

Cháng'ān

長安



45 min



1-4



14+

Rulebook

Introduction

During the Tang Dynasty, Chang'an was one of the largest cities in the world. It was a cosmopolitan urban center with thousands of travelers exploring it to smell its aromas, to discover its streets, and to find new ways of living and a whole new culture.

The city now needs to be renewed: you are an important urbanist, called by the Tang Dynasty court to supervise the renewal of 4 Districts. Compete against other famous urbanists to build the best Districts of Chang'an and to get the favors of the court.

Who will be the best urbanist in the Chinese Capital?

Overview

Players will carefully project their plans by placing cards on the top part of their personal boards (the Gates). Then they will move them into the City Districts to build amazing buildings and to welcome influential characters to the neighborhood. Every new card built into the Districts will provide different types of privileges and a certain number of victory points. At the end of the game, the player who gained the most victory points is declared the winner.

Like the city of Chang'an, the game keeps changing and evolving!

Chang'an can be played in many ways according to the part of the city you decide to develop and the management features you decide to explore.

Try to use different decks to make a different game every time you play *Chang'an*!

Contents



90 City cards
(18 cards each type)



4 City boards



1 Scorepad



1 Jade dragon token
(first player marker)



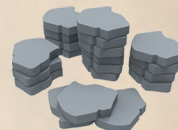
20 Coins



20 Wheat tokens

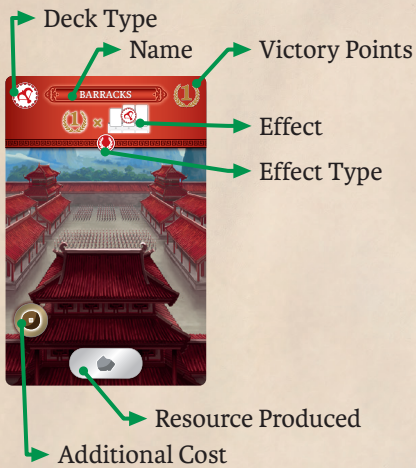


20 Wood tokens

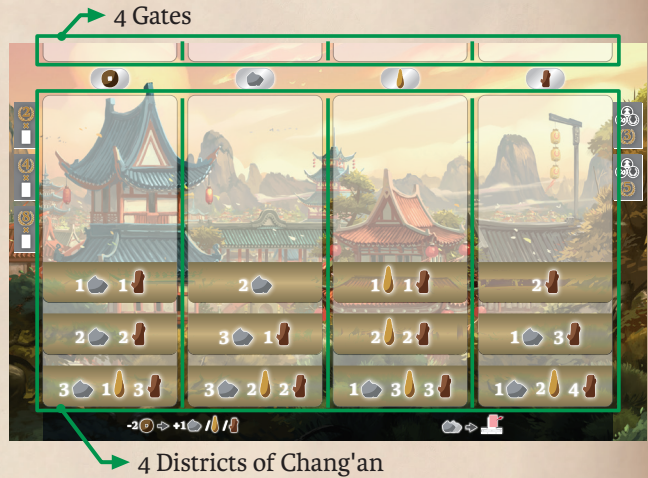


20 Stone tokens

CARD STRUCTURE



BOARD STRUCTURE



Setup



Each City card deck used creates a different type of game:



PRODUCTION DECK (Blue cards): Use this deck to produce and store more resources.



TRADE DECK (Orange cards): Use this deck to add resource exchanges and indirect interaction among players.



SCIENCE DECK (Green cards): Use this deck to acquire scientific knowledge and improve your gameplay.



POLITICS DECK (Purple cards): Use this deck to speed up the construction of the Districts.



MILITARY DECK (Red cards): Use this deck to add military defense to your Districts and to increase competition among the players.

Choose the decks you prefer according to the number of players:

- With 2 or 3 players, use 3 City card decks (54 cards)
- With 4 players, use 4 City card decks (72 cards)

Shuffle the decks you chose together to create the City deck. Place it in the middle of the table. Draw and reveal 3 City cards. Place them in a common display within everyone's reach **1**.

