

Cháng'ān 長安



Rulebook

Introduction

During the Tang Dynasty, Cháng'ān is one of the largest cities in the world. It is a cosmopolitan urban center with thousands of travelers exploring the city to smell its aromas, discover its streets, and discover new ways of living.

Now, the city is in need of renewal: you are an important urbanist, called by the Tang Dynasty court to supervise the renewal of a City District. Compete against other famous urbanists to build the best Districts of Cháng'ān and to gain the favors of the court.

Do you have what it takes to be named the premiere Urbanist of Chang'ān?

Overview

Players will carefully plan their renewal projects by placing cards on the top part of their personal City boards (the Gates). Then players will move the cards into the City Districts to build amazing structures and welcome influential people to the neighborhood. Every new card built into the Districts will provide different types of privileges and a certain number of Victory Points (VP). At the end of the game, the player who gained the most VP is declared the winner.

Like the city of Cháng'ān, the game keeps changing and evolving! *Cháng'ān* can be played in many ways according to the part of the city (City cards) players decide to develop and the management features (card effects) they choose to explore!

Contents



90 City cards
(18 cards per deck)



4 City boards



1 Scorepad with pencil



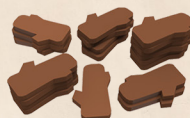
1 Jade Dragon token
(first player marker)



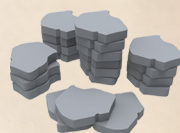
20 Coins



20 Wheat tokens



20 Wood tokens



20 Stone tokens

Setup



Each City card deck brings a different aspect to the game. Keep this in mind when choosing which decks to play with to craft a unique experience each game.



PRODUCTION DECK (Blue cards): This deck allows players to produce and store more resources.



TRADE DECK (Orange cards): This deck allows for resource exchanges and indirect interaction among players.



SCIENCE DECK (Green cards): This deck allows players to acquire scientific knowledge and provides a new resource.



POLITICS DECK (Purple cards): This deck speeds up the construction of the player's Districts.



MILITARY DECK (Red cards): This deck adds military defense to the player's Districts and increases competition among the players.

Together, choose the decks to play with according to the number of players in the game.

- With two or three players, use three City card decks (54 cards)
- With four players, use four City card decks (72 cards)

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

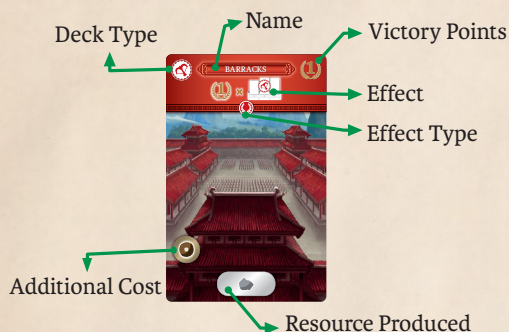
Place the Resource tokens in a general supply, within everyone's reach ②.

Each player receives one City board, one Coin, and one Wheat token from the general supply and places them near their City board ③. Then each player draws four City cards from the City deck to their hand ④.

The last player to travel abroad receives the Jade Dragon token ⑤ and will be the First Player for the entire game. Otherwise, choose a first player at random.

CARD STRUCTURE

BOARD STRUCTURE



Gameplay

The game is played over a number of rounds, until the game end condition is triggered (page 6). Rounds proceed in clockwise order, starting with the First Player. During a player's turn, they perform **exactly** one of the three main actions:

- Research
- Produce
- Build

During their turn (before or after the main action), players can perform these additional actions once each:

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

NOTE:

You cannot have more than four Resources per type at the end of your turn. Return any excess Resources to the general supply.

You can't keep more than six cards in your hand at the end of your turn. Discard any excess cards of your choice and place them face-up next to the City deck, creating or adding to the discard pile.

Research

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

The player takes one face-down City card from the City deck or one visible City card from the display. They can get one additional City card for each pair of Wheat tokens they return to the general supply. Players can buy as many cards as they wish as long as they have the resources to do so. These 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! This can help your planning during the game.

Produce

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

To produce resources, the active player performs one or both of the following actions:

1. Play new City cards
2. Rearrange their City cards (page 4)

1) Play new City cards:

Play one, two, or three City cards directly from their hand to a **single Gate** of their City board (see Example A). A maximum of three City cards can be produced at each of the four Gates before they need to be Built into the city (see page 5), though three cards are not required to be at a Gate for a player to perform a build action.

