



RULEBOOK



WARRING STATES

Chaos has erupted on the continent of Shaolia. The lords from each region have risen up to claim the title of emperor. Wars, both large and small are breaking out over the continent.

Now it's your turn, as one of the most talented leaders in Shaolia, to establish a brilliant strategy, build up your territory, and face off against every opponent, with one ultimate goal in mind; become the new ruler of Shaolia !



Shaolia is a fast-paced game filled with deadly tactical and strategic decisions.

In this game, you'll fill your territory using dozens of unique buildings and character with all kinds of fantastic abilities. Your territory can be a wealthy trade city, a culturally flourishing city, a military land power or something totally new! It's all up to you.



Welcome to the world of Shaolia!

First of all, we want to express our gratitude to you, our early players and supporters. Thank you. We were only able to make this board game project come true because of your amazing support.

This 40-page rulebook will be a complete guide for you while you explore the world of "Shaolia: Warring States".

We understand that 40 pages is a lot of text. But don't worry! You only need to read pages 5 ~ 18 to learn the basic rules, which is only 14 pages. This part of the rulebook contains essential rules for the game, so please make sure to read these sections carefully before you play your first game.

I hope you enjoy this game as much as we enjoyed designing it. Please feel free to contact us if you have any questions or suggestions.

*Sincerely,
Bad Comet Games Team*

1. PREPARE TO PLAY

- I. Game Components
- II. Game Setup

2. GAMEPLAY

- I. Objective of the game
- II. Round
- III. Round Order
- IV. Purchase Phase
- V. Building Phase
- VI. Action Phase

3. CARD ABILITY

- I. Card Level
- II. Action Command
- III. Card Classification
- IV. Status Token
- V. Character Card

4. GAMEMODE

- I. Warring States
- II. Trade War
- III. Hidden Figures
- IV. The Three-Cornered War
- V. The Alliance
- VI. The Tyrant
- VII. Rumble

5. ENCYCLOPEDIA

1 PREPARE TO PLAY

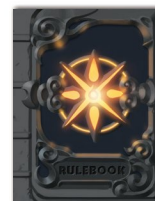
I. GAME COMPONENTS



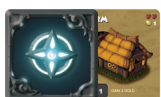
Territory board x 4



Trading board x 1



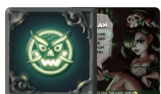
Rule book x 1



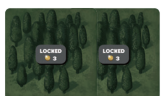
Lv1 card x 48



Lv2 card x 82



Character card x 13



Locked space card x 8



Trading post tile x 9



Player aid x 8



1 Gold token x 25



5 Gold token x 12



Attack token x 15



Life token x 15



Blockage token x 10



ANY die token x 14



Mineral x 20



Officer x 20



Culture score tracker x 4



Damage counter x 35



First player marker x 1



Dice x 12

II. GAME SETUP

- 01 Decide which game mode to play. Game setup can vary slightly between "Game Modes". Please refer to the "Game Mode" section (p20~p33) along with this page to prepare the game.

If it is your first game, we recommend starting with "#1 Warring States".

- 02 Each player has 1 **territory board** placed in front of them
- 03 Position the **trading board** on the table as shown
- 04 Place **Lv1 cards and Lv2 cards** as shown. Please refer to the "Game Mode" page you've chosen to prepare the cards applicable for your game.

- a Lv1 Card Deck
: Shuffle Lv1 cards and place the deck face down
- b Lv2 Card Deck
: Shuffle Lv2 cards and place the deck face down
- c Lv2 Drafting Pool : Draw 3 cards from Lv2 card deck and place them side by side, face up
- d Lv1 Discard Pile
: Leave some space for discard pile
- e Lv2 Discard Pile
: Leave some space for discard pile

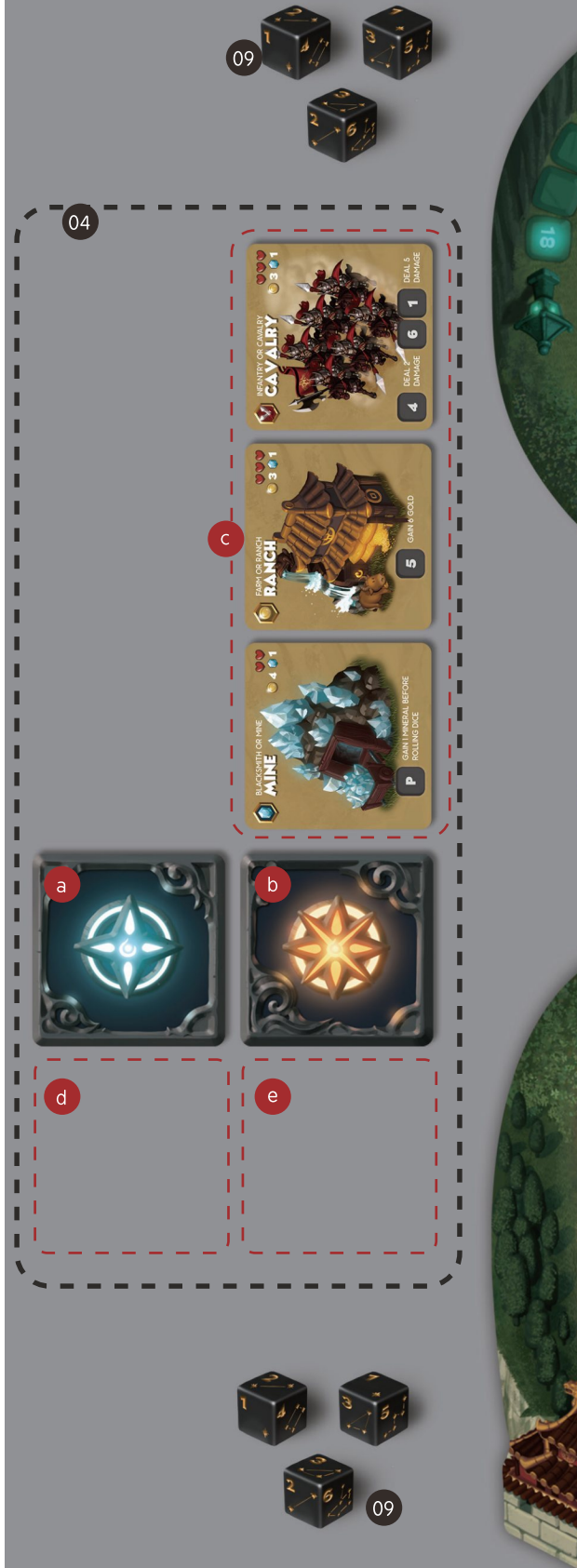
- 05 Place the **trading post tiles** on the empty slots of the trading board, according to the game mode you've chosen
- 06 Each player takes their starting resources, according to the game mode you've chosen.
- 07 Every player should place a **culture score tracker** on their territory board's culture score gauge, to indicate the starting culture score of '0'
- 08 Each player should place 2 **locked space cards** on their territory board. One in the front row and one in the back row as shown.
- 09 Each player takes 3 **dice**
- 10 The first player takes the **first player marker** and places it near their territory board