Place the Resource tokens in a general stock, within everyone's reach ②.

Each player receives 1 City board, 1 Coin, and 1 Wheat token from the general stock and places them near their City board ③. Then each player draws 4 City cards from the City deck and keeps them in their hand ④.

The last player to travel abroad is elected First Player. The First Player receives the Jade Dragon token ⑤ and will not change until the end of the game.

Gameplay

The game is played over a number of rounds, until the game end condition is triggered. Rounds proceed in clockwise order, starting from the First Player. During your turn, you perform only 1 of the 3 main actions:

- Research
- Produce
- Build

At any moment during their turn (before or after the main action), players can perform the following additional actions once each:

- Buy 1 Resource
- Acquire a City card from another player

REMEMBER:

You cannot have more than 4 Resources per type at the end of your turn. Return the excess Resources to the general stock. You can't keep more than 6 cards in your hand at the end of your turn. Discard the excess cards of your choice and place them face-up next to the City deck, creating a discard pile.

Research

"New building plans are prepared, and new people are attracted to the gates of your District..."

The player takes 1 face-down City card from the City deck or 1 visible City card from the display. They can get 1 additional City card for each pair of Wheat tokens they return to the general stock. Cards are added to the player's hand. If a card is chosen from the face-up display, immediately refill it with a new card from the deck.

NOTE:

The backs of the City cards reveal their type!

Produce

"The Capital is boisterous and lively. People work day and night to produce resources..."

To produce resources, you can decide to perform one or both of the following actions:

1. Play new City cards
2. Rearrange your City cards

1) Play new City cards:

Play from 1 to 3 City cards directly from your hand to a single Gate of your City board (see Example A).

Example A: Play 2 City cards from your hand.



2) **Rearrange your City cards.** To rearrange your City cards, you can move cards from one or more different Gates to a single Gate. Move the cards one by one (see Example B). If you want to move a City card hidden beneath other cards at a Gate, you can either move the cards individually, one at a time—starting with the ones on top and then the card you wish to move—or you can choose to move the City card along with all the cards above it as a single group, keeping their order intact (see Example C).

Example B: If you have a card on the Stone Gate and another one on the Wood Gate, you can move them both to the Wheat Gate.

Example C: Move 2 cards that are currently on the Wood Gate to the Wheat Gate.



REMEMBER:
You can only have a maximum of 3 cards on a single Gate.

NOTE:
If you decide to do both actions, you can do them in any order (see Example D). Either way, all cards played or rearranged must land on the same Gate.

Example D: Play 2 cards from your hand and move 1 card from a Gate to the same Gate where you placed the 2 cards.



Example E

Then, the specific Resources of the target Gate are produced: Take as many Resource tokens of the matching type as the number of Resources depicted at the bottom of the City cards placed on that Gate +1 Resource for the one depicted on the City board (see Example E).

You don't necessarily have to play the same type of Resource card on the corresponding Gate. For example, you can play 2 cards producing Wood on the Gate that produces Stone: in this case you will only get 1 Stone.

Now, in any order, you can activate the effects of any Character cards



you have built in the District right under the Gate where you have activated production. See the Build section for the card effects.

Build

“New residents are welcomed in the city and new buildings are erected to bring more prestige and wealth to the Capital.”

Take the topmost visible City card from any Gate on your City board and place it on one of the topmost available spaces of your Districts. Return the resources required by that space to the general stock. Be sure to follow these rules:

- You can place a City card in any District of your choice. It doesn't matter which Gate it is from.
- You can never build 2 copies of the same card in a single District.
- Every District is completed in columns. In each District, you must fill the top space first to be able to place a card on the second space and then on the third.
- Remember to pay the required resources indicated on the space you are placing your card on. You may have to pay 1 coin as an additional cost if requested by the card you are placing.
- You may immediately trigger the effect of a Character card when you place it.
- You cannot directly place a City card from your hand in your District. Cards need to be put at a Gate before being moved to a District. Some effects make you directly build a card from your hand, but it's an exceptional bonus effect.