Example A: The player chooses two City cards from their hand. They choose which cards to play and in which order.



2) **Rearrange your City cards:** To rearrange City cards, the active player can move cards from one or more different Gates to a single Gate. This can be accomplished in one of two ways:

- Move the cards one-by-one (see Example B) - Move cards one at a time, starting with the topmost card at a Gate. This can help rearrange the order of cards that can be Built later (page 5).
- Move the cards as a group (see Example C) - Move multiple City cards from a single Gate as a group to another Gate, keeping their order intact.

Example B: The player moves the top card of the Wood Gate to the Wheat Gate and then moves the top card of the Stone Gate to the Wheat Gate placing it on top of the card they previously placed.

Example C: The player chooses to move a group of cards from the Wood Gate to the Wheat Gate, keeping the order the cards are in.



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 be played on the same Gate.

REMEMBER:

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

Example D: The player plays two cards from their hand, choosing the order to play them to the Wheat Gate. They then move one card from the Wood Gate to the Wheat Gate on top of the cards from their hand.



Once the City card(s) have been played/rearranged, the resource of the played Gate are produced. The player checks how many resources on the cards match the Gate resource and collects one resource for each matching symbol +1 for the Gate itself (see Example E).

Players do not have to play matching resources on a corresponding Gate. For example, you can play two cards producing Wood on the Gate that produces Stone. In this case you will only collect one Stone from the Gate itself.

Finally, in any order, the player can activate the effects of any Character cards previously built in the District below the Gate where the production took place.

Example E: Looking at the target Gate, the player collects four total Wheat tokens. One for each matching symbol on the cards and one for the Wheat depicted on the board.



Build

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

The active player takes the topmost City card from any Gate on their City board and places it on the topmost available space of one of their Districts. Then they return the resources required to build on that space to the general supply. The following rules always apply:

- A player can place a City card in **any District** of their choice. It doesn't matter which Gate the card came from.
- Players can **never** build two copies of the same card in a single District.
- Districts are completed in columns. In each District, players must fill the top space first before they are able to place a card on the second space and then on the third.
- Players must **pay the required resources** indicated on the space they are placing their card on. They may have to pay one coin as an **additional cost** if required by the card they are placing.
- Players **may immediately trigger** the effect of a Character card they just placed in a District.
- Players cannot place a City card directly from their hand into their District. Cards need to be produced at a Gate before being built to a District. Some effects allow you to break this rule! Always follow a card effect over the rules in this book.

CITY CARD EFFECT TYPES:

All City cards also have an accompanying effect type (see Card Structure on page 2). There are four types of effects and they are explained below:



CHARACTER: This effect is activated immediately when built. Moreover, when you perform the Produce action, you can **reactivate the effect of every** Character card in the District under that Gate.



PERMANENT: This is an ongoing, permanent effect. 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.



IMMEDIATE: This effect is activated immediately 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..."

The active player may spend two Coins to obtain one Resource token (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..."

The active player may take one City card from the topmost spot of another player's Gate, not one tucked under other cards. They add it to their hand and return a number of Stone tokens to the general supply according to the position of the City card at the Gate:

- The first card at a Gate can never be taken, it is safe (in Example E on the previous page, the purple Princess and orange Merchant cards would be considered safe).
- The second card at a Gate costs the active player two Stone tokens to take.
- The third card at a Gate costs the active player one Stone token to take (in Example E on the previous page, the blue Craftsman card would cost one Stone token to take).

The targeted player obtains one Wheat resource from the supply as compensation.

Game End and Final Scoring

The game ends when a player has nine or more cards built in the Districts of their City board (the City cards at the Gates are not in a District yet and are not counted). Complete the current round so that each player has played the same number of turns.

All players tally up their Victory Points as follows:

1. 2 VP for each City card built in the **first row** of their District.
2. 4 VP for each City card built in the **second row** of their District..
3. 8 VP for each City card built in the **third row** of their District..
4. 3 VP if the player has built at least one of each of the following City card Effect types in the **first row** of their District: Character, Permanent, and Game End and the entire row is full.
5. 5 VP if the player has built at least one of each of the following City card Effect types in the **second row** of their District: Character, Permanent, and Game End and the entire row is full.
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. Players count the remaining resources in their personal supply and the cards left in their hand. Score 1 VP for each set of five remaining resources/cards.

