In the Year of the Dragon

Players	2 – 5	Length	75 min
Set-up	First sort the person tiles by color. Then, sort each color by level of experience. 6 of the 9 tiles have two different experience levels: younger (fewer symbols, higher value) and older (more symbols, less value). Place the older persons in the top row and the younger persons at the bottom row matching colors per column (the three middle spaces are for the persons without different experience levels). If playing with less than 5 players, return 2 persons of each color to the box (1 older, 1 younger for those with different experience levels. Take the two peace event tiles and put them on the first two spaces of the event track at the bottom. Shuffle the remaining 10 and place them randomly face-up after the first two peace events disallowing two events of the same type from being next to each other. Shuffle the 7 action cards and put them in a face down pile in the middle of the board. Each player places a round person marker on the 0 space in the person (inner) track. Each player places an octogonal scoring marker on the scoring (outer) track. Each player takes 11 cards of their color (this forms their hand) and a dragon in their color. Each player takes 4 palace floors (2 palaces of two stories each) and 6 yuan (3 silver, 1 gold).		
Rules	Before the game starts, each player gets 2 different player tiles (cannot take the older persons) in clockwise order starting with the oldest player. No player may take the same combination of person tiles as another player. Place each person tiles in a palace*. The game has 12 rounds. Each round has 4 phases. **Phase 1**: Shuffle the 7 action cards and split them as equally as possible into as many groups as there are players. Then, starting with the player whose marker is furthest ahead on the person track chooses on group and puts their dragon on it and takes one of the actions of the card in the group. Then, the player who is second furthest on the playing track chooses a group, and so on**. If a player wishes to chooses a group with a dragon on it, that player must pay 3 yuan. If that player can't play, that group cannot be chosen. Instead of placing a dragon on a group, a player may instead choose to refill their money supply up to 3 yuan. See the manual pages 4-5 for what each action does. **Phase 2:** Each player, in turn order**, plays a person card from the hand into their discard pile and takes a person and puts it into one of their palaces*. **Phase 3**: An event takes place according to the current round. Please refer to rule book pages 6-8 for the effects. After an event, palaces decay. Each uninhabited palace loses 1 floor. **Phase 4**: At the end of each round, gain points (score): 1 for each palace they have, 1 for each dragon on the fans of their court ladies, and 1 for each dragon on their privileges.		
Game End	The games ends at the end of the 12 round.		
Winner	There is final scoring: 2 points per person tile, each monk(brown) is worth the number of Buddhas on the monk times the number of floors of the palace it is in. Each player sells extra rice and fireworks for 2 yuan each; each 3 yuan is 1 point. Winner is player w/ highest score.		
Notes	*A palace can contain at most three floors and can hold at most 1 person per floor. Every time a player takes a person tile and puts it into a palace, the player immediately moves their marker up a number of spaces on the person track equal to that person's value. If the marker lands on the space of another player, the marker is put on top of the other player's marker. If a player needs to put a person into a palace but all the palaces are full, the player must discard a single person from a palace (back to the box) and replace them with the new person. Person markers are enver moved backward on the track! ** The turn order starts with the furthest on the person track to least furthest. Ties are broken by which player's marker is highest on the stack.		