THERE ARE FOUR TYPES OF CITY CARD EFFECTS:



CHARACTER: The effect is activated immediately when you build this card in a District. Moreover, every time you perform the Produce action, you can reactivate the effect of every Character card in the District under that Gate.

If you have more than 1 Character card in a District, when you perform the Produce action you can activate all the effects of the Character cards in that same District.



PERMANENT: This is a permanent ability. You gain this ability from the moment you build this card in a District, until the end of the game.



GAME END: This effect is activated at the end of the game for the final scoring.



ONE-SHOT: This effect is activated only once per game, when you build this card in a District.

Buy 1 resource (optional, once per turn)

“Never forget to save a good amount of money, especially in a dry spell...”

You may spend 2 Coins to obtain 1 Resource token of any other type (Stone, Wheat, or Wood).

Acquire a City card from another player (optional, once per turn)

“Always keep your eyes open to your rivals. It may be crucial...”

You can take 1 City card from another player's Gate. You can only take a topmost visible City card. Add it to your hand and return to the general stock a number of Stone tokens according to the position of the City card at the Gate:

- 2 Stone tokens if the card is the second at its Gate, counting from below.
- 1 Stone token if the card is the third at its Gate, counting from below.

Always remember that it's not possible to take cards that are tucked under other cards. You can never take the first card counting from below, even if it's the only available card at a Gate, as it is always considered safe. The targeted player obtains 1 Wheat resource from the stock as compensation.

Game end and final scoring

The game ends as soon as a player has 9 or more cards built in the Districts of their City board (the City cards at the Gates are not considered). Complete the current round so that each player has played the same number of turns (the last player to play is the one to the right of the First Player).

Count the final scoring as follows:

1. 2 VP for each City card built in your first row.
2. 4 VP for each City card built in your second row.
3. 8 VP for each City card built in your third row.
4. 3 VP if you built at least 1 Character card, 1 City card of the Permanent type, and 1 City card of the Game End type in your first row. The row must be completely filled.
5. 5 VP if you built at least 1 Character card, 1 City card of the Permanent type, and 1 City card of the Game End type in your second row. The row must be completely filled.
6. Add the VP indicated in the top-right corner of the City cards in your Districts (if any).
7. Add the VP indicated on your Game End City cards (if any).
8. Count the remaining resources in your personal stock and the cards left in your hand. You get 1 VP for each set of 5 remaining resources/cards in your hand.

Scoring Example



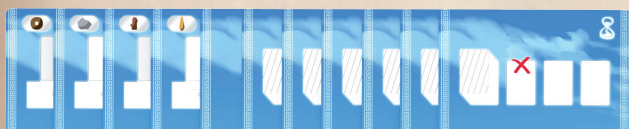
1. 8 VP for the first row.
2. 16 VP for the second row.
3. 8 VP for the third row.
4. 3 VP for the 3 different types of cards in the first row (Character, Permanent, and Game End).
5. 5 VP for the 3 different types of cards in the second row (Character, Permanent, and Game End).
6. 3 VP for the VP indicated in the top-right corner of the City cards in the Districts.
7. 7 VP for the Game End City cards in the Districts.
8. 1 VP for the sum of the remaining cards and resources.

The player with the most VP is the best urbanist. In case of a tie, first compare the number of City cards in the third row, then check the second row and finally the first. In case of a further tie, victory is shared.

Solo Mode

In the solo mode, the player competes against a virtual player called Automa. Automa is represented by a deck of 11 cards, which will simulate the virtual player's actions with a very straightforward system.

Contents



11 Automa cards

Setup

Use only 2 City decks. Choose them randomly or decide which decks to play, trying a different challenge. Set up the game as usual. If you are using the Military deck, be sure to read the special rules in the last paragraph of these rules.

Shuffle the Automa cards to create the Automa deck and place it to one side of the table. Do not add any cards to this deck. Automa has no City board and starts with 1 base game resource of each type.

Gameplay

Play as usual, following the base game rules of *Chang'an*. Play alternating turns: you start first following the usual rules, then Automa makes its move, and so on.

ATTENTION:

Cards must always be discarded face-up. During your turn, it is always possible to pay 2 Stones to draw a card from the top of the discard pile (once per turn).

