



Yellow & Yangtze (2018)

2-4 Players

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Duration: play until all tiles are used. 90 minutes



Setup

- Place 1 black **governor tile**  on each of the marked board spaces, all remaining tiles into bag
- Each player chooses a **dynasty** [lion, bull, archer, pot], places **screen** in front of him, and a wooden set of **5 leaders** in front of screen. Any spare screens and leaders go back in box
- Place colored Pagodas  beside board – 2 of each except yellow [only 1]
- Leaders are: Governor [**black**], Soldier [**red**], Farmer [**blue**], Trader [**green**], and Artisan [**yellow**]
- [*optional*] for 2p only, to play a shorter game, remove 24 random tiles from bag -> box face-down
- Each player draws **6 tiles** from bag and places them behind screen. 6 more tiles are drawn and placed face-up as **merchant tiles** in the green area at the bottom of the board
- Tiles & leaders with a common edge are **adjacent**. Tiles/leaders are **linked** if connected through a chain of adjacent tiles/leaders. A **state** is made of linked tiles with at least 1 leader. **Conflicts** arise when there are 2 like-colored leaders in a state
- Keep VP hidden behind screen. Small VP cube=1, large VP cube=5
- Negotiation and bargaining is allowed but not exchange of game resources. All agreements non-binding
- Pick start player, play clockwise

End Game & Scoring

- Game ends immediately when a player is attempting to draw a **tile** but the bag is empty
- Counting remaining tiles by feel is allowed, and must be announced to all players
- All players remove their screens and determine which color they have the fewest VP of, after freely allocating **yellow** VPs [wild] to any of the other 4 colors. Color with fewest VP is player's score
- Most VP wins. Tie: compare 2nd lowest color totals, and so on



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Game Play

On a player's turn they must take **2 Actions** in any order [can be same action 2x]. At **end of turn**, active player collects +1 colored VP cube for any pagodas in same state with their like-colored leader [**black leader** only scores with black pagoda]. Then draw tiles back up to 6 from bag and place behind screen. Any other players with < 6 also draw to 6. Also replace any face-up tiles on board

Actions

- **Position a leader:** place, move, or withdraw a leader. If placed/moved, must be placed on empty space adjacent to **Governor tile** . A placed leader can't unite states if leads to a **conflict**. Cannot place on river
 - When the last adjacent **Governor tile** is removed from board, **leader** is removed & returned to player
- **Place a tile:** take 1 tile from behind screen & place on empty space on board. **Farmer**  can only be placed on river – no other tiles can be placed on river. After placing **Trader**  may choose 1 face-up tile on board and place behind screen *unless* placed tile initiates a **conflict**. After placing **Farmer**  can continue placing adjacent Farmers on same action [*unless* placed tile initiates a **conflict** or pagoda placed]
 - If tile is placed in a state with same color leader [or **black leader** if no matching color leader], the player controlling leader gains 1 VP cube of the color tile placed. If several Farmers  placed, a blue VP is gained for each. No VP is awarded if the placed tile unites 2+ states leading to **conflict**
 - **Pagodas** : If placed tile does not cause **conflict** & creates a triangle of same color tiles  [none supporting existing pagodas], may place matching color pagoda in center. Does not use an action. If color pagoda not available off board, can take from another space on board
- **Discard 2 Farmers** : discard from behind screen to remove any **1 tile of choice** from board. All tiles go face-down into box. If this removes the last governor tile adjacent to leader, return leader to player. If removed below a pagoda, remove the pagoda and place by board. Optionally, an unplaced **blue leader** can represent 1 tile, so only 1 Farmer  needs to be discarded
- **Discard 2 Traders** : discard from behind screen to establish a **pagoda** on a triangle of like-colored tiles [if pagoda was removed or never placed]. Take from next to board 1st, or from another space if not available. Optionally, an unplaced **green leader** can represent 1 tile, so only 1 Trader  needs to be discarded
- **Replace tiles:** discard up to 6 tiles from behind player screen -> box face-down [hidden] & replace from bag. If this results in end of game, no pagoda VP are scored

Conflicts

- **Revolt:** a conflict that occurs when a **leader** is placed in a state with a like-colored leader. Leader strength = # of adjacent **Governor**  tiles. First attacker, then defender can increase strength by placing governor tiles  from behind screen to front. For either player, their unplaced **black leader** can increase strength +1. Highest strength wins. Tie: defender wins. Loser withdraws leader from board. Winner +1 VP in color of leader. Both players discard committed governor tiles  to box face-down
- **War:** a conflict that occurs when 2 **states** are united through a new tile & the combined state has leaders of same color. No VP scored when uniting tile placed – put **red** unification marker on tile. Leader strength = # of **Soldier**  tiles in their state. Starting with player to left of one who placed tile, *all players* can contribute Soldier tiles from behind screen to one side [place on board by state]. For any player, an unplaced **red leader** can represent 1 extra committed Soldier. Highest strength wins. Tie: player who placed unifying tile decides which state wins
 - Remove conflicting leaders and all Soldiers  from losing states. +1 VP of color to winning leader for each leader removed. Stack removed & committed Soldiers  from losing state(s) – highest total = # Soldiers that must be discarded from winning state. 1st discard committed Soldiers, then player who placed unifying tile chooses Solders from winning state to discard up to total. All discarded Soldiers to box face-down, put unification marker by board