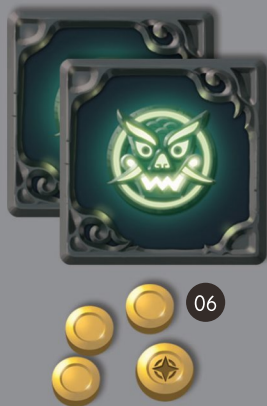
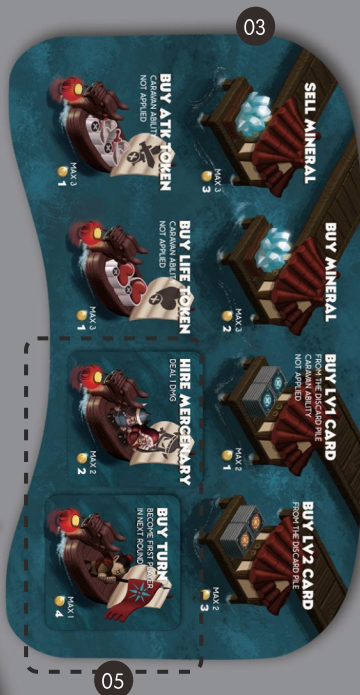
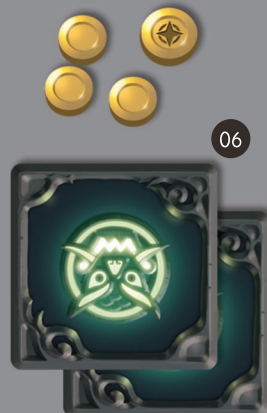
The "most regal-looking player" becomes the first player

- 11 Position the **Gold, Mineral, Officer, Damage counter and Status tokens** in the middle of the table

- f Gold g Minerals h Officers
- i Damage Counters j Attack Token k Life Token
- l Blockage Token m Any Die Token

Refer to "Game Mode"







2 GAMEPLAY

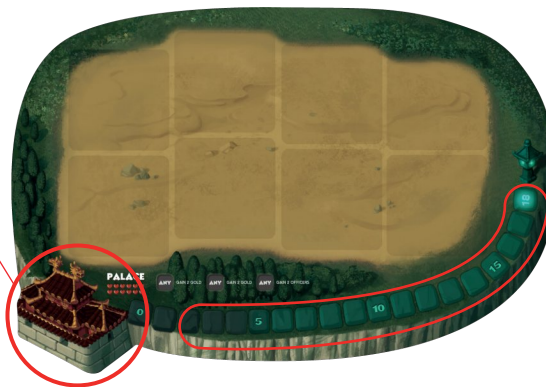
I. OBJECTIVE OF THE GAME

There are **two ways to win** in Shaolia.

- or**
- a. Deal 12 damage to your opponent's palace and destroy it
 - b. Achieve a culture score of 18

Palace

You can destroy your opponent's palace by dealing 12 damage here.



Culture score gauge

You'll track your culture score by moving the tracker on the gauge.

Territory board

TIP If any player destroys their opponent's palace or gains 18 culture points, the game is finished immediately. If the first player for the round reaches either conclusion, the game does not continue to complete another player's turn.

II. ROUND

The game is played through multiple rounds. Each round consists of 3 different phases.

1. Purchase Phase

Purchase cards and resources

2. Building Phase

Build the purchased cards on the territory board

3. Action Phase

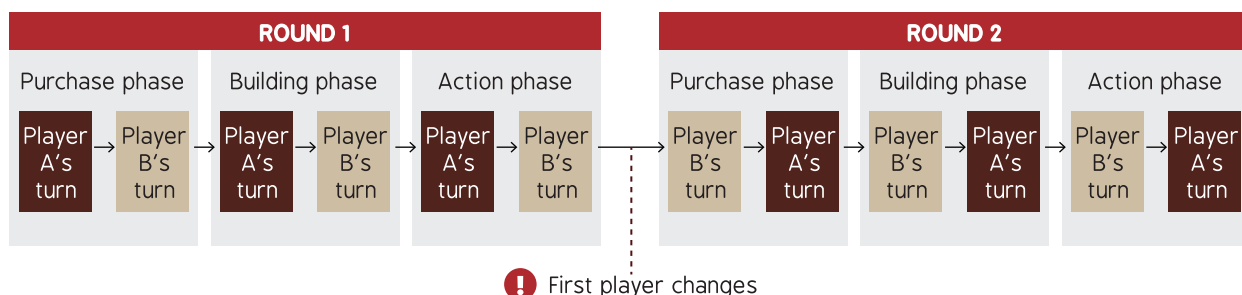
Roll the dice and activate cards built on the territory board

III. ROUND ORDER

The game starts with the first player's purchase phase. After the first player finishes purchasing, the next player's purchase phase begins. After each player completes their purchase phase, building phase and action phase in turn, the round is finished.

After a round finishes, the "first player" changes. The "first player marker" is moved to the new first player. The next round begins with a new purchase phase.

TIP Building and action decisions should be made with first player turn order in mind.



IV. PURCHASE PHASE

- Players can buy **4 things** during the purchase phase: Lv1 cards, Lv2 cards, extra dice, or officers.
- Everything, including purchased cards, is **open information** for all players.
- Place purchased cards on the table near the territory board, face-up, to form a hand.
- Players can purchase as many cards as they want if they have the resources.
- At the end of each purchase phase, players must discard cards until they meet the hand size limit of **8 Lv1 and Lv2 cards** (Character cards not included)

1. Lv1 Card	2. Lv2 Card	3. Extra Dice	4. Officers
			
Pay 1 gold to get a Lv1 card from the Lv1 card deck	Discard 3 cards (Lv1 or Lv2) from your hand and get a Lv2 card from the Lv2 drafting pool	Pay 4 gold to get an extra die. Each extra die can only be used once and must be used during the next action phase	Pay 1 mineral to get 2 officers. Officer adjusts the number on any die by 1

Lv2 Drafting pool

- Draw a card from Lv2 card deck to refill the drafting pool after purchasing
- If you don't like any of the cards in drafting pool, you can pay 1 gold to discard every card in the drafting pool and draw 3 new cards to form a new drafting pool

TIP "Changing drafting pool by paying 1 gold" is a very useful action to remember.

