

# TIANXIA

The cover art for the Tianxia Rulebook features a vibrant, stylized illustration of a traditional Chinese landscape. In the foreground, several figures in traditional attire are positioned on a stone wall, looking out over a sprawling city. The city is characterized by numerous buildings with red-tiled roofs and is surrounded by lush greenery and mountains. A large, ornate title 'TIANXIA' is prominently displayed at the top, with a sword hilt and blade integrated into the lettering. The overall scene is bathed in a warm, golden light, suggesting a sunset or sunrise.

RULEBOOK



# INTRODUCTION

## HISTORICAL SETTING

The Warring States period was a pivotal era in Chinese history, marked by constant warfare, significant bureaucratic and military reforms, and the consolidation of power among rival states. The game is set around 260 BCE, a time when the seven warring kingdoms—Yan, Zhao, Han, Wei, Qi, Chu, and Qin—were locked in fierce conflict, both against each other as well as against nomadic groups like the Xiongnu, who posed a threat from the north.

Although sections of the Great Wall of China had been constructed as early as the 8th century BCE, the later years of the Warring States period saw a surge in defensive building projects. Before the Qin ultimately unified the kingdoms, extensive fortifications, watchtowers, and new sections of the wall were erected to bolster defenses.

## GAME OVERVIEW

In *Tianxia*, players take the role of leaders of noble families who want to earn prestige, as well as favors from the powerful rulers that govern the seven Warring Kingdoms.

The game lasts four rounds, in which you install Governors in the regions, bolster the power of rival ruling houses and thus their favor. You also sell goods to merchant ships that sail the Chinese shores to gain wealth and various other benefits. Nevertheless, you must not forget about the nomadic warriors who pose a constant threat on the northern borders of the seven kingdoms. Thus, you must train soldiers and build walls and towers to weaken the invaders and protect your interests, earning prestige in the process. Each round the Nomads (Xiongnu) advance toward the borders of the seven kingdoms and gather even larger numbers. When they reach the border a battle takes place that affects all players.

At the end of the game, the player who was the best governor, politician, merchant, and protector becomes the winner!

## GAME COMPONENTS

FOR 2-PLAYER AND SOLO COMPONENTS, SEE 2-PLAYER AND SOLO RULEBOOK



1 double-sided  
Main board



4 double-sided  
Player boards



3 Barges



6 Starting Supply  
tiles



5 Palace Banner  
tiles



10 Income Building  
tiles



18 Passive Building  
tiles



6 Starting Building  
tiles



12 Additional Cost  
tokens



4 Port Demand  
tiles



18 Ship tiles



32 Demand tiles



28 Palace Bonus  
tiles



52 Regular Bonus  
tiles



16 Easy Nomad  
attack cards



16 Normal Nomad  
attack cards



28 Objective  
cards



4 Player aids



4 Nomad  
Chieftains



4 Nomad  
Strength markers



4 Defense  
markers



9 Neutral  
Meeple



4 50/100 Prestige  
points tokens



4 150/200 Prestige  
points tokens



75 Resources:  
25x Stone, 25x Rice, 25x Wood



60 Goods:  
20x Silk, 20x Helmet, 20x Jewelry



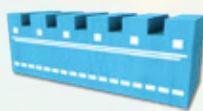
40 Coins:  
30x "1" and 10x "5"

Resources, Goods, and Coins are considered unlimited. Should they run out, use any necessary substitute.  
All other game pieces are strictly limited, if they run out you may not use replacements.

### IN EACH PLAYER COLOR:



16 Meeple



6 Walls



2 Towers



3 Action markers



1 Turn Order marker



1 Scoring  
marker



4 Palace tracks  
markers



7 Shipping  
markers



7 Delivery  
markers



1 Bonus Shipping  
tile



1 Double Tower  
tile



#### LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proof reading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

#### Missing or damaged components:

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:





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## GAME SETUP




Before your first game, carefully punch out all cardboard components from the punchboards.

Then, assemble the Barges according to the instructions provided on page 7 of the Solo mode rulebook.

1. Place the Main board in the play area on the side corresponding to the number of players (indicated in the lower right corner).
2. Place the Barges on the Main board, each on the slot matching the printed Resource.
3. Place all Neutral Workers in their dedicated area below the Barges on the Main board.
4. Prepare the Buildings:
  - Shuffle **all Income Building** tiles (with black roofs and a cost on top) and draw 4 of them.
  - Shuffle **all Passive Building** tiles (with red roofs) and draw 8 of them.
  - Shuffle the **12 drawn tiles**, then one by one randomly place them face up on the indicated spaces of the Main board.
  - Return all remaining Building tiles to the box.
5. Separate the Palace Bonus tiles from the Regular Bonus tiles. If you are playing a 2/3-player game, return the Palace Bonus tiles with a ♦ symbol to the box. Then:
  - Shuffle each type separately.
  - Randomly place a Palace Bonus tile face up on each dedicated space of the Palace tracks (5A). Return any remaining Palace Bonus tiles back to the box.
  - Randomly place a Regular Bonus tile face up under each Building tile (5B).
  - Create 4 face down stacks of Regular Bonus tiles on the Round track. Each stack must have exactly one more tile than the number of players (i.e., 4 tiles in a 3-player game)(5C).
  - Place the remaining Regular Bonus tiles face down in the general supply near the Main board (5D).
6. Place the “any track” Palace Banner tile  on the *Train Soldiers/Fortify* action space (6A). Then, randomly place remaining Palace Banner tiles  face up on each space indicated by the  icon on the Main board (6B).
7. Randomly place a Port Demand tile face up on each space indicated by the  icon on the Main board.
8. Shuffle all Ship tiles and place them in a stack face down next to the Main board. Draw a Ship tile and place it face up next to each Port on the right edge of the Main board (8A).
9. Shuffle all Demand tiles and place them in a face down stack next to the Ships stack. Draw a Demand tile and add it face up to each Ship tile (9A).
10. Place all Coins, Resources (Stone, Wood, Rice), Goods (Silk, Helmet, Jewelry) and Additional Cost tokens in the general supply next to the Main board.
11. Shuffle all Objective cards and place them in a face down deck next to the Main board.