The player with the most VP is named the premiere Urbanist! In the case of a tie, the tied players should see who has more City cards in the third row of their Districts, if still tied they should check the second row, and finally the first row. If the players are still tied after checking all the rows of their Districts, the Victory is shared.

Scoring Example: The game has finished and the player is adding up their total Victory Points. They score as follows:

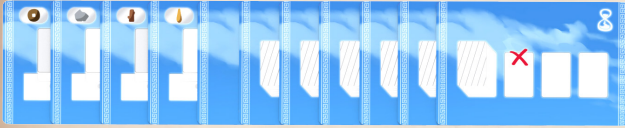
1. 8 VP - for having four cards in the first row of their Districts.
2. 16 VP - for having four cards in the second row of their Districts.
3. 8 VP - for having one card in the third row of their Districts.
4. 3 VP - for the three different effect types on cards in their first row and the row is full.
5. 5 VP - for the three different effect types on cards in their second row and the row is full.
6. 3 VP - for the VP indicated in the top-right corner of the city cards in their Districts (1 VP - College, 1 VP - Transport Canals, 1 VP - City Office, 1 VP - Craftsman. -1 VP - Smuggler).
7. 7 VP - for the Game End City cards in their Districts (3 VP - City Office, 2 VP - Archives, 2 VP - West Market).
8. 1 VP - for the sum of the remaining cards and resources (3 cards, 3 coins, 2 Wood, 1 Wheat).



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.

Contents



11 Automa cards

Setup

Choose two City decks either randomly, or chosen by the player. Set up the game as usual. If you are using the Military deck, be sure to read the special rules on page 8.

Automa's difficulty can be modified by removing one, two, or three Automa cards with the Star icon.

- Normal (★): Add only the card showing one Star.
- Hard (★★): Add only the cards showing one Star and two Stars.
- Impossible (★★★): Add all three cards, regardless of the number of Stars represented.

Shuffle the Automa cards to create the Automa deck and place it to one side of the table with space for a discard pile. Automa has no City board and starts with one base game resource of each type.

Gameplay

Play as usual, following the base game rules of *Cháng'ān*. Play alternating turns with the player starting first, then Automa making its move, and so on.

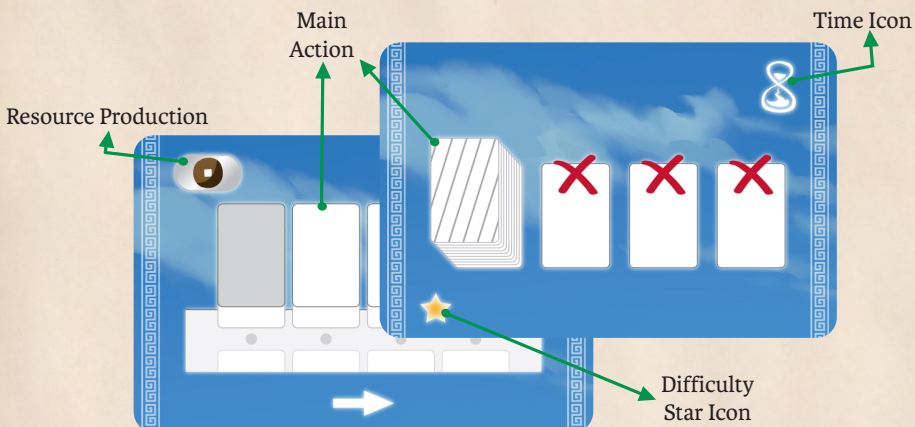
Cards must always be discarded face-up. During your turn, it is always possible to pay two Stones to draw a card from the top of the discard pile (once per turn).

Automa's Turn and Cards

"You never know Automa's next move, so 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. It may also have resource Production in the top-left corner or a Time icon in the top-right corner. Certain cards also have a Star icon, which allows the player to dial up or down the difficulty of the game.



The actions Automa can perform on their turn are described below:

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 one Wheat, as per the base game rules.

NOTE:

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

Then Automa produces the resource shown in the top-left corner of the card. They will horde these resources until a fifth resource of the same type (i.e. five wood, or five wheat, or five stone) is placed. When this happens, return all but one resource of that type to the general supply, leaving only one for Automa.

When playing with the Trade deck, if you own the Transport Canals for that resource type, you obtain that resource, too. The Smuggler's effect can target Automa's resources.

Automa Discards One or More City Cards from the Common Display

Discard the indicated City card(s) from the common display and refill them according to the base game rules.