Resources of Shaolia

Gold



5 gold 1 gold

Basic resource
Gold is the collective term for the basic resource in the game no matter what color the coins are

Mineral



Resource used for building or trading

Officer



Adjust the number on any die by 1
Ex) If you roll a 6 on one die, you can use an officer to change the 6 to either a 1 or a 5. If you use two officers, you can change the rolled 6 to either a 2 or 4.

V. BUILDING PHASE

During building phase, you will build cards you have purchased during a purchase phase on your territory board.
To use a Lv1 or Lv2 card's ability, it must be built on the territory. There are 3 different things you can do during the building phase.

1) Building

Pay '**building cost**' and place the card on one of the empty spaces on your territory board.
Most Lv2 cards have a '**building condition**' written on upper left side of the card.
You must have at least one of the stated cards built on your territory board to build the Lv2 card.

2) Opening Locked Space

Pay 3 gold and remove one 'locked space card' from your territory board.
You can now build cards on the newly opened space.

3) Demolishing

You can remove a constructed card from your territory and place it in the discard pile at no cost.

TIP You can remove as many constructed cards as you want but you can't move them to another space once they've been constructed. So think carefully before you build !

Building condition

To build this card, you must have at least one school or theater built on your territory

TIP

You can destroy the school and build the theater on the same spot if necessary.

Empty space

Empty spaces are displayed by dark shadow

Building cost

To build this card, you have to pay 3 gold and 1 mineral

Locked Space Card

You can open a locked space by paying 3 gold



VI. ACTION PHASE

During each action phase you **roll 3 dice** (basic amount) and activate card abilities with the roll's result.

TIP You can use more dice if you have bought some extra dice during the previous purchase phase.

Action Command

Indicates the required dice to activate the card's ability. You must spend matching dice to activate it.

TIP

Physically place matching dice on the action command to prevent confusion.





Card Ability

Applies when you activate the action command
ex) In this case, if you spend die number 5, you'll gain 1 mineral.

TIP

If you didn't get 5 in this case, you can use an 'Officer' to adjust die 4 into 5 and activate blacksmith.

These are some important rules applied on the action phase.

1) Using dice in order

Use die one by one. Apply an effect of a die completely and then use the next one.

Ex) You can spend the first die to gain 2 officers and use the officers immediately to adjust the number of second die.

2) Constraint for multiple activation

Every card can **be activated only once** during a single action phase.

Even for cards with multiple abilities, only one ability can be activated during the same action phase.

3) Basic abilities of the palace

The palace has **3 basic abilities**. Players can use these abilities any time they want.

The palace is the only exception to the "constraint for multiple activation" rule. Its 3 abilities can be activated at the same time during the same turn. But even for the palace, activating the same action command multiple times during the same turn is not possible.

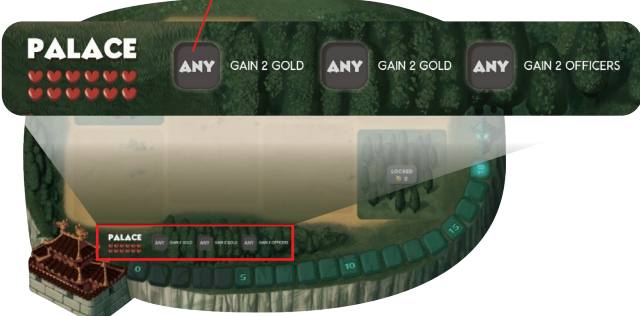
One activation per card

You can choose only one ability to activate.



ANY command

Palace has "ANY" command which can be activated with any die number

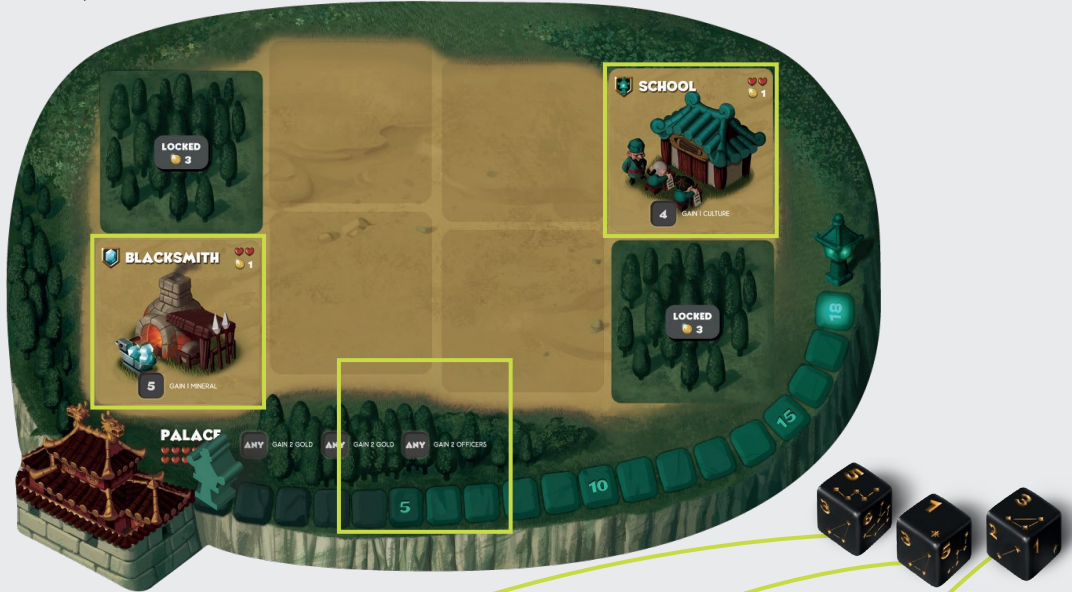


VII.EXAMPLE FOR ACTION PHASE

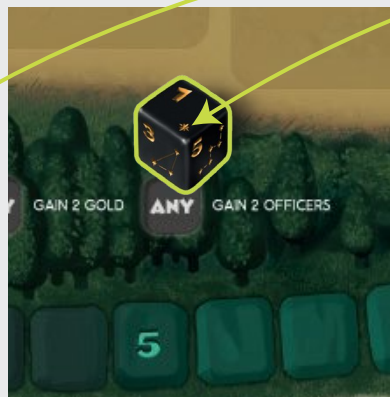
This is an example action phase for one player.