Automa's turn and cards

"You never know Automa's next moves, so better be prepared to be surprised..."

Draw and reveal the first card from Automa's deck, then perform its main action.

Each card shows a main action in the center, and may have resource production in the top-left corner or a Time icon in the top-right corner.

Here is what Automa can do:

1. Automa takes a City card from the Gates of your City board

Follow the arrow and grey cards in the diagram to check if Automa can take the topmost City card from one of the Gates of your City board. The grey cards show which Gates Automa can target, and the arrow sets the priority for choosing a Gate. If Automa can take a card, discard it and gain 1 Wheat, as per the base game rules.

Note:

Automa can never take the first card counting from below, even if it's the only one at a Gate—it's always considered safe. If Automa can't take any City card, nothing happens.

2. Automa discards 1 or more City cards from the common display

Discard the indicated City cards from the common display and refill them according to the base game rules.

You can modify the game difficulty by adding from 1 to 3 Automa cards showing a Star icon.

- Easy (★): Add only the card showing 1 Star.
- Difficult (★★): Add only the cards showing 1 Star or 2 Stars.
- Impossible (★★★): Add all 3 cards, regardless of the number of Stars represented.

3. Automa consumes time

If 2 Time icons are showing, then no main action is triggered for Automa.

Place the revealed Automa card face up and slightly shifted, together with the Automa cards revealed in previous turns. If 4 or more Time icons are showing on the revealed cards, shuffle them again to create a new Automa deck. Otherwise, go on to the next round.

It is also possible that Production is triggered for Automa: If a resource is shown in the top-left corner, Automa produces that resource. Place that resource in Automa's area. If it's the fifth resource of its type, return all but 1 resource of that type to the general stock, leaving only 1 for Automa.

If you are playing with the Trade deck, and you own the Transport Canals for that resource type, you obtain that resource, too.

Moreover, the Smuggler's effect can target Automa's resources.

Game end and final scoring

The game ends as soon as the player has built 9 cards on their City board or when the City card deck is depleted. In the latter case, the game ends with a defeat. Otherwise, calculate the score as usual. Check your level here:

1. <30 VP: Student. You are still a student: need to practice more.
2. 30-39 VP: Architect. You are a brilliant architect with a bright future coming up.
3. 40-49 VP: Urbanist. You are a wise urbanist who can really think outside the box.
4. 50-59 VP: Master. A real master of architecture with great power in your hands.
5. ≥60 VP: Legend. Your story is closely linked to the marvelous Capital of Chang'an: you are a Legend.

Playing solo with the Military deck

In the Military deck, some City cards ask you to compare your strength with that of your rivals, in other words the number of red cards built on your boards. Since Automa has no City board, how can you measure its strength?

During setup, if 1 or more Military cards are in the display, assign 1 of them to Automa and reveal a new City card in its place. Thus Automa may start with a Military strength of 1.

Every time you shuffle Automa's deck, if 1 or more Military cards are in the display, Automa's Military strength grows +1: Again, assign 1 of them to Automa and reveal a new card. Military cards assigned to Automa remain face-up on Automa's side of the table until the game end, and they indicate Automa's Military strength for comparing purposes.

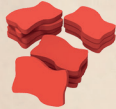
The Silk Road

With this expansion, players can send their emissaries to the Silk Road to trade and obtain a precious new resource: Silk. This expansion also includes a new deck of characters and buildings, to add new choices and more strategic decisions to the base game.

Contents



18 City cards
(Silk Road, **Brown** cards)



12 Silk tokens




4 Silk Road boards



5 Hanfu tokens
(with values 5-4-4-3-3)

Setup

Shuffle the Silk Road deck  together with the other chosen decks. Always remember to use a total of 3/3/4 decks, including the Silk Road deck, if playing respectively with 2/3/4 players.

Add 3 Silk tokens per player to the general stock. Place the remaining Silk back in the box.

Each player receives 1 Silk Road board and places it to the left of their City board. Then, every player takes 1 Silk and adds it to their starting Resources.

