



IN THE YEAR OF THE DRAGON



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

(Confucius, 551-479 B.C.)

THE GOAL

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

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

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

GOAL

Players take on the role of ancient Chinese nobles

Loyal courtiers help navigate the troublesome events that befall their provinces

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

CONTENTS

1 Game Board

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

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

66 Palace Floors

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

26 Rice Tiles

14 Fireworks Tiles

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

8 Privilege Tiles (5 small, 3 large)

7 Action Cards

5 Dragons (1 per player)

5 Stands (1 per dragon)

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

5 Person Markers (round markers, 1 per player)



For **"The Great Wall of China"** expansion:

1 action card ("building the wall")

30 wall tiles (6 per player)

For **"The Super Events"** expansion:

10 small "corners"

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