If you think you have completely understood how an action phase works, you can skip this page.

- 01 This is your action phase turn and you've already built a blacksmith and a school on your territory. You don't have any resources at the beginning of your turn.
- 02 You have rolled 1, 3 and 5



- 03 Since your blacksmith has an action command of 5, you'll spend your rolled 5 to activate it and gain 1 mineral.



- 04 You also want to activate your school, but you don't have a 4. So you'll spend your rolled 1, (which doesn't have any matching action command) and activate the Palace's basic action to gain 2 officers.



- 05 You'll then spend one of the officers immediately to change your rolled 3 into a 4 and spend it to activate school and gain 1 culture score.



- 06 Now you have spent all of your dice and your action phase turn is over.

3

CARD ABILITY

I. CARD LEVEL

There are 2 different levels of cards that you can build on your territory board.

1) Lv1 card

Basic cards. There are 6 kinds of Lv1 card and 8 cards of each kind, 48 cards in total.

Pentagon emblem for Lv1 card



Front



Back

2) Lv2 card

Advanced cards. There are 22 kinds of Lv2 card and 4 cards of each kind, 82 cards in total.

Hexagon emblem for Lv2 card



Front



Back

※ Wonder card

Wonder cards are a kind of Lv2 card, but they have more powerful abilities and higher building costs. They are shuffled into the Lv2 card deck. There are 3 kinds of wonder cards and 2 cards of each kind.

TIP

Because building a wonder card is very costly, you should think carefully before building one on your territory.

Colored card edge Colored action commands



Front



Back

II. ACTION COMMAND

There are 4 kinds of action commands in Shaolia.



1. Normal command

Can be activated by spending one die



2. ANY command

Can be activated with any rolled number



3. Combo command

Needs two dice commands at the same time to activate but has a powerful effect



4. Passive ability

Stated by "P" command. You can benefit from the ability without dice

※ Ability Activation

The word 'activate' is only used when dice are used to trigger an ability. Even if you benefit from a card's passive ability, that doesn't mean that the card has been activated.



Ex) You can benefit from the Wall's passive ability and also activate the card through normal action command during the same turn



Ex) You can't benefit from the Garden's passive ability when another culture card's passive ability has been triggered on your territory

III. CARD CLASSIFICATION

Depending on their abilities, Lv1 cards and Lv2 cards in Shaolia can be **classified into 6 different classes**

1. Gold cards **2. Mineral cards** **3. Culture cards** **4. Attack cards** **5. Defense cards** **6. Trade cards**



1. GOLD CARDS

Gold cards produce gold; the basic resource of the game.
Can be identified by the gold coin icon in the upper left corner of the card.



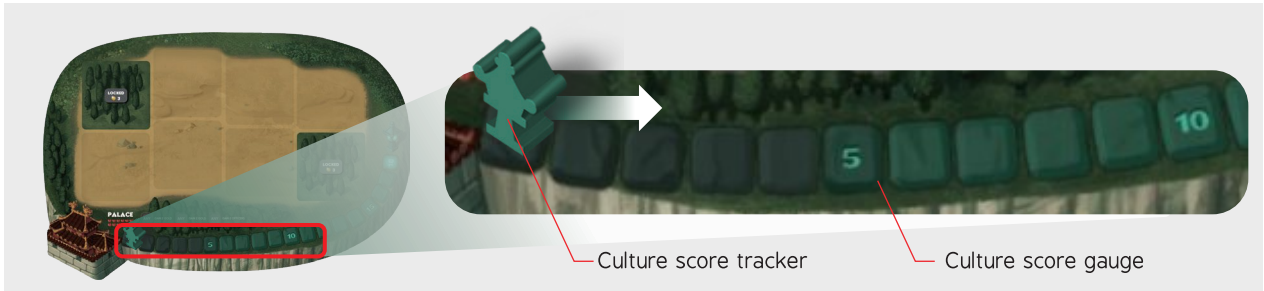
2. MINERAL CARDS

Mineral cards produce mineral, a resource used in building and trading.
Can be identified by the mineral icon in the upper left corner of the card.



3. CULTURE CARDS

Produces 'Culture Score' which is one of two ways to win the game.
As you acquire culture points, move the culture score tracker on the gauge.
Can be identified by the lantern icon in the upper left corner of the card



4. ATTACK CARDS

Attack cards deal damage to cards or the palace on an opponent's territory.
Can be identified by the sword icon in the upper left corner of the card.
Players gain 1 gold as loot every time they destroy an opponent's Lv1 card or character card
and 2 gold every time they destroy an opponent's Lv2 card.



ATTACK !



Targeting

The attacking player can choose a target from the cards or palace on an opponent's territory

- ! Every kind of attack targets 1 object in a single attack. You can't apply leftover damage to other targets

Ex) If you hit farm(2 life) with 5 damage in a single attack, you'll destroy it with 2 damage. But you can't apply the leftover 3 damage to other cards.

Life

Every card has life. (Farm's life is 2)
If accumulated damage is equal to or greater than the card's life, the card is destroyed and moved to the discard pile

- ! Loot for destroying an opponent's card
 - Lv1 card or character card : 1 gold
 - Lv2 card : 2 gold

Damage counter

If a card receives damage, put a matching number of damage counters on the card to track damage
Ex) Because the infantry dealt 1 damage, put 1 damage counter on the farm

TIP A palace can be targeted just like other cards and rules about attacking are equally applied.



5. DEFENSE CARD

With "Must be attacked first" ability, defense cards keep other cards or your palace safe from incoming attack. Defense cards must be built in the front row of the territory.

! Defense cards must be built in the front row



Barricade

Barricade is a basic defense card. If barricade is on the territory, attackers must destroy the barricade first to attack other cards or the palace.

TIP If there are multiple defense cards on the territory, the attacking player decides which defense card to attack first



6. TRADE CARD

Using the 'Trading Board', trade cards can buy or sell various resources, cards and tokens. Can be identified by the ship icon in the upper left corner of the card.