Automa Consumes Time

If the large Time icons Automa card is revealed, no main action is triggered for Automa.

After you have performed the action for Automa, place the revealed Automa card face up, slightly shifted, together with the Automa cards revealed in previous turns. When the fourth, or more, Time icon on the top right corner is placed, shuffle all Automa cards together to create a new Automa deck. Play continues once the deck is shuffled.

Game End and Final Scoring

The game ends as soon as the player has built nine cards on their City board or when the City card deck is depleted, whichever comes first. In the latter case, the game ends with a defeat. Otherwise, calculate your score as usual and check your Urbanist rank:

1. <30 VP: Student. You are still a student in need of more practice.
2. 30-39 VP: Architect. You are a brilliant architect with a bright future.
3. 40-49 VP: Urbanist. You are a wise urbanist who can really think outside the box.
4. 50-59 VP: Master. You are a true master of architecture with great power in your hands.
5. ≥60 VP: Legend. Your legend is closely linked to the marvel that is Cháng'ān.

Playing Solo with the Military Deck

During setup, if one or more Military cards are in the display, assign one of them to Automa by placing it on Automa's side of the table and reveal a new City card in its place. This possibly gives Automa a starting Military strength of one.

Every time you shuffle Automa's deck, if one or more Military cards are in the display, assign one of them to Automa and reveal a new card. Automa's Military strength grows +1. 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 cards that require you compare your strength to your rivals.

Solo Mode is best experienced by playing with the rules of the base game, without adding any of the optional modules.

Optional Modules

The following pages contain exciting new ways to play *Cháng'ān*! They can be added one at a time or mixed and matched to create even more variability to the game. We recommend having played with the base game rules a few times before adding any of these modules.

The Silk Road

The Silk Road allows players to send emissaries to the Silk Road to increase trade and obtain a precious new resource: Silk. This module adds a new deck of City cards, Silk tokens, Silk Road boards, and Hanfu tokens to enhance the base game with new choices and even more strategy.

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. Keep the total count of decks the same as the base game (page 2).

Add three Silk tokens per player to the general supply. Place any remaining Silk back in the box.

Players add one Silk to their supply and places a Silk Road board to the left of their City board.


Create a face-up pile of the Hanfu tokens in numerical order, with the highest value on top.

Gameplay

Play *Cháng'ān* as usual but with a new Build action available and two additional optional actions.

Build

“On the Silk Road, you never know who you could meet...”

Players may now optionally Build a Character City card  from any of their City board Gates to the Silk Road board, following the normal rules for building (page 5).

The Silk Road works like the Districts on the active player's City board, following the same rules for Building, but the Silk Road is distinct from the Districts and is not part of the City.

- Card effects that specify they apply to a District (or within the City) do not take into account the Character cards placed on the Silk Road.
- Books and Military found on the Silk Road are not part of a player's City Districts.
- Character Cards on the Silk Road do not count towards End Game bonuses, except as noted in this modules Game End and Final Scoring or if the Silk Road is specifically mentioned.

Permanent, End Game, and Immediate effect type City cards, even from the Silk Road deck, cannot be built on the Silk Road. Those cards must be built on player's City board.

REMEMBER:

Since cards cannot be Produced to the Silk Road board, Character card effects will only be triggered on the turn they are placed. They can only be reactivated by other City card effects if the Silk Road is specifically mentioned in the City Card Effects.

"...so keep a low profile, or you may attract unsavory elements looking for treasures on the Silk Road!"

When you build Character cards on the Silk Road board, you obtain Silk in exchange: two Silk tokens for the first card, three Silk tokens for the second card, four Silk tokens for the third card, as noted on the right side of the Silk Road board.

Silk is a limited resource. If there is Silk available in the general supply, it is always taken first. If there are no Silk tokens in the general supply, the active player takes them — one by one — from the player who currently owns the most Silk tokens. In case of a tie, the active player chooses which player to take the Silk from. If the active player owns the most Silk, do not receive any additional Silk tokens.

Optional actions

Hanfu tokens

Once per turn, as an optional action, the active player may purchase a traditional Hanfu cloth. They return four Silk tokens to the general supply. Then, the active player must permanently remove one of the Silk tokens in the general supply from the game (return it to the box). The active player then takes the topmost Hanfu token from the pile and keeps it visible near their City board.

Hanfu tokens are worth additional VP at the end of the game according to their stated value.

