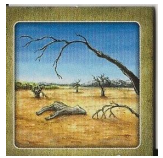
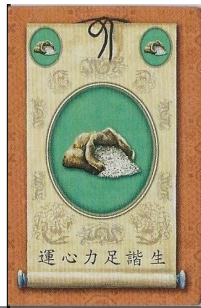
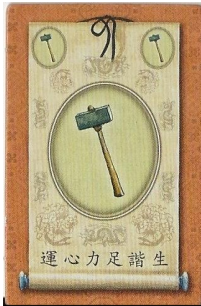


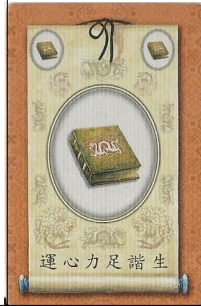
**TAX:** + yuan  
**TRIBUTE:** Pay 4 yuan, -1 person for each unable to pay



**HARVEST:** + rice tokens  
**DROUGHT:** Pay 1 per palace, -1 person from each palace unable to pay



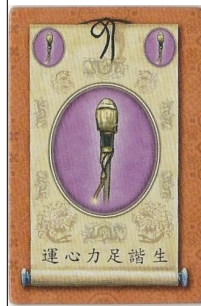
**BUILD:** +1 palace per hammer  
 Max Height 3



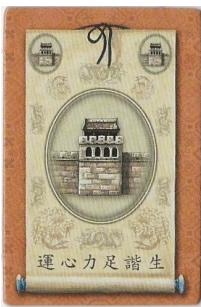
**RESEARCH:** +1 vp per book



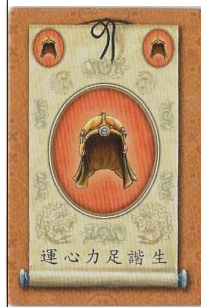
**PRIVILEGE:**  
 Pay 2 for single privilege  
 Pay 7 for double privilege



**FIREWORKS:** + firework tokens  
**FESTIVAL:** +6 vp for most fireworks  
 +3 vp for 2<sup>nd</sup> most fireworks  
 Scoring players lose half (round up)



**CITY WALLS:**  
 Build city wall, gain bonus  
**WAR/GAME END:**  
 +1 vp per wall if wall reaches the event  
 -1 person for fewest walls if wall doesn't reach event.



**PARADE:** + person track per helm  
**WAR:** +1 vp per helm  
 Fewest helms lose 1 person  
 Trigger city walls



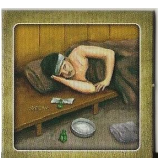
**MONK:**  
 (score at end of game)



**COURT LADY:**  
 (score at end of round)



**DISEASE:** lose 3 people, -1 per mortar.

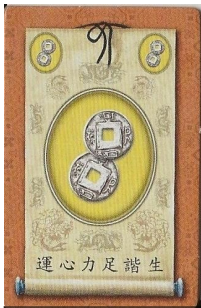


**Round:**

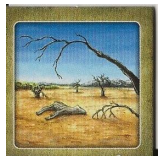
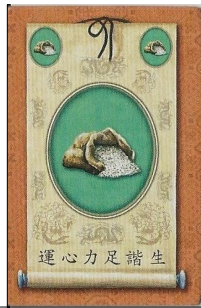
1. Take action.
  - Pay 3 yuan to use taken space
  - OR reset to 3 yuan
2. Get Person.
  - Advance on track unless not placed
3. Event
  - Empty palaces lose 1 height
4. End round scoring:
  - 1 VP per palace
  - 1 VP per Court Lady
  - 1 or 2 VP per Privilege

**End Game Scoring:**

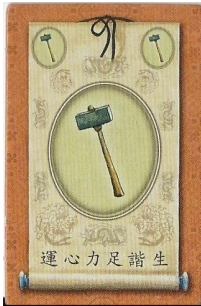
- 2 VP per Person
- Buddhas \* Floors
- Rice/Fireworks → 2 yuan
- 3 yuan → 1 VP



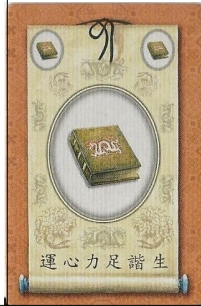
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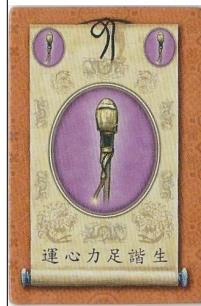
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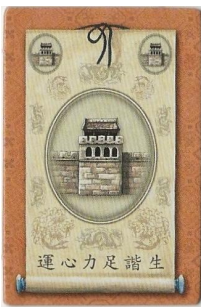
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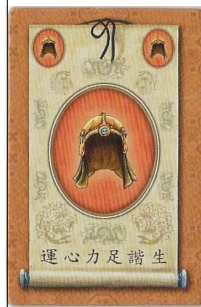
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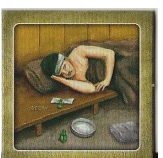
**MONK:**  
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