Create a pile with the Hanfu tokens: put them in descending order, with the highest value on top so it is visible.

Gameplay

Play *Chang'an* as usual, but pay attention to the following change in the Build action. Moreover, 2 additional optional actions are now available.

Build

“Every day a thousand people walk the Silk Road. You never know who you could meet on the way...”

You can now build any Character card on your Silk Road board, even those from other City card decks. Follow the same rules as the base game.

Remember that the Silk Road works like all other Districts on your City board:

- Complete the Silk Road board in a column. You have to fill the space in the first row first to be able to place a card in the second row and then in the third.
- Remember: Like in the base game, you cannot play 2 copies of the same card on your Silk Road board.
- Remember to pay the required Resources indicated on the space you are placing your card on. You may have to pay 1 Coin as an additional cost, if requested by the card you are placing.
- You cannot directly place a City card from your hand to the Silk Road, except for some bonus effects.

- Since you can only place Character cards on the Silk Road, each card you place on the Silk Road has an immediate effect that may be triggered when it is played.

All City cards of the Permanent or End Game type coming from the Silk Road deck cannot be built on the Silk Road. You can only build them on your City board.

DON'T FORGET:

On the Silk Road, Character cards' effects can only be triggered once per game.

"...so keep a low profile, or you will attract the raiders looking for treasures on the Silk Road!"

When you build Character cards on the Silk Road board, you obtain Silk in exchange: 2 Silk tokens for the first card, 3 Silk tokens for the second card, 5 Silk tokens for the third card.

When you take Silk, take those in the general stock first. If there are no Silk tokens in the general stock, take them — one by one — from the player who owns the most Silk tokens. In case of a tie, you decide your victim for each Silk token you take.

City card effects and City Board effects do not affect Character cards on the Silk Road board.

Optional actions

Hanfu tokens

Once per turn, as an optional action, you may purchase a traditional Hanfu cloth. Return 4 Silk tokens to the general stock, then permanently remove one of them from the game (return it to the box). Then take the topmost Hanfu token from the pile and keep it visible near your City board. Hanfu tokens are worth additional VP at the end of the game according to their value.

The power of Silk

Silk is a precious resource. You can spend 3 Silk tokens instead of the normal Resources to build a City card on your main City board—but not on the Silk Road! If required on the City card you are building, you may have to pay 1 Coin in addition to the 3 Silk tokens.

Game end and final scoring

The game ends in the same way as the base game. Character cards on the Silk Road do not count as part of the 9 built City cards that trigger the end of the game. Add the following VP to each player's score:

1. 2 VP for a Character card on your first space of the Silk Road.
2. 4 VP for a Character card on your second space of the Silk Road.
3. 8 VP for a Character card on your third space of the Silk Road.
4. Add the VP indicated in the top-right corner of your Character cards on the Silk Road board (if any).
5. Add VP for the Hanfu tokens you purchased according to their value.
6. 1 VP for each Silk remaining in your personal stock.

Winner and tiebreaker follow the same criteria as the base game.

Empress Module

The Empress introduces a new mechanism and more interaction when you complete a City District. Don't forget to adapt your strategy: complete a District first to take possession of the Empress pawn.

Discard cards to accumulate VP and prevent others from doing the same. Timing is everything!

Contents



1 wooden Empress pawn

Setup

Put the Empress pawn within everyone's reach.

Gameplay

When you complete a City District (3 City cards built in the same District), take the Empress pawn.

At the end of your turn, if you have the Empress pawn, you may discard 1 City card from your hand. Put it face-down next to your City board.

When another player completes a District, they take the Empress pawn from the previous owner, and they use its effect as long they have it.

At the end of the game, you get 1, 2, 4, 6, or 8 VP for 1, 2, 3, 4, or 5 City cards placed next to your City board. You cannot get more than 8 VP in this way (for a maximum of 5 discarded City cards).

Progress Cards Module

Through this module, players can improve the city's technology: Progress cards can trigger many intriguing and progressive combos in your City Districts.

Contents



20 Progress cards
(4 copies per type)

Setup

Shuffle the Progress cards and place them face-down next to the City deck, to create the Progress deck.