The power of Silk

Silk is a precious resource. The active player can spend three Silk tokens instead of the normal Resources to build a City card on their main City board—but not on the Silk Road! If the City card being built requires a payment of Coin, it must be paid in addition to the three Silk.

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 nine built City cards** that trigger the end of the game. Score the game as normal (page 6) and then add the following VP to each player's score:

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

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

Empress Module

Gaining the favor of the Empress leads to greater glory. The Empress introduces a new mechanism and more interaction when players complete a City District. When a player completes a District, they take possession of the Empress pawn. When a player has possession of the Empress they can discard cards to accumulate VP. Timing is everything!

Contents



1 Wooden Empress pawn

Setup

Place the Empress pawn within reach of all players.

Gameplay

When an active player completes a City District (three City cards built in the same District), they take the Empress pawn.

At the end of the active player's turn, if they have the Empress pawn, they **may discard one City card** from their hand and place it face-down next to their City board. This can be done every turn the player still holds the Empress pawn, but only one card may be discarded this way per turn. A maximum of five City cards can be discarded this way.

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

Game End and Final Scoring

At the end of the game, players get 1, 2, 4, 6, or 8 VP for one, two, three, four, or five City cards placed next to their City board. Players cannot gain more than 8 VP in this way (for a maximum of five discarded City cards).

Progress Cards Module

The march of progress never ceases. Players can now help improve the city's technology: Progress cards can trigger many intriguing and progressive combos in the City Districts.

Contents



20 Progress cards
(4 per type)

Setup

Setup the game as normal and then shuffle the Progress cards and place them face-down next to the City deck, to create the Progress deck.

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

Deal one random Progress card from the deck to each player. They keep the Progress card in their hand along with their City cards.

Gameplay

During their turn, when choosing the Research action, players may now acquire a mix of City cards and/or Progress cards. As always, the first card acquired has no cost. Every additional card has a cost of **two Wheat** for City cards (as in the base game) or **two Coins** for Progress cards. Players can buy City cards and Progress cards on the same turn.

Like City cards, the active player can choose the top face-down card from the Progress deck if they don't want any of the three face-up cards.

Each player may have a maximum of **six 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 in the discard pile, Progress cards can no longer be acquired during the remainder of the game. Any Progress card discarded in the future should be returned to the box.

The top of each Progress card shows a requirement in terms of the type of adjacent cards in the same District. Once the requirement is met, the card is played, and the benefit in the lower part is triggered. The benefit can be triggered multiple times as described on the next page.



When a player accomplishes the requirement of a Progress card in a certain City board District, they can immediately play the Progress card under their City board, aligning it with the District that accomplished it. In any order, the benefit of the played Progress card is triggered together with any previously completed Progress cards' benefits (see Progress Card Effects). Once a Progress card is played, it is not triggered by meeting the requirement again in the District, only when a new Progress card is played.

Each player can play a maximum of four Progress cards in the game, **one per District on the City board**. Progress cards cannot be played to the Silk Road.

NOTE:

It's not possible to acquire Progress cards using the effect 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 any VP shown in the top-right corner of each Progress card played under their City board and for any scoring benefits indicated on their completed Progress cards.

Progress Card Effects



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

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



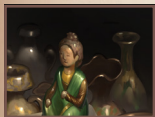
REQUIREMENT: Build two City cards with the same effect type in the same District. These cards must be adjacent.

BENEFIT: Every time you trigger this benefit, activate a Character card built in one of your City Districts or your Silk Road. You get 2 VP at the end of the game.



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

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



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

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



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

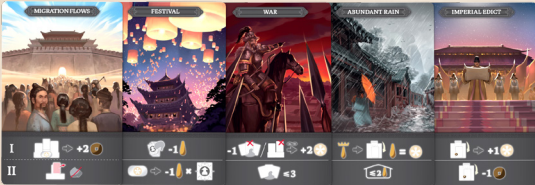
BENEFIT: Perform an additional main action. You get 2 VP at the end of the game.

Event Cards Module

While renewing Cháng'ān, new and unexpected events may occur. 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 if it comes up a second time, its effects can be terrible!

Contents



10 Event cards
(2 per Event)

Setup

Shuffle the Event cards and then return three randomly to the box. Shuffle the City cards and divide the deck into two different decks of approximately the same size.

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

Shuffle the remaining four Event cards into the other half of the deck and place it on top of the previously created deck creating a single City deck for play.

NOTE:

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, immediately reveal it and place it in the middle of the table within everyone's reach.