12. Place a Nomad Chieftain on the starting space  of each attack path.
13. Place a Nomad Strength marker on each Nomad Strength track on the space next to the . Place Defence marker on “0” on each Nomad Strength track.
14. Select the Difficulty: Easy  or Normal . Take the appropriate Nomad attack deck, shuffle it, draw 4 cards (do not reveal them!), and stack them face down on the indicated space  of the Main board.

## PLAYER SETUP

15. Randomly determine the First player.
16. Shuffle all Player boards, and randomly give 1 to each player.
17. Each player:
  - Chooses a color and takes all components of that color.
  - Chooses a side of the Player board, and places it in front of them. Each side of the Player boards has a different set of Merchant actions.
  - Places Walls and Towers on the indicated spaces of their Player board (17A).
  - Places their Turn Order marker on the Turn Order track, according to the order (the First player places it on the 1st space, and the remaining players in clockwise order place theirs on the consecutive positions) (17B).
  - Places their Scoring marker on the “10” space of the Scoring track on the left side of the Main board (17C).
  - Places a Palace track marker at the bottom of each Palace track (17D).
  - Places their Bonus Shipping tile on the topmost space of the Black Palace track, and Double Tower tile on the top of the White Palace track (17E).
  - Places all remaining components of their color next to their Player board to form their personal supply (17F).
  - Draws 3 Objective cards (17G).
  - Takes Coins as follows (17H):
    - 1<sup>st</sup> player - 2 , 2<sup>nd</sup>/3<sup>rd</sup> player - 3 , 4<sup>th</sup> player - 4 .
18. Take a number of Starting Building tiles equal to the number of players plus one and display them. Repeat this step with Starting Supply tiles, placing one of them below each Starting Building tile.
19. In reverse Turn order, each player chooses one set of a Starting Building tile with a corresponding Starting Supply tile. Then they immediately take the Resources and/or Goods indicated by the Supply tile. When all players have made their choice, return the remaining tiles back to the game box.
20. If there are fewer than 4 players, place Palace track markers of an unused color on the 4th step of each Palace track.

**Important:** There are additional setup steps and rules for 2-player games. You can find them in the 2-player/Solo mode rulebook.







# KEY CONCEPTS

## BUILDINGS

There are two types of Buildings in the game:



**Income Buildings** that provide a benefit immediately when claimed, and during the Income phase of each round.



**Passive Buildings** that have an ongoing effect. If the effect of a Building is triggered by performing an indicated action, you may resolve the effect directly before or after the action.

All Buildings are described in detail in the Appendix on pages 14-15.

## RESOURCES AND GOODS



There are 3 different Resources in the game: Wood, Stone, and Rice. Wood is mainly used to install Governors in Buildings, Stone is mainly used to build Fortifications, and Rice is mainly used to train Soldiers. Resources are usually acquired through Income Buildings, or by sending Workers to the Barges.

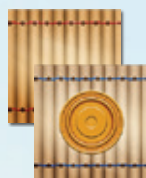


Prestige Points determine the winner of the game. They are divided into 2 categories: immediate points and end-game points. Then, there are Coins that are useful for various actions and can prevent a loss of Prestige Points when the Nomad attack would breach the Walls and get too far (see *Attack phase on page 11*).



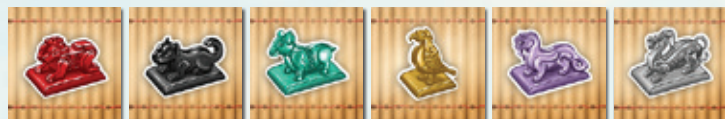
There are also 3 different Goods in the game: Silk, Helmet, and Jewelry. Goods can be obtained by performing the Exchange action in certain regions of the Main board. They are mainly used when performing the Shipping action to obtain Coins, Prestige Points, and various other benefits.

## BONUS TILES AND JADE FIGURINES



Bonus tiles are divided into two categories: tiles that provide a one-time benefit, and Jade Figurines. Whenever you gain a Bonus tile with a one-time benefit, keep it in your supply—you may use it as a Free Action at any time during your turn (for details see page 13).

There are 6 kinds of Jade Figurines and they are not equally distributed among the Bonus tiles. Their number may differ between various player counts, but generally, the order from the most common to the rarest is:



Whenever you gain a Jade Figurine, you must immediately place it on your Player board, in the topmost available space. You may never pick up a Jade Figurine of the kind that is already on your Player board. In a case in which you would have to take it when installing a Governor, discard it instead.

Jade Figurines allow you to spend Coins in order to advance on Palace tracks while you perform a Pass turn, and provide Prestige Points at the end of the game (see *Final Scoring on page 12*).

## PALACE TRACKS



The Palace tracks indicate your relation with the 4 Dynasties. There are multiple ways to advance on the tracks. They provide you with benefits as you reach certain spaces:

- The 5<sup>th</sup> and 10<sup>th</sup> spaces of each track offer a one-time benefit to each player that reaches them (see *Appendix on page 19*).
- The 3<sup>rd</sup> and 7<sup>th</sup> spaces of each track contain the Palace Bonus tiles. When you reach these spaces you must immediately choose and take one of the tiles (if there are any still available).

The Palace tracks also provide you Prestige Points at the end of the game (see *Final Scoring on page 12*).



## MEEPLES

Meeples play a different role depending on the space they occupy:



Soldier - the meeple on the Wall section.



Governor - the meeple next to the Building.



Worker - the meeple on the Barge.



Merchant - the meeple next to the Merchant action on a Player board.

You are not allowed to remove Soldiers (👤), Governors (👑), and Workers (👷), unless a game effect says so (*i.e. during a Battle*). However, Merchants (👤) may be returned to your supply even without triggering the Merchant action at any time during your turn.