Market

Market is a basic trade card. When its ability "Trade Once" activates, you'll choose **one of the trading posts in the trading board** and make a deal



Trading post

If you decide to make a deal with this trading post, you can sell up to 3 of your minerals for 3 gold each



Trading board

There are 8 different trading posts on a trading board. 6 trading posts are used in every game, and 2 on the back row change depending on the game mode.

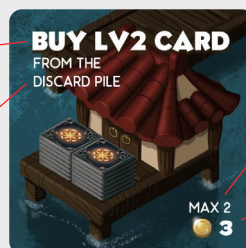
※ Here is an example of using the trading posts for further understanding.

Title

You can buy Lv2 cards if you make a deal with this trading post

Detail

You will buy cards of your choice from the discard pile when you make a deal



Maximum Amount

You can buy up to 2 Lv2 cards

Per Item Price

The price of buying a Lv2 card is 3 gold per card.

IV. STATUS TOKEN

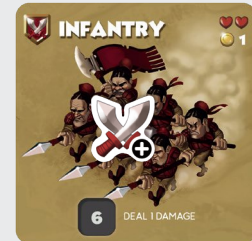
Shaolia has various status tokens that add strategical depth to the game. Status tokens can be acquired by card's abilities or from trading posts.



1) Attack token

- Increase attack damage by 1
- Only for one time use

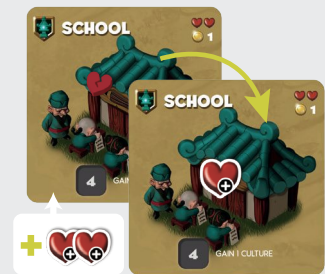
Ex) Since an attack token is applied to the infantry, it deals 2 damage instead of 1. After activated once, the attack token will be removed from infantry



2) Life token

- Increase a card's life by 1
- Only for one time use
- If applied to a damaged card, the life token repairs the damage by 1

Ex) If applying 2 life token to a school with 1 damage counter, remove the damage counter first and apply 1 leftover life token



3) Blockage token

- If applied, the card can't use any active ability
- To remove a blockage token, players need to spend a rolled 3 die
- Can't block passive abilities

Ex) Since a blockage token is applied to the cavalry, it can't use any of its abilities. You must spend a rolled 3 die to remove the blockage token and use the cavalry

TIP You can use the benefit of a passive ability even if the card has a blockage token placed on it



4) Any die token

- Choose an action command from one of your cards in your territory and apply the 'Any die token'
- If applied, the action command will be changed into an 'Any' command
- Can't be applied to passive abilities



Status token rules !

- **A maximum of 2 status tokens** of the same kind can be placed on a single card or the palace
- If you acquire status tokens, you have to **place them on cards or the palace immediately**
- If you can't place them immediately, the tokens disappear
- Once a token is placed on a card, it cannot be removed until it has been used, even after a round is finished
- Status tokens can be also placed on the palace

VI.CHARACTER CARD

Character cards are secret cards that can be used as surprising variable factors during the game.

How to get

- Each player gets random character cards **at the beginning of the game** as a part of their starting resources
- The number of the character cards you receive depends on the 'Game Mode' you chose
- Unlike other cards, your character cards **should be kept secret from other players**

How to use

- You can open and use your character cards **at any time on your turn** during ANY phase.
- If you don't like your character cards, you can **discard(sell) it and gain 3 gold** at any time on your turn.

Effect

There are two types of character cards

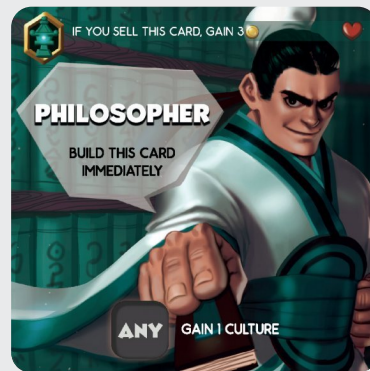
1) Immediate type

You get the stated effect immediately.
For example, you will gain 2 'Any die tokens' when you use this card.



2) Build type

This type of card has action commands and life points. Instead of getting an instant benefit, you can build these cards on your territory at no cost



Life

Since it has only one life, this card will be discarded when damaged.

- TIP**
- Using character cards strategically at the right moment can surprise your opponent and give you a large advantage. But if you think your character card doesn't fit your strategy, it is advised to sell it quickly.
 - When you discard (sell) character cards, don't show it to your opponent.



4 GAME MODE



I. INTRODUCTION

Shaolia offers various 'game modes' to create a more abundant gaming experience and increase replay value. We offer 7 different game modes. Every game mode is designed to be played multiple times.

If this is your first time playing the game, **we strongly recommend that you play "#1 Warring States" 2~3 times** before trying other game modes to improve your understanding of how to play.

Also, please try 3 player or 4 player game modes after you get used to the 2 player game rules.

II. CUSTOM GAME

In addition to the provided game modes, you can also create your own custom game. Here are some guides for creating custom games.

- Starting Resource : 8 gold and 2 character cards
- Lv1 Cards : Use every Lv1 card (48 cards)
- Lv2 Cards :
 - Select 3 kinds of attack cards
 - Select 3 kinds of culture cards
 - Select 1 kind of defense cards
 - Select 4~5 kinds of gold, mineral, or trade cards
 - Add 1~2 of every wonder card

TIP There are 4 of each Lv2 card. There are 2 of each Wonders card.

- Trading Post Tiles : Select 2 trading post tiles





2P

#1

WARRING STATES

1 vs 1



The collapse of the Shao Empire started slowly. The Shao Empire ruled the continent for thousands of years and that is why the continent is called Shaolia. The mighty empire started to lose its influence. Every influential person around Shaolia saw this as an opportunity.

As an ambitious young person of nobility, you've also decided to join the competition for ultimate power. Starting from your home land, expand your military or cultural influence before you enter the continent-wide chaotic struggle.

TIP

"Warring States" is the standard 1vs1 game mode.
Please play this game mode 2-3 times before trying other game modes.

OBJECTIVE OF THE GAME

- Destroy your opponent's palace by dealing 12 damage or
- Gain a culture score of 18

STARTING RESOURCE

Each player takes 8 gold and 2 random character cards

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use these Lv2 cards below (47 cards)



Cavalry x 4



Gym x 4



Catapult x 4



Wall x 4



Port x 4



Temple x 4



Garden x 4



Theater x 4



Ranch x 4



Smelter x 4



Mansion x 4



War elephant x 1



Ancestral valley x 1



Fortress x 1

! Use 1 of each wonders card

TRADING POST TILE Place these tiles on the empty slots of the trading board



Buy Turn



Hire Mercenary

#2

TRADE WAR

1 vs 1



The Silver Coast is one of the wealthiest areas in Shaolia. Merchants from continents across the Middle Sea and caravans from the far west come to the Silver Coast to trade various products and resources.

