



In the Year of the Dragon (2007)

2-5 Players

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Duration: 12 rounds. 75 - 100 minutes. Expansions: The Great Wall of China **[GW]** and The Super Events **[SE]**

Setup

- Sort **Person Tiles** by color, then by experience level. Place the **older** people [more symbols, lower value] in the 1st row [top], place matching **younger** tiles below them in 2nd row.
- Place **beige craftsmen**, **orange court ladies**, and **yellow tax collectors** in 3 middle spaces [only younger versions]
- For each # player < 5, return 2 **person tiles** of each type [1 older/1 younger or 2 younger] to the box
- Place the 2 **Peace tiles**  face-up in first 2 spaces of event row, shuffle remaining 10 **event tiles** and place face-up randomly on other spaces, but don't have the same tile twice in a row [except Peace tiles]
- Shuffle the 7 **Action cards** and put face-down in the middle space on board
- Each player gets: 1 **person marker** [disc, put on 0 space of inner **person track**], 1 **scoring marker** [8 sided, put on 0 space of outer track], 1 **dragon**, and 11 **person cards** of chosen color
- Each player also takes 2 **palace floors**  and builds 2 palaces of 2 floors each, & 6 **yuan** . No palace can be built higher than 3 floors. 1 gold coin = 3 silver coins, exchange freely during the game.
- Pick start player, takes 2 *different* **person tiles** from 2nd row [younger], continue clockwise until each player has chosen 2. No player may take *exact same* combination of tiles as another player.
- Place **person tiles** below any of player's palaces. Palace can have person tiles = # floors [up to 3]
- Move **person marker** forward # spaces = # on tiles. If shared space w/another marker, place on top
- [GW]** players take the 6 **wall tiles** in their color, place face-down. Shuffle the *building the wall* action card in with the other action cards – it can be selected like other action cards.
- [SE]** Shuffle the 10 “**corners**” , pick 1 at random and place face-up on 7th event tile – rest in box

End Game & Scoring

- The game ends after the scoring phase of the 12th round
- [GW]** If the wall is built to 12 tiles, +1 VP for each tile for each player. If < 12 players who built fewest tiles must each release 1 person from any 1 of their palaces.
- +2 VP for each **person tile** in the player's palaces
- +VP for **Monks**  in **palaces**. Multiply # of Buddhas on each monk by # of floors in palace monk inhabits
- Sell back **rice** and **fireworks** for 2 yuan each. +1 VP for every **3 yuan**.
- Most VP wins. Tie: farthest ahead on person track

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Game Play

- Playing a round consist of 4 phases: **Action**, **Person**, **Event**, and **Scoring**. All players complete the current phase in person track order before moving on to the next one.

Action: shuffle the 7 **action cards** & place face-down into # groups = # players [as even as possible], then flip. Players whose **person marker** if furthest ahead [top to bottom] chooses, puts **dragon** on group, does **1 action** from chosen group. Continue in person marker order until all players have chosen [can choose same group as one already chosen – pay 3 yuan to bank]. Can skip **Action** phase and take # yuan from bank so they have **3 yuan total**.

- Taxes** : take 1 yuan from supply for each coin symbol on card + player's **Tax Collectors** 
- Build** : take 1 palace floor from supply per hammer on card + player's **Craftsmen** , build floors [3 max]
- Harvest** : take 1 rice tile from supply per rice sack on card + on player's **Farmers** 
- Fireworks** : take 1 fireworks tile from supply per rocket on card + on player's **Pyrotechnists** 
- Military** : move 1 space on person track per helmet on card + on player's **Warriors** 
- Research** : move 1 space on scoring track per book on card + on player's **Scholars** 
- Privilege** : pay 2 for small with 1 Dragon, or 7 for large privilege with 2 Dragons [1x only]
- Building Wall**  **[GW]**: take the bonus on a chosen wall tile, then place under the 1st event tile [from left] without a wall tile [12 max].

Person: In person track order, play 1 person card to the discard pile [out of the game], take a matching person tile [younger **or** older] & place in any palace with space. Move person track marker = # on person card.  = wildcard, take any person. If palace full, may **displace** a person – remove from game. If player chooses to not displace a person, remove the new person, but do not move forward on person track. This phase is skipped in 12th round.

Event: when complete, turn event tile face-down. When dismissing persons from palaces, dismiss in turn order.

- Peace** : Nothing happens
- Imperial Tribute** : pay 4 yuan to supply. For each yuan short, release 1 person [must pay available yuan 1st]
- Drought** : return 1 rice tile to supply for each inhabited palace. If short, release 1 person from each palace that cannot be supplied.
- Dragon Festival** : +6 VP for most fireworks, +3 VP for 2nd most. Scoring players return ½ of their fireworks tiles to supply [rounded up]. Tie for 1st: all tied players get +6 VP, 2nd still gets +3 VP. 0 fireworks = 0 VP.
- Mongol Invasion** : each player +VP = # helmets on **Warriors** . Player(s) with fewest helmets must release 1 person from any 1 palace. **[GW]** if the wall is built to at least current invasion tile, players get +VP for each wall tile they placed. If not, players who build fewest wall tiles must release 1 person.
- Contagion** : Players release 3 persons from palaces. For each mortar on **Healers** , release 1 less.
- Decay:** After each Event, all **uninhabited** palaces **lose 1 floor** to supply

Scoring:

- +1 VP for each **palace** [regardless of # floors or inhabitants]
- +1 VP for each **dragon** on the fans of the **orange Court Ladies** 
- +1 VP for each **dragon** on the purchased **privileges**
- [GW]** After each Mongol invasion event, if the wall is built to the Mongol event tile, players with 1+ tiles in the Great Wall get +1 VP for each tile. If wall has *not* been built to Mongol tile, players who built fewest tiles must each release 1 **person** from any 1 of their **palaces**.
- [SE]** After the 7th round event is handled, and before scoring, evaluate the **Super Event**

 Score people (+2 VP/person)	 Score Buddhas	 Lose 2 palace sections
 Return ½ total of rice + fireworks	 Execute the 7 th round event 2x	 Move all person markers to 0 space
 Discard 2 person cards	 Select 1 young person	 Discard all privileges
 Players use advantages of 1 person		