## NOMAD ATTACK CARDS

Each round, you draw one Nomad attack card and adjust the position and strength of the attacking armies depending on the depicted values. There are 4 Wall sections and paths on which the Chieftains move forward: 🏔️, 🏔️, 🏔️ and 🏔️.

Each section has its own Strength track (📊) on its right side. If the Chieftain 🏔️ reaches the 🏔️ symbol on the track, the Battle occurs at the end of the current round.

Defending the regions is one of the main ways to gain Prestige Points.

**Important:** In the 4th round, the Chieftains advance 2 steps more than the depicted value! This means that there are higher chances of multiple Battles taking place right before the end of the game.

## ROUND OVERVIEW

The game is played over 4 rounds. Each round is divided into the following phases:

1. **Setup** phase
2. **Income** phase
3. **Action** phase
4. **Attack** phase
5. **Cleanup** phase

In the 4th round do not perform the Cleanup phase. After the Attack phase, proceed directly to Final Scoring.

Draw the top card from the Nomad attack deck. Each Chieftain 🏔️ advances according to the values in the top row of the card. If the value of steps exceeds the available spaces, the Chieftain advances only as far as possible and stops at the Battle space 🏔️. Then, increase the Nomad strength 📊 at each Wall section according to the values in the bottom row of the card. If the value of 📊 exceeds the track, Nomad Strength marker advances only as far as possible.

## SETUP PHASE

Display the Bonus tiles from the leftmost stack placed on the Round track.



**Example:** According to the revealed card, Nomad Chieftain in the 🏔️ section advances 4 spaces. His Strength marker increases by 1. Nomad Chieftains and Strength markers in other 3 sections (🏔️, 🏔️, 🏔️) advance by their own values.



## INCOME PHASE

Resolve the following steps in the following order:

- (skip this in the first round)* For each of your Workers on a Barge, take a Resource of the corresponding type.
- gain the benefits depicted on each of the Income Buildings on the Main board with your Governor and from the Income Building on your Player board.
- (skip this in the first round)* In a 2- or 3-player game, add 1 Neutral Worker to each Barge, placing them from the left and pushing all other Workers to the right. Whenever this causes one of your Workers to “fall” out of a Barge, return the Worker to the Player board as a Merchant. Players may place a Merchant in any empty space next to the Merchant action.

Whenever a Neutral Worker leaves a Barge, return it to its dedicated space on the Main board.



**Example:** In the Income phase on the second round, the Orange and Blue players gain 1 Stone, 1 Rice, and 1 Wood, while the Purple player gains 1 Stone and 1 Wood.



Then, the Neutral Workers are added to the Barges. The Purple Worker falls from the first Barge **A1** and is placed as a Merchant on the third Action of their Player board **A2**. Similarly, Orange also falls from the third Barge **B1** and becomes a Merchant on their first Merchant Action **B2**.



## ACTION PHASE

Starting with the First player and continuing in Turn order, players take actions until all players have passed.

Player resolves one of the following types of turns:

- REGION
- MILITARY
- BARGE
- PASS

### FREE ACTIONS

Additionally, you may perform any number of Free Actions at any time during your turn:

- Discard 1 Action marker to gain 2 Coins.
- Use a Bonus tile (from your supply), gaining all applicable benefits, then flip it to mark that it was used.
- **Do not discard it**, as some effects in the game may reactivate Bonus tiles and some Objective cards also score for them.
- Discard an Objective card to gain all the benefits indicated on the top part of the card. Place discarded cards in the discard pile by the Objective deck next to the Main board. Whenever the Objective deck becomes empty, shuffle the discard pile to create a new Objective deck.
- You may return a Merchant from your Player board back to your supply.
- If you have Merchant meeples on all spaces next to the Merchant action, you may return them to your supply and resolve that action's effect (*see Appendix on page 18-19*).

### REGION

This type of a turn takes place in the map section of the Main Board:



Select one of the 7 regions on the map, and if there are other Action markers there, you must also pay 1 (to general supply) for each of the Action markers already present. Place your Action marker on the Action space (on top of the other Action markers, if any are present).






Then in any order:

- If there is an additional benefit printed next to that Action space, gain that benefit.
- You may advance 1 step on the Palace track marked by the Banner in that region, gaining all the applicable benefits.
- Take one of each type of possible actions in that region. Taking an action is optional, as long as you resolve at least 1 action.



## INSTALL A GOVERNOR ACTION









Perform the following steps in order:

1. Select a Building in the chosen region with the available Meeple space.
2. Pay the depicted cost of that Building in , plus 1 extra  for each wood printed on the space you place your  onto. If there is an Additional Cost token next to that Building, you must also pay 1 additional .
3. If there is a Bonus tile next to this Building, take it.
4. Place your Meeple next to that Building. It becomes a .
5. If this is an Income Building, immediately resolve its effect.

**Important:** Each player may only have 1 Governor next to the Building.





## EXCHANGE ACTION



Allows you to convert Resources into Goods as follows:

- In the **Qin** region, you may convert up to 4  into an equal number of .
- In the **Wei** region, you may convert up to 4  into an equal number of .
- In the **Zhao** region, you may convert up to 4  into an equal number of .
- In the **Han** region, you may pay up to 4  to gain that many  of your choice (in any combination).

## SHIPPING ACTION

Allows you to trade with a Ship in the Port of that region. You may do Shipping actions in **Yan**, **Qi**, and **Chu**. To perform this action:

1. Select a Ship in the chosen region with at least one available Delivery space.
2. Place a Shipping marker in the Port area of this region.
3. You may place as many Delivery markers as there are available spaces on the selected Ship (as long as you have enough  to spend).
4. For each Delivery:
  - Spend the  indicated on the Demand tile of this Ship (Note that the Demand tile always depicts , which indicates the type of  shown on the Port Demand tile in this region).
  - Place a Delivery marker on the Delivery space of this ship.
  - Gain the reward indicated on the Demand tile and the one covered by your Delivery marker (in any order).

 The Ship next to the  is not in any Port. You cannot deliver Goods to that Ship, unless the game effect allows you to do it.



