
5, 10, or 15 VP minus the total unrest of all the Regions of his player board.



2, 3, or 4 VP for each set of 3 cards of different colors on his player board (regardless of their region).



2, 3, or 4 VP for each Region of his player board where there are 3 cards (regardless of their colors).



1, 2, or 3 VP for each Region of his player board where there are at least 2 cards of the same color.



1, 2, or 3 VP for each Region of his player board where there is at least 1 Orange card.



1, 2, or 3 VP for each Region of his player board where there is at least 1 Brown card.



1, 2, or 3 VP for each Region of his player board where there is at least 1 Ivory card.

Authors: Marco Canetta and Stefania Niccolini
Artwork: Mariano Iannelli
Rulebook editing:
Nathan Morse, Paul Grogan, Victoria Strickland, Oliver Brooks.

"Thanks to Mariano and Veronica for the huge amount of work done and for their friendship. Working with them has been a wonderful experience.

Thanks to our son Iacopo, from whom the first spark of this game came from, and who helped us in its development. Thanks to our daughter Alessandra for the patience during play-tests (it's hard to stand such determined parents who don't want to let you win).

A huge thanks to Amedeo Abbamondi and to the Club 63, to Irene Randazzo and Marco Riccomini, to Valentina Mameli and Mirco Veschi, to Andrea Buonamini, to Lucrezia Romano, and to Damiano Bianchi. Finally, thanks to all the people who played the several versions of our game with us." Marco Canetta & Stefania Niccolini

Our thanks also to: Anton Katzer, Jannis Kiesewalter, Stephan Bittner, Kristina Meyer, Matthias Nagy, Andrea Bree-Nagy, Rik Königsmann, Steffi Balzerkiewicz, Christian Baumert, Friedrich Jakobs, Paul Grogan, Oliver Brooks and all other playtesters for their great support and precious suggestions.

Questions, comments, suggestions can be addressed to: zhanguo@whatsyourgame.eu
www.whatsyourgame.eu
www.facebook.com/whatsyourgame.eu
www.twitter.com/WhatsYourGameEu
© 2014 What's Your Game GmbH
All rights reserved by What's Your Game GmbH