Draw 3 cards from the Progress deck and place them face-up in the middle of the table, near the main display of City cards.

Deal 1 random Progress card from the deck to each player. They will hold them in their hands.

Gameplay

During their turn, when choosing the Research action, players can now acquire a mix of City cards and/or Progress cards. The first card acquired has no cost (as in the base game rules). Every additional card has a cost of 2 Wheat for City cards or 2 Coins for Progress cards. Players can mix cards of their choice.

EXAMPLE:

You can take a Progress card at no cost first, then pay to take City cards, or vice versa.

Like City cards, you can choose the top face-down card from the Progress deck if you don't want the 3 face-up cards.

Each player may have a maximum of 6 City cards and/or Progress cards total in their hand at the end of their turn. Excess cards are discarded, as usual, in a discard pile. If the Progress deck is depleted, shuffle the Progress cards in the discard pile to create a new deck. If there are no cards left, you cannot acquire further Progress cards during the game.

In the upper part of each Progress card, you can see a requirement—in terms of the type of adjacent cards in the same District. In the lower part, you can see its benefit, which can be triggered multiple times.

Each player can play a maximum of 4 Progress cards in the game, 1 per District. When a player accomplishes the requirement of a Progress card in a certain District, they can play the Progress card under their City board, aligning it to the required District. In any order, the benefits of that Progress card are triggered together with any previously completed Progress cards' benefits (see Progress Card Effects).

NOTE:

It's not possible to acquire Progress cards using the bonus of a City card (i.e., the Officer). The Research action is the only way to acquire Progress cards.

Game end and final scoring

In addition to the base game final scoring, players obtain the VP shown in the top-right corner of each Progress cards played under their City board and for the benefits indicated on their completed Progress cards.

Progress Card Effects



REQUIREMENT: Build 2 City cards with different effect types in the same District. They must be adjacent.

BENEFIT: Each time you trigger this benefit, put 1 of any type of base game resource from your stock on this card. At the end of the game, every resource on this card is worth 2 VP.



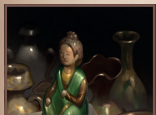
REQUIREMENT: Build 2 City cards with the same effect type in the same District. They must be adjacent.

BENEFIT: Every time you trigger this benefit, activate a Character card built in a District of yours. You get 2 VP at the end of the game.



REQUIREMENT: Build cards from 2 different decks in the same District. They must be adjacent.

BENEFIT: Draw 1 City card from the City deck and get 1 base game resource of your choice from the general stock. You get 2 VP at the end of the game.



REQUIREMENT: Build 2 cards from the same deck in the same District. They must be adjacent.

BENEFIT: Get 2 base game resources of your choice from the general stock. You get 2 VP at the end of the game.



REQUIREMENT: Complete a whole District (3 City cards in the same District).

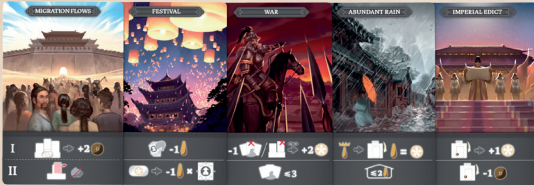
BENEFIT: Perform an additional main action. You get 2 VP at the end of the game.

Event Cards Module

While building the Ten Dynasties' Capital, new unexpected events may occur and you, wise urbanists, will have to rapidly manage new situations.

When a specific Event occurs for the first time, it positively affects the game, but when it comes the second time, its effects can be terrible!

Contents



10 Event cards
(2 copies per Event)

Setup

Shuffle the Event cards and return 3 random Event cards to the box. Shuffle the City cards and divide the deck into two different decks, approximately the same size.

Shuffle 3 random Event cards into one half of the deck and place this deck face-down in the middle of the table.

Shuffle the remaining 4 Event cards into the other half of the deck and place it on top of the previously created deck. Now the City deck is completed.

NOTE:

By creating the deck this way, 4 Event cards will be revealed within the first half of the deck and 3 Event cards within the second half of the deck. Indeed, since the City deck is seldom depleted, the last Events might never be revealed during the game.