**Example 1:** The Blue player chooses to take actions in the Wei region, and places their Action marker on the Action space there **A**. They advance 1 step on the black Palace track because of the Banner present in this region **B**.

Blue pays 2 Wood to install a Governor in the Income Building **C**. They immediately gain 1 Wood and 1 Coin. Blue also takes the Bonus tile with 2 Rice **D** and decides to use it, since they need Rice for the Exchange action.

Finally, they exchange 2 Rice for 2 Silk **E**.



**Example 2:** The Blue player takes an action in Yan. There is already 1 Action marker there since the Orange player visited this region earlier **A**, so Blue must spend 1 Coin to place an Action marker. Blue immediately gains a Resource of any kind; they choose Wood **B**.

First, Blue advances one step on the Red Palace track **C**.

Second, Blue makes a delivery to the Ship. They place a Shipping marker in the Port **D**. Blue spends 1 Silk (as the Port Demand tile indicates), 1 Jewelry, and uses their Bonus tile with any Good to gain 1 Coin and 5 Prestige Points **E**. Then, Blue places a Delivery marker in the only available space, gaining any Resource; they choose Wood again **F**.

Now Blue has 2 Wood needed for the Building (+ 1 Wood for the wood printed on the Governor's space). Blue pays the cost, and Installs a Governor **G**.



## MILITARY

This type of a turn takes place in the wall section of the Main Board:



Select one of the actions (Fortify or Train Soldiers) and then:

1. If there are other Action markers there, you must spend 1 Coin for each of the Action markers already present.
2. Place an Action marker on the Action space (on top of the other Action markers if any are present).
3. Advance 1 step on **any** Palace track, gaining all the applicable benefits.
4. Take the Fortify or Train Soldiers action.

### FORTIFY

You may build as many Walls and Towers as you want (and are able to). To do so:

1. Spend a number of depicted next to each Wall and/or Tower on your Player board (you must always build Walls and Towers in ascending cost order).
2. If you've built a Wall, place it on the dedicated leftmost empty space of any Wall section on the Main board. If you've built a Tower, place it on the dedicated, empty space of any Wall section on the Main board. Move the Defense marker in that Wall section(s) up twice for a Tower and once for a Wall.

Within a single action, you may build Walls and Towers across multiple Wall sections. If you do not have any more Walls and Towers on your Player board you are not allowed to take this action.



**Example:** The Orange player wants to build 1 Wall and 1 Tower, it costs them 7 . They advance 1 step on any Palace track. They place the first Wall in section and the second Tower in section . Orange adjusts the Defense markers in both sections accordingly: by 1 points in section and by 2 point in section .

### TRAIN SOLDIERS

You may train as many Soldiers as you want (and are able to). You must spend 2 per trained Soldier, then place that Soldier from your supply to the leftmost empty dedicated space in the Wall section of your choice. You are allowed to train and place Soldiers across multiple Wall sections. Move the Defense marker in that Wall section(s) up once per added Soldier.

If there are no more meeples in your supply, you may not train anymore Soldiers, although as the Free action at any time during

your turn you may return any Merchants from your Player board back to the supply.



**Example:** The Blue player trains 4 new Soldiers, it costs them 8 . They advance 1 step on any Palace track **A**. They place 3 of their Soldiers in section **B**, and 1 Soldier in section **C**. Blue adjusts the Defense markers in both sections accordingly: by 3 points in section **B1**, and by 1 point in section **C1**.

Defense markers are used to track the total defense against the Nomads in that section. They are not mandatory, but they are used for players' convenience.

## BARGES

**Important:** This action does not require an Action marker.

This type of a turn takes place in the river section of the Main Board:



Select one of the Barges and spend 1 . You must additionally spend 1 for each of **your** Workers present on the same Barge (if there are any). Place your Worker in the leftmost position of that Barge sliding the other Workers to the right. Immediately gain 1 Resource depicted on this Barge. Each Barge is limited to 3 Workers. If a Worker is pushed off the Barge, its owner places it as a Merchant next to the chosen Merchant Free action on their Player board.

During the Income phase you gain 1 indicated Resource for each of your Workers on the Barges.

If there are no more Workers in your supply you may instead place a Neutral Worker:

- The cost is calculated normally for your Workers on the Barge.
- You gain the indicated Resource immediately, but it does not influence your Income.



**Example:** The Purple player adds one of their Workers to the Stone Barge. They already have 1 Worker there, so they must pay 2 . Purple gains 1 and forces out their second Worker, moving it to their Player board as a Merchant.



## PASS

Resolve the following steps in order:

- Place your Turn Order marker on the topmost empty space on the Turn Order track for the next round.
- Take one of the available Bonus tiles below the Round track.
- If you have 1/3/5/6 Jade Figurines on your Player board, you may spend 1/3/5/8 Coins to advance 1/2/3/4 times on Palace tracks. You may choose a different Palace track for each advancement you gain this way. You gain all applicable benefits in the process.

**Important:** During the turn in which you pass, you may still perform Free actions.

Once you have passed, you may no longer take turns and must wait until all other players have also passed before moving on to the next phase of the round.




**Example:** The Purple player is the first to pass. They move their Turn Order marker to the first position of the Turn Order track for the next round.






Purple takes a Bonus tile with a Jade Figurine from the tiles available below the Round track. Purple may now pay 3 to advance 2 times on the Palace tracks.

## ATTACK PHASE

After all players have passed, the round moves into the Attack phase. Check the position of all Nomad Chieftains on their respective tracks. In every section where a Nomad Chieftain has reached the final space , you must resolve a Battle, as follows:


### 1. AWARD PRESTIGE

- Sum up the Strength of each player that contributed to the defense of that Wall section: each Tower counts as 2 Strength, each Wall and Soldier counts as 1 Strength.

- The player with the most Strength gains 7 Prestige Points , the player with the second most Strength gains 4 , and the player with the third most Strength gains 2 .
- Ties between players are broken by who has the leftmost Soldier in that section, followed by the leftmost Wall, followed by owning the Tower.

