

Im Jahr des Drachen (In the Year of the Dragon) - Quick Reference

Setup

- 1 – Place the person tiles on the board sorted by younger and older.
- 2 – Place the two peace tiles on the first 2 spaces on the event row.
- 3 – Place the rest of the event randomly, but no identical tiles beside each other on the event row.
- 4 – Shuffle 7 Action cards and place them face down in the middle of the board.
- 5 – Each player takes 1 round person marker and place it on the 0 space of the person track.
- 6 - Each player takes 1 8-sided scoring marker and place it on the 0 space of the scoring track..
- 7 - Each player takes 1 dragon placing it in the player area.
- 8 - Each player takes 11 person cards.
- 9 - Each player takes 4 palace floors and builds 2 palaces with 2 stories each in the playing area..
- 10 - Each player takes 6 Yuan.
- 11 – Sort all other pieces beside the board.

Before the game begins

Random start player takes two different younger person tiles and place them below any palace. Move the number on the person track. Continue with the next player, but nobody may choose the same combination of person tiles.

Turn Overview (all players do each phase before the next phase starts)

1. Action: Shuffle action cards and place them in as many groups as there are players. The cards should be placed as evenly as possible. The person marker farthest away places the dragon on one of the groups and executes **one** of the actions. Continue according to the person marker track order, but if you choose an already chosen group, this cost you 3 Yuan. Instead of taking an action replenish your money **up to 3 yuan**.

For each action, take the number of symbols from both the action card and the players person tiles.

Taxes: Take 1 Yuan from the supply for each coin symbol.

Build: Take 1 palace floor from the supply for each hammer.

Harvest: Take 1 rice tile from the supply for each rice sack.

Fireworks Display: Take 1 firework from the supply for each rocket.

Military Parade: Move 1 space on the person track for each helmet.

Research: Move 1 space on the scoring track for each book.

Privileges: Pay 2 or 6 Yuan to the supply and take a small or large privilege tile from the supply accordingly.

2. Person: In order shown on person track each player do the following:

- plays 1 person card from his hand
- takes the matching person tile
- place it in 1 of his palaces (max one per palace roof) – may replace if palaces are full
- move his person marker forward (not if tile only is directly discarded instead of placed or replaced)

3. Event: Execute event and then turn it face-down.

Peace: Nothing happens.

Imperial Tribute: Pay 4 Yuan to the emperor. Loose 1 person tile per missing Yuan.

Drought: Return 1 rice tile for each palace with at least one person. Loose 1 person tile per missing rice.

Dragon Festival: Player with most fireworks scores 6 points (may be a tie). Second player scores 3 points. All scoring players must return half of their fireworks rounded up.

Mongol Invasion: Each player scores points equal to their helmets. Player or players with fewest loose 1 person.

Contagion: Release player loses 3 persons of their choosing. Each mortar protects a person.

Decay: Uninhabited palaces must be reduced with one floor each.

4. Scoring: Each palace, each dragon fan on court ladies and each privilege dragon scores 1 point each .

Game Over and End Scoring

After 12th round you will get **2 points for each person tile**. Each **monk** is **multiply** with the number of **roofs** and scores. **Sell rice and fireworks tiles for 2 Yuan** each. Each **3 Yuan scores** 1 point
Winner is player with highest score. Tie-breaker is marker on person track.