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Peace
Nothing happens.



Drought
Each player must turn in one rice tile for each inhabited palace.
Release one person from each unsupplied palace.



Contagion
Each player must release three persons.
Release one less for each mortar on a player's healers.



Mongol Invasion
Each player scores points equal to their helmets.
Player(s) with the fewest helmets must each release one person.



Imperial Tribute
Each player must pay 4 yuan.
For each yuan a player is short, release one person.



Dragon Festival
Players receive 6 or 3 points for the most or second-most fireworks tiles.
Players return half their fireworks to the supply.

Phase 1: Action — In person-track order, choose actions or take no action and resupply to 3 yuan.

Phase 2: Person — In person-track order, play card to take person, place person in a palace, and move ahead on person track.

Phase 3: Event — Carry out effects of event tile.
After event reduce uninhabited palaces by one floor.

Phase 4: Scoring — 1 VP for each palace, each court lady, and each privilege

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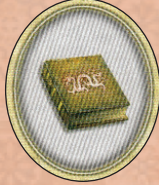
Taxes
Take one yuan from the supply for each coin symbol (on the card and on the player's tax collectors)



Military Parade
Move one space on the person track for each helmet (on the card and on the player's warriors)



Build
Take one palace floor for each hammer (on the card and on the player's builders). No palace may be higher than 3 floors



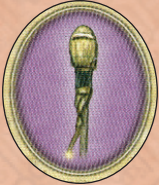
Research
Move one space on the scoring track for each book (on the card and on the player's scholars)



Harvest
Take one rice tile from the supply for each rice sack (on the card and on the player's farmers)



Privilege
Pay 2 or 6 yuan to take a single or double privilege tile from the supply.



Fireworks Display
Take one fireworks tile from the supply for each rocket (on the card and on the player's pyrotechnists)

End Game Scoring
Persons = 2 VPs per person in a player's palaces
Monks = # of Buddhas × # of floors in Monk's palace
Money = 1 VP per 3 yuan. (Sell Rice and Fireworks tiles for 2 yuan each)

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