### 2. BATTLE



- For every **Tower** in the section, reduce the Nomad Strength marker by 2. For every **Wall** in the section, reduce the Nomad Strength marker by 1. If the Nomad Strength reaches 0, the Battle is won—immediately proceed to point 4 below.
- Starting with the leftmost Soldier in that Wall section and moving to the right, return to the supply Soldiers one by one, decreasing the Nomad Strength marker by 1. Repeat this process until either no Soldier remains or the Nomad Strength is reduced to 0.

**Each Soldier returned to a player's supply gains that player 1 .** Any remaining Soldiers are moved to the left without changing their order.


If the Nomad Strength reaches 0, the Battle is won—immediately proceed to point 4 below.

- If the Nomad Strength marker has not reached 0 by now, they have raided the lands. You must apply the Lost Battle resolution (*details below*).

### 3. LOST BATTLES

- Move the Nomad Chieftain along the path behind the Wall to the first Building tile.
- Return all the Governors from that Building back to the players' supplies.
- Add an Additional Cost token to that Building and replenish the Regular Bonus tile next to it (if the space is empty).
- Then, decrease the Nomad Strength marker by the number printed below that Building. If the Nomad Strength reaches 0, immediately proceed to point 4.
- If the Nomad Strength is still above 0, move the Nomad Chieftain to the next Building along the path and repeat points 3b, 3c and 3d. Repeat with the next Building if needed.
- If all Buildings were raided and the Nomad Strength has not yet reached 0, each player loses either 1  or 3  for each Nomad Strength remaining.

### 4. PROTECTED GOVERNORS

The player that gained the **most** Prestige Points during the first step of the attack gains 1 **additional**  for each Governor (no matter the owner) remaining on the attacked path.

### 5. NOMAD "RETREAT"

At the end of the Battle, no matter the outcome, return the Nomad Chieftain to the start of its track and reset the Nomad Strength marker by placing it on the space with the number of the next round. Then, check and reposition all Defense markers so they reflect the correct value depending on players' remaining pieces in each Wall section.



## CLEANUP PHASE







*(Skip the rest of this phase in the last round of the game)*

Perform the following points in the following order:

- Return all remaining Bonus tiles next to the Round track to the box.
- Each player takes back their 3 Action markers.
- All Ship tiles in the Yan region and all Ship tiles with all Delivery spaces occupied are discarded along with their Demand tiles. Return the Delivery markers from these Ships back to the players' supplies.
- Slide all remaining Ship tiles up until there are no empty Ports between them.
- Reveal new Ships from the top of the stack and place them in the empty Ports.
- Add a Demand tile from the top of the stack to each new Ship.
- Slide the Turn Order markers to the current Turn Order track (keeping their order).

## END OF THE GAME AND FINAL SCORING

The game ends after 4 rounds. Perform the final scoring as follows:

- Gain 1/3/6/10/15/21  if you have 1/2/3/4/5/6 Jade Figurines on your Player board.
- Gain 7/4/2  if you are 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> on a Palace track. Ties are resolved in favor of a player with the marker at the bottom (the first that moved to the space).
- Score up to 3 Objective cards you have left in your hand. If more than 1 Objective requires you to have components in the same areas, these components count for all of these Objectives.
- For every 5 ,  and  remaining in your supply (in any combination) gain 1 .




The player with the most Prestige Points is the winner of the game.

In case of a tie, use the following tie breakers, in order:



- Most built Towers.
- Most built Walls.
- Most Coins left.

If there is still a tie, tied players share the victory.






**Example:** There is a Battle in  section at the end of the second round. The Nomad Strength value is 10, while the defense value is 8 (2 for a Tower + 1 for a Wall + 5 for the Soldiers). Blue has the most Strength, so they gain 7 , and Orange being second gains 4 .




Blue also gains 4  from the effect of their Building in the Zhao region (2  for each Tower and Wall in the attacked section).



Then, all of the Soldiers are removed **A** so Orange gains 3 , and Blue gains 2 . The Nomad Strength now equals 2 **B**, so the Chieftain breaks through the Wall to Zhao region and attacks the first Building.

The blue Governor is removed **C**, the Bonus space next to the Building in Zhao is replenished **D** and the Additional Cost token is placed on top of the Building **E**. Then the Nomad Strength is reduced by 3 **F**, to 0, which means that the rest of the Buildings along the path are safe. The Blue player, being the main contributor to the defense, gains a bonus 2  for the remaining Governors in Wei region **G**.











The Chieftain is placed back on the starting space of its track and the Strength marker in this section is reset to the space marked with .



# APPENDIX

## BONUS TILES



	Jade Figurines. You must immediately place it on your Player board in a topmost empty corresponding space. You cannot take a Jade Figurine that you already have.
	Advance once on the appropriate Palace track.
	Advance once on any Palace track.
	Gain the depicted Resources/Goods/Coins/Prestige.
	Gain 2 different Resources.
	Gain any 1 Good.
	Spend 1 Helmet to place 2 Soldiers in any Wall section(s) for free.
	Spend 1 Jewelry to gain 5 Prestige Points.

	Spend 1 Silk to gain 3 Coins.
	Spend 2 Coins to Install a Governor in any region for free.
	Spend 3 Coins to draw an Objective card.
	Spend any 1 Good to gain any 2 Resources (in any combination).
	Spend any 2 Resources to gain any 2 Goods (in any combination).
	Perform a Shipping action with exactly 1 Delivery to a Ship that is not in any Port (the lowest displayed Ship). Do not place a Shipping marker.
	Place 1 Merchant next to any of your Merchant actions.
	Place 1 Soldier in any Wall section for free.
	Place a Worker on a Barge for free, gaining all appropriate benefits.
	Gain the benefits depicted on one of your Income Buildings (including the Starting Building on your Player board).
	Reduce the Nomad Strength marker in any Wall section by 2.
	Flip one of your already used Bonus tiles face up. It may be activated again.





