


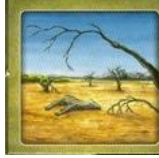








# In the Year of the Dragon Player Aid

PERSONS		ACTIONS		EVENTS	
	<b>MONK:</b> Scores VPs in end game scoring: Buddhas x floors				<b>PEACE:</b> Nothing Happens
	<b>BUILDER:</b> Builds floors in Action phase		<b>BUILD:</b> Add 1 Palace floor + Builder hammers		
	<b>FARMER:</b> Gain Rice tiles in Action phase		<b>HARVEST:</b> Take 1 Rice tile + Farmer rice sacks		<b>DROUGHT:</b> Lose 1 rice tile or 1 person per Palace
	<b>HEALER:</b> Stops life loss in Contagion				<b>CONTAGION:</b> Lose 3 persons less 1 per Healer mortar
	<b>WARRIOR:</b> Gains Person pts and VPs		<b>PARADE:</b> Move 1 on Person Track + Warrior helms		<b>INVASION:</b> Score VPs per helms. Least helms loses 1 person
	<b>SCHOLAR:</b> Scores VPs in Action phase		<b>RESEARCH:</b> Move 1 on VP track + Scholar books		
	<b>TAX COLLECTOR:</b> Gains Yuan in Action phase		<b>TAXES:</b> Take 2 Yuan + Tax Collector coins		<b>IMPERIAL TRIBUTE</b> Pay 4 Yuan or lose 1 person per unpaid Yuan
	<b>PYROTECHNIST:</b> Gains firework tiles in Action phase		<b>FIREWORKS</b> Take 1 Firework tile + Pyrotechnist fireworks		<b>DRAGON FESTIVAL</b> 6 VPs for most tiles, 3VPs 2 <sup>nd</sup> most tiles
	<b>COURT LADY:</b> Gains VPs in Scoring phase		<b>PRIVILEGE:</b> Pay 2 or 6 for Privilege token		