Gameplay

During the game, when taking a City card from the display for any reason, if an Event card appears on top of the City deck, reveal it and place it in the middle of the table within everyone's reach.

When an Event type is revealed for the first time, a new rule is added to the base game rules: the effect of Phase I. It is applied to all players.

When the same Event type is revealed for the second time, a new rule enters the game: the effect of Phase II overwrites the Phase I rule. The exception is "Migration Flow". Both effects are applied when the second card of this type appears. On this Event card, there is a dotted line between the 2 rows to remind you that when both cards have been revealed, the effects of both rows are applied to all players.

Event Card Effects

IMPERIAL EDICT



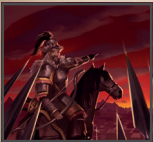
PHASE I: *"The Emperor demands quality when working on the Districts."*

When building a City card that requires paying an additional Coin, you immediately get a base game resource of your choice.

PHASE II: *"Property tax increases."*

Building a City card now has an additional cost: 1 Coin.

WAR



PHASE I: *"The rumors of a potential war are creating excitement amongst the people and everybody works hard to get new resources."*

During your turn, you can discard any number of City cards from your hand or the most visible cards on your Gates to get 2 base game resources of your choice for each card discarded. You can do this at any time. There is no limit to the number of City cards you can discard in this way.

PHASE II: *"With war approaching, people start to fear the consequences of the conflict."*

You can't keep more than 3 cards in your hand at the end of your turn.

FESTIVAL



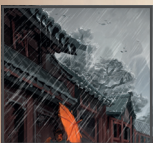
PHASE I: *"The upcoming festivities lead many people to the city."*

During the Research action, taking a Character card now costs 1 Wheat (instead of 2).

PHASE II: *"In the long term, all these people need to be fed..."*

During the Production action, activating a Character card now has an additional cost: + 1 Wheat.

ABUNDANT RAIN



PHASE I: *"Rain is making cultivations plentiful and florid, creating abundance in the harvest of crops."*

At the beginning of your turn, if you have the most Wheat in your stock compared to all other players, you can build using Wheat instead of any other Resource. However, you cannot pay Wheat instead of the additional Coin.

PHASE II: *"Rain won't stop, and is now inundating the fields. Harvests are completely ruined."*

You can't keep more than 2 Wheat at the end of your turn.

MIGRATION FLOWS



PHASE I: *"Population is growing, thus creating wealth and prosperity."*

If you produce using 3 City cards at a single Gate, you get +2 Coins.

PHASE II: *"As population grows, criminality starts to spread across the Capital."*

Acquiring a City card from another player now costs 1 Stone less (it is possible to spend 0 Stones).

Decree Tiles Module

During this changing and flourishing era, the Emperor's court decided to publish some new decrees to fully administrate the empire and Chang'an itself. Decree tiles show a requirement—in terms of card types played in the City Districts—to be fulfilled by the end of the game. Players must strictly follow their own Decree guidelines to build the city. In return, during the game they will obtain additional resources, a special effect, and additional VP at the end of the game.

Contents



10 Decree tiles

Setup

Shuffle the Decree tiles without looking at them, and place a number of them equal to the number of players plus 1 in the center of the table.

Starting from the last player and then going counter-clockwise, each player chooses 1 of the Decree tiles and places it in their area, along with the 3 resources indicated on their chosen Decree tile.

Remove the remaining Decree tile and return it to the box.

Gameplay

Every Decree presents a game end objective (in the upper part of the tile) and a Special Power (in the lower part of the tile). The Special Power is the same for every Decree.

OBJECTIVE

At the end of the game, if you build the required number of cards of the type indicated on your Decree tile on your City board, you get the indicated VP.

SPECIAL POWER

Only once per game, you may flip your Decree tile face-down to discard the 3 City cards in the display, then refill it with 3 new City cards from the City card deck.

Game end and final scoring

At the end of the game, players obtain the indicated VP only if they accomplished their own Decree tile requirements.

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Visit <https://pendragongamestudio.com/download/> to download the Rulebook in your language.

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