## INCOME BUILDINGS









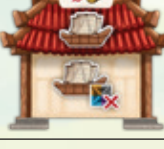

	— Starting Building — (A1) Advance 1 step on any Palace track, gaining all appropriate benefits.
	— Starting Building — (A2) Place 1 Soldier in any Wall section for free.
	— Starting Building — (A3) Place 1 Worker on a Barge for free, gaining all appropriate benefits.
	— Starting Building — (A4) Place 1 Merchant next to any of your Merchant actions.
	— Starting Building — (A5) Gain any 1 Good.
	— Starting Building — (A6) Gain 2 Coins.
	(I1) Gain any 1 Resource and 1 Coin.
	(I2) Gain 1 Rice and 1 Coin.
	(I3) Gain 1 Stone and 1 Coin.
	(I4) Gain 1 Wood and 1 Coin.




	(I5) Gain 1 Prestige Point for each of your Walls <b>or</b> each of your Soldiers.
	(I6) Gain 3 Prestige Points for each of your Towers.
	(I7) Gain 1 available reward from any Ship in any Port. Do not cover it with the Delivery marker nor add a Shipping marker.
	(I8) Gain 1 Prestige Points for each Palace track on which you advanced to at least the 3 <sup>rd</sup> step.
	(I9) Flip any used Regular Bonus tile face up. It may be activated again.
	(I10) Advance on the Palace track on which you are the lowest (compared to your position on other Palace tracks). In case of a tie, choose any of the tied Palace tracks.

## PASSIVE BUILDINGS

	(P1) Each time you perform an Exchange action, you may spend any type of Resource (but still only 1 type). <b>Example:</b> in <i>Qin</i> you may exchange Rice for Helmets.
	(P2) Each time you perform an Exchange action, gain any 1 Good.
	(P3) Each time you Install a Governor, you pay 1 Wood fewer, to a minimum of 0. This Building's effect is not resolved when you install a Governor next to it.
	(P4) Each time you Install a Governor, gain 4 Prestige Points. This Building's effect is not resolved when you install a Governor next to it.



	<b>(P5)</b> Each time you Install a Governor, you may place 1 Merchant next to any of your Merchant actions. This Building's effect is not resolved when you install a Governor next to it.
	<b>(P6)</b> During the Attack phase, you gain 2 Prestige Points for each of your Walls and Towers in each attacked section.
	<b>(P7)</b> During the Attack phase, you gain 1 Prestige Point for each of your Soldiers in each attacked Wall section(s).
	<b>(P8)</b> You never spend Coins for placing Action markers.
	<b>(P9)</b> Each time you Train Soldiers, gain 1 Rice, and place 1 Soldier in any Wall section for free. You may use gained Rice during this action.
	<b>(P10)</b> Each time you Fortify, gain 1 Coin, and place 1 Soldier in any Wall section for free.
	<b>(P11)</b> Each time you Train Soldiers or Fortify, and advance 1 step on any Palace track, you gain an additional step on the same track.
	<b>(P12)</b> Each time you Fortify, each Wall and Tower costs 1 Stone fewer.
	<b>(P13)</b> Each time you perform a Shipping action, you select a Ship in any Port. Note that  is not considered a Port.
	<b>(P14)</b> Before you perform a Shipping action, you may remove any Delivery marker from the Ship you selected.
	<b>(P15)</b> Each time you perform a Shipping action, gain the leftmost available (not covered) reward from the Delivery space on the Ship you selected (before or after placing your Delivery marker).

	<b>(P16)</b> Each time you place a Worker onto a Barge, gain 1 Resource of a type different from the one acquired by this Worker.
	<b>(P17)</b> Each time you place a Worker onto a Barge, spend 1 Coin fewer to a minimum of 1.
	<b>(P18)</b> Each time you place a Worker onto a Barge, gain 1 Prestige Point.

## OBJECTIVE CARDS












	<b>(OB1)</b> Gain any 1 Good, 1 Wood, and 1 Stone. — — — Gain Prestige Points corresponding to your position on the White and Red Palace tracks: 7/4/2 Prestige Points if you are 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> on the indicated Palace tracks.
	<b>(OB2)</b> Gain 2 Wood and any 1 Resource. — — — Gain Prestige Points corresponding to your position on the Black and Red Palace tracks: 7/4/2 Prestige Points if you are 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> on the indicated Palace tracks.
	<b>(OB3)</b> Gain 2 Stone and any 1 Resource. — — — Gain Prestige Points corresponding to your position on the White and Blue Palace tracks: 7/4/2 Prestige Points if you are 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> on the indicated Palace tracks.
	<b>(OB4)</b> Gain 2 Rice and any 1 Resource. — — — Gain Prestige Points corresponding to your position on the White and Black Palace tracks: 7/4/2 Prestige Points if you are 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> on the indicated Palace tracks.
	<b>(OB5)</b> Gain any 2 Resources (in any combination) and 1 Coin. — — — Gain Prestige Points corresponding to your position on the Blue and Red Palace tracks: 7/4/2 Prestige Points if you are 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> on the indicated Palace tracks.