The result is an ethnically and culturally diverse region. Due to this diversity, it has become very difficult to gain influence over the Silver Coast by conventional means. However, there is one thing valued above all by those along the Silver Coast: Gold

TIP

Earning gold and trading is relatively easy in "Trade War". Utilizing the trade board fully will be the most important strategy in this game mode.



2P

OBJECTIVE OF THE GAME

- Destroy your opponent's palace by dealing 12 damage or
- Gain a culture score of 18

ADDITIONAL RULES !

- Each player takes 2 random trading post tiles at the beginning of the game
- These tiles are your exclusive trading posts and your opponent can't trade with them
- Keep those tiles a secret until you reveal them when you use them for the first time

STARTING RESOURCE

- Each player takes 8 gold and 2 random character cards
- Each player takes 2 random trading post tiles

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use these Lv2 cards below (43 cards)



NEW Fleet x 4



Gym x 4



NEW Swamp x 4



Port x 4



NEW Caravan x 4



Garden x 4



Temple x 4



Mansion x 4



NEW Bank x 4



NEW Mine x 4



War elephant x 1



Ancestral valley x 1



Fortress x 1

TRADING POST TILE Place these tiles on the empty slots of the trading board



Buy culture



Buy Character Card

#3

1 vs 1



HIDDEN FIGURES

Heroes always emerge during chaotic eras. The "Warring States" period is a great opportunity for the talented and ambitious people of Shaolia to finally bring their ideals to the wider world. On the contrary, hiring the right people and utilizing their talent properly is crucial for the lords whose goal is to become the new superpower on the continent.

From the clever merchant to the brave warrior, you need to understand the capabilities of the people who work for you and lead them by utilizing brilliant strategy.

TIP

There is additional secret information in this game mode.
Mind games and strategic use of character cards are crucial to achieving victory.



2P

OBJECTIVE OF THE GAME

- a. Destroy your opponent's palace by dealing 12 damage or
- b. Gain a culture score of 18

ADDITIONAL RULES !

- Each player takes 4 random character cards instead of 2 at the beginning of the game
- You may discard ONE of those 4 cards and draw a new character card randomly if you want at the beginning of the game
- Unlike other game modes, purchased Lv1 cards and Lv2 cards are not open information to your opponent before you build them

STARTING RESOURCE

Each player takes 8 gold and **4 random character cards** !

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use these Lv2 cards below (47 cards)



Archers x 4



Gym x 4



Catapult x 4



Wall x 4



Port x 4



Shrine x 4



Theater x 4



Library x 4



Ranch x 4



Mine x 4



Mansion x 4



War elephant x 1



Ancestral valley x 1



Fortress x 1

TRADING POST TILE

Place these tiles on the empty slots of the trading board



Hire assassin



Buy 'Any die token'

3P



#4

1 vs 1 vs 1



THE THREE-CORNERED WAR

Oak Wilds is an area located on the eastern side of the continent of Shaolia. Because of the mighty mountain range that vertically divides the continent, Oak Wilds has served as the only bridge between east and west since the creation of the continent.

Because of its strategic importance, Oak Wilds quickly became the most sought after land for every ambitious noble person on the continent. Because of this high level of competition, you'll face more than 1 opponent for the first time.

TIP

Make temporary alliances to take down the leading player.
But remember, there is no such thing as a real ally in this chaotic 1vs1vs1 game mode.

OBJECTIVE OF THE GAME

- a. Destroy all opponent's palaces or
- b. Gain a culture score of 18

ADDITIONAL RULES !

- Every attack will target both of your opponents in this game mode
Ex) If you activate your infantry, you'll deal 1 damage to both of your opponents
- You must attack both opponents. You can't choose to not attack a certain player
- Players can chat or negotiate freely to influence the other player's behavior. You can also offer gold as a reward

STARTING RESOURCE

Each player takes 8 gold and 2 random character cards

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use every Lv2 card (82 cards)

TRADING POST TILE Place these tiles on the empty slots of the trading board



Hire Officer



Buy Turn



4P

#5

THE ALLIANCE

2 vs 2



As time passes by without a clear winner of the Warring States Period, various alliances among nobility that share the same vision have started to emerge. Some unite in order to confront a more powerful common enemy and some unite to redeem each other's weaknesses. Even though they all know that they will eventually have to compete against each other, their alliances have flourished.

Now the continent of Shaolia will experience a totally different level of battle as these powerful alliances start to clash.

TIP

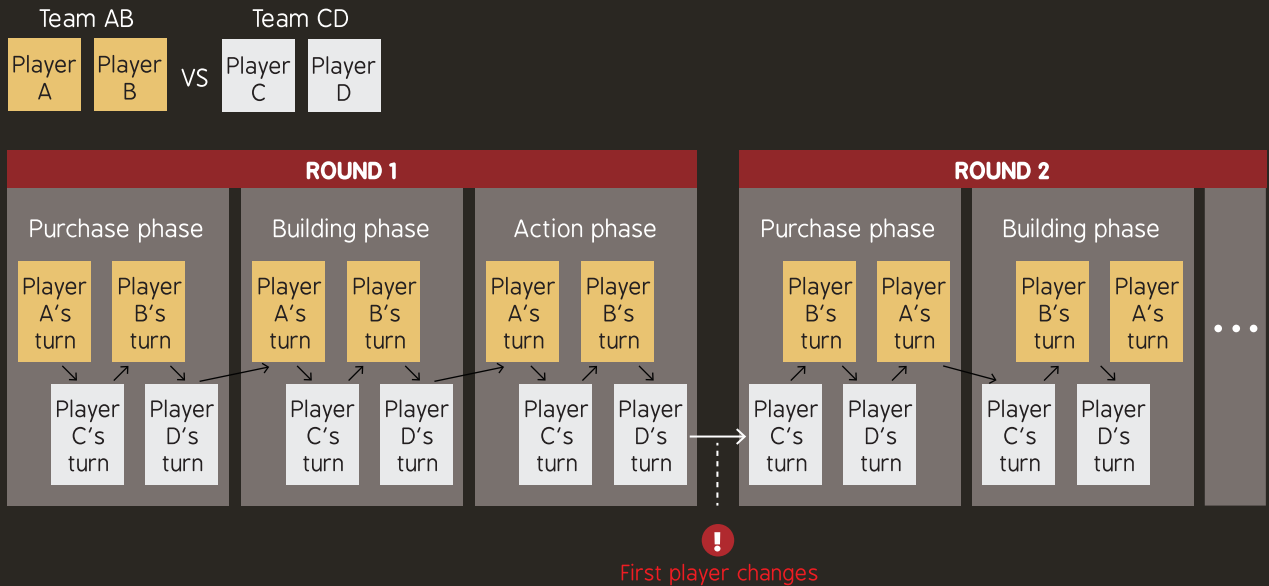
'The Alliance' is a standard 2vs2 game in Shaolia. In 2vs2 mode, creating a collective strategy within the team is the most important factor to achieve victory.