When an Event type is revealed, a new rule is added to the base game rules and the effect of Phase I on the bottom of the card is activated. The new rule applies to all players.

If 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.

Event rules are cumulative, new Event cards do not replace old Event cards except as noted when the same Event type is revealed a second time.

The exception is "Migration Flow." Both effects are applied if the second card of this type appears. On this Event card, there is a dotted line between the two rows to remind players that when both cards have been revealed, the effects of both rows are applied to all players.

Event Card Effects

IMPERIAL EDICT



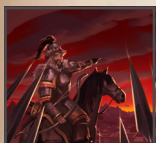
PHASE I: *"The Emperor demands quality when working on the Districts."*

When building a City card that requires paying an additional Coin, the active player immediately get a base game resource of their choice.

PHASE II: *"Property tax increases."*

Building a City card that requires paying an additional coin now costs two additional Coins instead of one.

WAR



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

On a player's turn, they can discard any number of City cards from their hand or the topmost cards on their Gates to get two base game resources of their choice for each card discarded. This can be triggered before and/or after any Action or optional Action and can be triggered multiple times in a turn. The only limit to how many cards they can discard is how many cards they have in their hand and at their City Gates.

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

Players cannot keep more than three cards in their hand at the end of their turn.

FESTIVAL



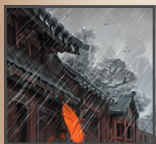
PHASE I: *"The upcoming festivities lead many people to the city."*

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

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

During the Produce action, activating a Character card now has a cost of one 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 supply 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 two Wheat at the end of your turn.

MIGRATION FLOWS



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

If you produce using three City cards at a single Gate, you gain two Coins in addition to the produced resources.

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

Acquiring a City card from another player now costs one Stone less (it is possible to spend zero Stones) (page 5).

Decree Tiles Module

During this changing and flourishing era, the Emperor's court decided to publish new decrees to fully administrate the empire and Cháng'ān itself. Decree tiles show a requirement — in terms of card effect types played in the City Districts — to be fulfilled by the end of the game. Players who follow their Decree guidelines to build the city obtain 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 one in the center of the table.

Starting from the last player and then going counter-clockwise to the starting player, everyone chooses one of the Decree tiles and places it near their City board, along with the three resources indicated on the lower right portion of their chosen Decree tile.

Remove the remaining Decree tile and return it to the box along with the Decree tiles that were not placed in the center of the table earlier.

Gameplay

Every Decree presents a game end objective (in the top part of the tile) and the Special Power (in the lower left part of the tile), which is the same for every Decree.

OBJECTIVE

At the end of the game, if you have built at least the required number of cards of the effect type indicated on your Decree tile on your City board, you gain the indicated VP.

SPECIAL POWER

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

Game End and Final Scoring

In addition to the base game final scoring, players obtain the VP indicated on their Decree tile if they accomplished their Decree tile's requirement.

CREDITS

Designers: Carlo Camarotto, Nestore Mangone

Publisher: Pendragon Game Studio srl

Production: Michal Zwierzynski

Developer: Francesco Testini

3D Modeller: Giuseppe Carnazza

Pendragon team: Mauro Chiabotto, Monica Galli, Alessandra Negri-Clementi, Giovanni Negri-Clementi, Andrea Piga, Rachele Kelly Stocco

English Proofreading and Editing by Arcane Wonders: Dustin Wessel, Robert Geistlinger

Project Manager: Matteo Gravina, Emanuele Palmiotti

Illustrator: Sergio Chaves

Copy Editing: Floriana Luciani, William Niebling

Art Director: Ylenia D'abundo

Graphics: Zhuang Huachong

Proofreading: Alex Grisafi, Silvio Negri-Clementi

Playtesters: Andrea Bampi, Francesco Binetti, Filippo Brigo, Vincenzo Cappelleri, Alessandra Cino, Michele Cristofani, Antonio D'Agostino, Alessandro Dal Fabbro, Fabrizia De Palma, Pasquale Facchini, Dario Massa, Dario Massarenti, Luca Modolo, Elena Mondin, Nicola Mosca, Stefano Nicotra, Pierluigi Palini, Pierpaolo Paoletti, Barbara Parutto, Kristian Pignat, Filippo Riva, Leonardo Sabbadin, Maurizio Sabbadin, Caterina Scagnellato, Alessandro Sciacqua, Francesco Ubbiali.

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