	<p><b>(OB6)</b> Gain any 2 Resources (in any combination) and 1 Coin.</p> <p>— — —</p> <p>Gain Prestige Points corresponding to your position on the Blue and Black Palace tracks: 7/4/2 Prestige Points if you are 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> on the indicated Palace tracks.</p>		<p><b>(OB14)</b> Gain 1 Silk, 1 Helmet, and 1 Stone.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Qin and Qi regions.</p>
	<p><b>(OB7)</b> Gain any 2 Resources (in any combination) and 1 Rice.</p> <p>— — —</p> <p>Each Good remaining in your Supply is worth 2 Prestige Points.</p>		<p><b>(OB15)</b> Gain 1 Silk, 1 Jewelry, and 1 Wood.</p> <p>— — —</p> <p>Gain 2/6/11/17 Prestige Points if you have 1/2/3/4 Governors in the Wei and Chu regions.</p>
	<p><b>(OB8)</b> Gain any 2 Resources (in any combination), and 1 Wood.</p> <p>— — —</p> <p>Score Prestige Points for Jade Figurines on your Player board again.</p>		<p><b>(OB16)</b> Gain 1 Jewelry, 1 Helmet, and 1 Rice.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Zhao, Han, and Qi regions.</p>
	<p><b>(OB9)</b> Gain 1 Silk, 1 Helmet, and 1 Jewelry.</p> <p>— — —</p> <p>Gain 2 Prestige Points for each Governor you have on the Main board.</p>		<p><b>(OB17)</b> Place 1 Soldier in any Wall section for free, gain 1 Jewelry, and 1 Rice.</p> <p>— — —</p> <p>Gain 2/6/11/17 Prestige Points if you have 1/2/3/4 Governors in the Wei, Han and Qi regions.</p>
	<p><b>(OB10)</b> Gain 1 Coin, 1 Wood, and 1 Stone.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Qin and Yan regions.</p>		<p><b>(OB18)</b> Place 1 Soldier in any Wall section for free, gain 1 Silk, and 1 Wood.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Yan, Wei and Han regions.</p>
	<p><b>(OB11)</b> Gain 1 Coin, 1 Wood, and 1 Rice.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Qin and Han regions.</p>		<p><b>(OB19)</b> Place 1 Soldier for free, gain 1 Helmet, and 1 Stone.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Zhao, Qi, and Chu regions.</p>
	<p><b>(OB12)</b> Gain 1 Coin, 1 Wood, and 1 Stone.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Han, Chu, and Yan regions.</p>		<p><b>(OB20)</b> Gain any 2 Resources (in any combination), and 1 Stone.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points for 8/10/12/14 Palace and/or Regular Bonus tiles in your Supply (regardless of if they were activated during the game or not).</p>
	<p><b>(OB13)</b> Gain 3 Coins.</p> <p>— — —</p> <p>Gain 3/7/12/18 Prestige Points if you have 1/2/3/4 Governors in the Zhao and Chu regions.</p>		<p><b>(OB21)</b> Gain any 2 Goods (in any combination).</p> <p>— — —</p> <p>Gain 3/6/10/15 Prestige Points for 2/3/4/5+ Shipping markers in the Yan and Chu regions.</p>



	<p><b>(OB22)</b> Gain 2 Silk and 1 Coin.</p> <p>— — —</p> <p>Gain 3/6/10/15 Prestige Points for 2/3/4/5+ Shipping markers in the Yan and Qi regions.</p>
	<p><b>(OB23)</b> Gain 2 Helmet and 1 Coin.</p> <p>— — —</p> <p>Gain 2/5/9/14 Prestige Points for 1/2/3/4+ Shipping markers in the Chu and Qi regions.</p>
	<p><b>(OB24)</b> Place a Wall in any Wall section for free.</p> <p>— — —</p> <p>Gain 3/7/14/20 Prestige Points for 2/3/4/5+ Walls and Towers in Wall sections  and .</p>
	<p><b>(OB25)</b> Place a Wall in any Wall section for free.</p> <p>— — —</p> <p>Gain 3/7/14/20 Prestige Points for 2/3/4/5+ Walls and Towers on Wall sections  and .</p>
	<p><b>(OB26)</b> Place 2 Soldiers in any Wall section(s) for free and gain 2 Coins.</p> <p>— — —</p> <p>Gain 3/7/14/20 Prestige Points for 2/3/4/5+ Walls and Towers in Wall sections  and .</p>
	<p><b>(OB27)</b> Place 2 Soldiers in any Wall section(s) for free and gain 2 Coins.</p> <p>— — —</p> <p>Gain 3/7/14/20 Prestige Points for 2/3/4/5+ Walls and Towers in Wall sections  and .</p>
	<p><b>(OB28)</b> Gain any 2 Resources (in any combination) and 1 Rice.</p> <p>— — —</p> <p>Gain Prestige Points for Meeples remaining in your supply:</p> <ul style="list-style-type: none"> <li>• 4 Prestige Points if you have 5-6 Meeples.</li> <li>• 7 Prestige Points if you have 4 Meeples.</li> <li>• 11 Prestige Points if you have 1-3 Meeples.</li> <li>• 16 Prestige Points if you have 0 Meeples.</li> </ul> <p><b>Note:</b> Do not return Soldiers from Wall sections in the last round's Attack phase.</p>

DEMAND TILES	
	<b>(D1, D2)</b> Spend 1 Good shown on the Port tile in that region to gain 1 Coin and 2 Prestige Points.
	<b>(D3, D4)</b> Spend 1 Good shown on the Port tile in that region to gain 2 Coins.
	<b>(D5, D6)</b> Spend 1 Good shown on the Port tile in that region to reduce the Nomad Strength marker in any Wall section by 1 and gain 1 Coin.
	<b>(D7, D8)</b> Spend 1 Good shown on the Port tile in that region to gain 1 Wood and 1 Prestige Point.
	<b>(D9, D10)</b> Spend 1 Good shown on the Port tile in that region and 1 Helmet to gain 2 Coins and reduce the Nomad Strength marker in any Wall section by 2.
	<b>(D11, D12)</b> Spend 1 Good shown on the Port tile in that region and 2 Helmet to place 1 Soldier in any Wall section for free and gain 7 Prestige Points.
	<b>(D13, D14)</b> Spend 1 Good shown on the Port tile in that region and 1 Jewelry to place 1 Merchant next to any of your Merchant actions and gain 3 Prestige Points.
	<b>(D15, D16)</b> Spend 1 Good shown on the Port tile in that region and 1 Jewelry to place 1 Merchant next to any of your Merchant actions and 1 Soldier in any Wall section for free.
	<b>(D17, D18)</b> Spend 1 Good shown on the Port tile in that region and 2 Jewelry to draw an Objective card.
	<b>(D19, D20)</b> Spend 1 Good shown on the Port tile in that region and any 1 Good to reduce the Nomad Strength marker in any Wall section by 1 and gain 2 Coins.
	<b>(D21, D22)</b> Spend 1 Good shown on the Port tile in that region and any 2 Goods (in any combination) to gain 1 Coin and 5 Prestige Points.