OBJECTIVE OF THE GAME !

- Destroy one of your opponents' palaces by dealing 12 damage or
- Gain a collective culture score of 18

ADDITIONAL RULES

ROUND ORDER



After Player A's (First Player) turn, a player from the other team (Player C) starts their turn. After every player finishes their turn, next phase begins. The First player changes to **a player on the other team** after a round finishes. Throughout rounds, every player becomes first player in turn.

SHARING

- Players on the same team can give their cards (Lv1, Lv2 and Character cards) or resources (gold, minerals, and officers) to their teammate during their turn, in any phase
- In order to share, one of the players on the team doing the sharing must pay 1 gold
- After 1 gold is paid, players can share as many cards or resources as they want with their teammate during that round
- Players cannot share status tokens

STARTING RESOURCE Each player takes 8 gold and 1 random character card

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use every Lv2 card (82 cards)

TRADING POST CARD Place 2 random trading post cards on the empty slots of the trading board

3P

#6 THE TYRANT

1 vs 2



Later during the "Warring States" period, a new form of governance emerged in some areas. A single powerful lord heavily influenced other smaller lords and collected taxes from them. People called these powerful lords the "Tyrants".

Tyrants enhanced their influence with this tax income and desired to consolidate the smaller lords in the long term. However, the smaller lords were always patiently waiting for the most opportune time to form an alliance and take a stand against the mighty tyrant.

TIP

In this game mode, 2 players (Challengers) will team up to fight against 1 powerful player (The tyrant). Great teamwork is required to defeat the tyrant.

OBJECTIVE OF THE GAME

THE TYRANT

- a. Destroy one of the challenger's palaces or
- b. Gain a culture score of 18

CHALLENGERS

- a. Destroy the tyrant's palace or
- b. Gain a collective culture score of 18 !

ADDITIONAL RULES !

One player takes on the role of the tyrant and two players take on the role of challengers

THE TYRANT

Every attack will target both of your opponent players in this game mode

Ex) If you activate your infantry, you'll deal 1 damage to both of your opponents

CHALLENGERS

Sharing

- Challengers can give their cards (Lv1, Lv2 and Character cards) or resources (gold, minerals, and officers) to their teammate during their turn, in any phase
- Challengers cannot share status tokens
- In order to share, one of the challengers must pay 1 gold
- After 1 gold is paid, players can share as many cards or resources as they want with their teammate during that round

Payment

- At the end of every action phase, every challenger must pay 1 gold to the tyrant
- If you don't want to pay 1 gold, you can choose to deal 2 damage to your palace and skip the payment for that round

STARTING RESOURCE !

THE TYRANT

- Take 8 gold and 2 random character cards
- Gain 5 culture score before start the game

CHALLENGERS

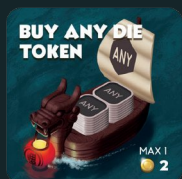
- Each player takes 8 gold and 1 random character card

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use every Lv2 card
However, Wonder cards are not used in this game mode !

TRADING POST TILE Place these tiles on the empty slots of the trading board



Buy 'Any die token'



Hire assassin

2P



#7

RUMBLE



As a result of decades of war, Shaolia has become divided into 2 powerful forces. They were the only ones strong enough to survive the long, brutal era and reasonable enough to justify their influence. Shaolia will finally have a new ruler, but only after the inevitable showdown between these two forces.

It was a long struggle. The people of Shaolia have suffered too much. Now, it is time to finally bring the 'Warring States' period to an end.

TIP Since more types of Lv2 cards are included in 'Rumble' mode, it is relatively difficult to pursue a long term strategy. You need to be strategically flexible and agile to be victorious in this mode.

OBJECTIVE OF THE GAME

- a. Destroy your opponent's palace by dealing 12 damage or
- b. Gain a culture score of 18

STARTING RESOURCE

Each player takes 8 gold and 2 random character cards

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use every Lv2 card (82 cards)

TRADING POST TILE Place these tiles on the empty slots of the trading board



Hire Mercenary



Buy Blockage Token

5 SHAOLIA FAQ



It was the people from the far west lands who brought the concept of "Full Time Merchant" to Shaolia. The ancient Shao emperors and politicians hadn't wanted commerce to develop because trading with various nations could result in cultural diversity and diversity is always difficult to control. But as the Shao Empire started to collapse, trading became one of the main factors driving the rapid change in Shaolia.



The Port can trade with 2 different trading posts with a single activation. For example, it is possible to buy minerals and sell them for profit with a single die



The Caravan can buy items for 1 gold cheaper and sell items for 1 gold higher profit while making a trade. For example, it can buy minerals at 1 gold instead of 2.

※ Ability not applied to these trading posts : Buy Attack tokens, Buy Life tokens, Buy Lv1 cards, Hire officer, Bet&Roll a die

The "Golden Plains" is a breadbasket area located in the south of Shaolia. Due to the abundant resources and wealthy population in this area, Golden Plains was historically the largest source of power in Shaolia. As more and more people declared the start of a new dynasty during the Warring States period, financial businesses such as banks emerged to supply the increasing demand for large-scale funding.



The Bank produces gold every time a card to its left or right activates. If cards to the left and right side both activate, you can benefit from its ability twice during a single turn



If a Mansion is built on your territory, you'll roll one extra die during your action phase

For the ancient Shao Empire, nothing was more important than protecting the emperor's tombs in the King's Rest area. For this reason, it is still very easy to find huge walls and fortresses throughout the continent. But for thousands of years, Shaolians had few enemies aside from the nomads of the far north. As the Warring states period began, these defensive structures suddenly became very useful for Shaolians to protect themselves against other Shaolians.



When the active ability is activated, you'll get 2 life tokens and place them on the cards of your choice. You can either put 2 tokens on a single card, or you split them between 2 different cards



When destroyed, the swamp places a blockage token on the card that destroyed it

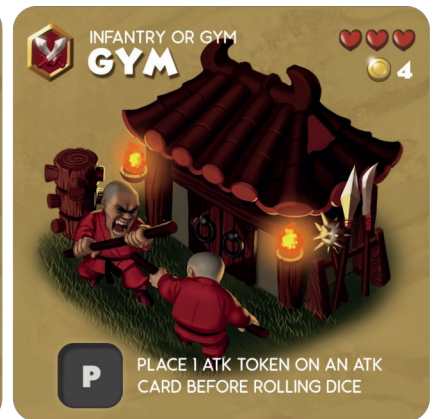
As the “Warring States” period began, hundreds of philosophical factions emerged to find a way out of this chaotic era. Some of them gathered many followers and their influence grew. The “School of Discipline” was one of the most successful factions in Shaolia. They believed that peace can only be achieved through a strict application of rules and law. In order to apply strict law, a single mighty political power was essential. People influenced by the “School of Discipline” thought unification of the continent by overwhelming military power was necessary. This gave justification to the ambitious people of nobility who tried hard to increase the size of their army.



When this ability is activated, the fleet can attack any card or palace directly even if there are defense cards built on the opponent's territory



This card gains 1 attack token and place the token on itself every time a card to its left or right activates.



Gym places 1 attack token on a card of your choice at the beginning of every action phase, if it is constructed on your territory



Catapult deals 3 damage to defense cards. But it will only deal 1 damage to other types of card or a palace

Catapult's combo ability deals 1 damage to all cards in the front row of the opponent's territory. It will deal up to 3 damage to all cards in the front row if 2 attack tokens have been placed on the catapult



War Elephant's combo ability requires 3 dice to activate but deals 2 damage to all cards and palaces in the opponent's territory. It will deal up to 4 damage to all cards and palaces if 2 attack tokens have been placed on it.



When this ability is activated, you'll gain as much culture score as the number of culture cards (including the theater) you have built on your territory

Because the continent-wide war resulted in many casualties everyday, a school of people who stood against military actions emerged. Although they did agree on the idea of a 'Unified Shaolia' to achieve true peace, they took a very different approach. They thought improving the average happiness and level of education of common people of Shaolia was the only way to achieve true unification. Although these kinds of scholars traditionally stayed in a gorge of the "Yelling Peaks" mountain area, some ambitious young philosophers started to climb down the mountain to make their theory a reality.



The Garden gains 1 culture score every time a culture card built on your territory activates. The word "Activate" is only used when dice are used to trigger the ability



The Shrine produces 1 culture score every time a card to its left or right activates. If cards to the left and right side both activate, you can benefit from its ability twice during a single turn

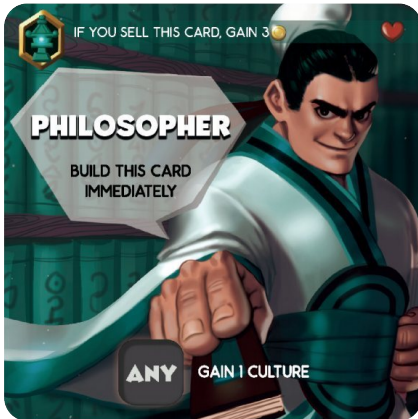


Once built on a territory, this card cannot be destroyed under any circumstances.

Yelling Peaks is a great mountain range which divides the continent vertically. It is also the biggest mineral producing area. Recently, various kinds of new facilities were invented to boost mineral producing. The purpose of these facilities were to keep up with exploding demand for refined minerals, which are used in the crafting of advanced weapons.



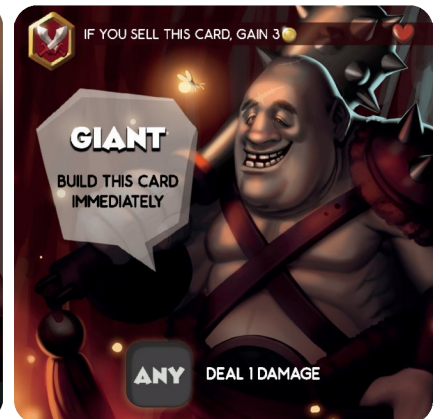
The Mine gives you 1 mineral at the beginning of every action phase if it is constructed on your territory



The Philosopher is considered a culture card once it is built on a territory. Therefore, the abilities of the garden or theater will be applied to it.



If you play game mode "#3 Hidden Figures", choose one random Lv1 card from your opponent's hand and take it



The Giant is considered an attack card once it is built on a territory. Therefore, the ability of the gym will be applied to it



You can target 1 object in a single trade. Even if you pay 4 gold to the "Hire Mercenary" trading post, you can't split the damage to two different targets



You can target 1 object in a single trade. Even if you pay 12 gold to the "Hire Assassin" trading post, you can't split the damage to two different targets



You can bet 1~8 gold when you make a trade with this trading post. After the bet, roll a die. If the result is an even number, you'll get double the amount of your bet back. If the result is an odd number, you'll lose your bet



You'll draw 1 random card from the character card deck, including the used or discarded character cards



If multiple players make a deal with this trading post in a single round, the last player who traded with this post becomes the first player



BAD COMET

 facebook.com/groups/shaolia
 info@badcomet.co
 badcomet.co/shaolia

Game Designer Gunho Kim

Art Director & Component Designer Hani Chang

Artist Sophia Kang

Editor Laurie Cantwell

Lead Playtester Minho Kim, Soohwan Park, Eunchan Go

Thanks Sangduk Park, Scott Degenkolb, Romin Poul, Joey Croner, Sean May, Eric Plunkett, Michael Raftopoulos, Adam Trezise, Tyler Ottesen, Gonzalo Bedia Diaz, Nathan J Miller, Stephan Sonny, Krista Griffiths, Benjamin Guimbert, Daniele Casali, Se n Bone, Marilena Doukaki, Hoyun Choi, Blueskyrunner, Su Meng-Ti, Olivier Caralp, Adrian Schneider-S gebarth, Adrien Martel, Ruderl Florian

Special thanks to all of our Kickstarter backers, Facebook group members, and supporters around the world

© 2020 Bad Comet Games. ALL rights reserved