	<b>(D23, D24)</b> Spend 1 Good shown on the Port tile in that region and any 1 Good to gain any 1 Resource and 2 Prestige Points.
	<b>(D25, D26)</b> Spend 1 Good shown on the Port tile in that region and 1 Silk to gain 2 different Resources and 1 Prestige Point.
	<b>(D27, D28)</b> Spend 1 Good shown on the Port tile in that region and 1 Silk to gain 1 Rice and 3 Prestige Points.
	<b>(D29, D30)</b> Spend 1 Good shown on the Port tile in that region and 2 Silk to draw a Regular Bonus tile and gain 4 Prestige Points.
	<b>(D31, D32)</b> Spend 1 Good shown on the Port tile in that region and 1 Silk to gain 1 Stone and 2 Coins.




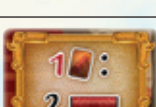
## PLAYER BOARDS - MERCHANT ACTIONS


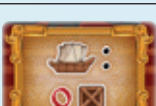

**Reminder:** To activate the Merchant action you must return all Merchants from the chosen action to your supply. This is a Free action.

1A		When Training Soldiers or Fortifying, gain 1 Rice and 1 Stone.
		Draw a Regular Bonus tile.
		Gain the benefit shown on a Palace track 5 <sup>th</sup> step. It must be from a Palace track on which you reached at least the 5 <sup>th</sup> step.
1B		Gain 1 Stone. Draw an Objective card. Then discard an Objective card from your hand (without gaining any benefits).





1B		When Installing a Governor, spend 2 Wood fewer to a minimum of 0.
		Gain any Good for each Palace track on which you reached at least the 4th step.
2A		Spend any 1 Resource to gain any 1 Good.
		Place 1 Soldier for free in any Wall section where a Battle occurs this round.
		Gain 3 Coins.
2B		Spend any 1 Good to gain any 2 Resources (in any combination).
		Place 1 Soldier for free in any Wall section with no Battle occurring this round.
		Spend 1 Coin to draw 2 Regular Bonus tiles. Keep 1 and return the other to the bottom of the stack.
3A		During the Shipping action in the Yan or Chu region, spend 1 Good fewer.
		You may place a Jade Figurine tile of the same kind that you already have on your Player board (you may activate it only when gaining a new Bonus tile with a Jade Figurine).
		Gain 1 Rice, 1 Stone, and 1 Wood.
3B		During the Shipping action in the Qi or Chu region, spend 1 Good fewer.
		When you Pass you spend 1 Coin fewer for each advancement on Palace tracks that you gain from your Jade Figurines (i.e., spend 0/1/1/2 Coins instead of 1/2/2/3 per advancement).



3B		Gain 2 Resources of the same type.
4A		Pay exactly 1 Coin for placing your Action marker, no matter how many Action markers are already in that region.
		Spend 1 Good fewer shown on a chosen Demand tile (except the one from the Port tile) for each Delivery you make during this Shipping action.
		Discard an Objective card from your hand to gain the immediate benefit from it twice.

4B		When you place a Worker onto a Barge, spend 1 Coin fewer.
		Do not spend the Port Good for each Delivery you make during this Shipping action. (You get a discount of exactly 1 Good for each Delivery.)
		Flip one of your already used Bonus tiles face up, it may be activated again.

## PALACE TRACKS

	Step 3	Step 5	Step 7	Step 10
	Gain one of available Bonus tiles.	Place a Soldier in any Wall section for free and reduce any of the Nomad Strength markers by 2.	Gain one of available Bonus tiles.	Gain the Double Tower tile in your color.
	Gain one of available Bonus tiles.	Draw an Objective card.	Gain one of available Bonus tiles.	Draw 2 Objective cards. Then, discard 1 Objective card from your hand (without gaining any benefits).
	Gain one of available Bonus tiles.	Place up to 2 Workers, each on a different Barges, for free, gaining all appropriate benefits each time.	Gain one of available Bonus tiles.	Gain the Bonus Shipping tile in your color.
	Gain one of available Bonus tiles.	Gain 5 Prestige Points.	Gain one of available Bonus tiles.	Gain 10 Prestige Points.

### Palace tiles

These are one-time benefits that you may use as a Free action during your turn.



Bonus Shipping tile - Use this tile to perform a Shipping action on any Ship in any Port (you do not have to place an Action marker in the region). Remove this tile from the game after it is resolved.



Double Tower tile - Use this tile on any Wall section. During the Attack phase, it counts as 2 Towers in this Wall section (in case of a tie, treat them as the leftmost built Tower). Remove this tile from the game after the Attack phase.

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## FREE ACTIONS

- Discard 1 Action marker to gain 2 Coins.
- Use a Bonus tile (from your supply), gaining all applicable benefits, then flip it to mark that it was used.
- Discard an Objective card to gain all benefits indicated on the top part of the card.
- You may return a Merchant from your Player board back to your supply.
- If you have Merchant meeples on **all** spaces next to the Merchant action, you may return them to your supply and resolve that action's effect.

## LIST OF ICONS

	Stone (Resource)		Wall sections		Objective card		White Palace track
	Rice (Resource)		Nomad Chieftain		Regular Bonus tile		Red Palace track
	Wood (Resource)		Nomad's Strength		Regular Bonus tile from the top of the stack		Black Palace track
	Any Resource		Battle		Palace Bonus tile		Blue Palace track
	Silk (Good)		Tower		Flip the Bonus tile		Any Palace track
	Helmet (Good)		Wall		Action marker		Step on the Palace track
	Jewelry (Good)		Soldier meeple		Delivery marker		Resolve one of your Income Buildings
	Any Good		Merchant meeple		Shipping marker		Topmost
	Coin		Governor meeple		Shipping action		Bottommost
	Exchange action		Worker meeple		Demand tile		Leftmost
	In-game Prestige Point		Meeple in supply		Ship tile		Rightmost
	End-game Prestige Point				Delivery space		Place
	Any Jade Figurine				Upcoming Ship available only for specific effects. Not considered a Port.		