
WAY OF THE 熊貓 PANDA
PENDRAGON GAME STUDIO
RULEBOOK
CMON

For ages, the Xian, the eastern region of the ancient Panda-lands, has been occupied and pillaged by a merciless brotherhood of human ninjas. Its villages have been periodically plundered, and trade routes between cities are far too dangerous to travel.

So, this region, which had been for years one of the richest and healthiest regions for the Pandas, today survives only on whispers of old legends, of great heroes lost to time...

But a new Emperor sits atop the Black Lotus Throne and wants to put an end to this human menace, stopping the dishonorable ninjas once and for all!

Now the challenge is clear. The four Panda clans must join forces to free their homeland. Old rivalries must be buried. The Clan of the White Fist, the Clan of the Yellow River, the Clan of the Night Lily, and the Clan of the Sand Fox must partner together to free the eastern lands of Xian. However, it is not simply the strength of their warriors that will carry the day. The stewardship of their governors and the prayers of their monks will help their cause, too! The peaceful Pandas will fight to redeem themselves, and the ancient tradition of To-Do will embolden them to reclaim their occupied lands. At battle's end, the most deserving Clan – they who most distinguish themselves against the ninjas - will join the Emperor in ruling all of Xian.

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OVERVIEW

You are the head of one of the great Panda clans. Throughout the game, you must strengthen your Champions and move them across the Map. By doing so, you'll defeat the Ninjas surrounding your once-great Villages and develop them by constructing new Buildings. Within these Buildings, your Champions will be able to accomplish special Quests. But you must also manage the Guards at your disposal and your available actions! Strengthening, moving, fighting, building, questing: all of these actions will grant you Victory Points. At the end of the game, the Panda clan with the most Victory Points is the winner!

COMPONENTS



10 **Orange**
Double-Sided Road Tiles
(2 Tiles with 4 Guards, 6 Tiles with 3 & 2 Guards, 2 tiles with 1 Guard)



3 **Orange** Champions
(1 Warrior, 1 Governor, 1 Monk)
10 **Orange** Guards
3 **Orange** Clan Markers
1 **Clan Sheet**



3 **White** Champions
(1 Warrior, 1 Governor, 1 Monk)
10 **White** Guards
3 **White** Clan Markers
1 **Clan Sheet**



10 **White**
Double-Sided Road Tiles
(2 Tiles with 4 Guards, 6 Tiles with 3 & 2 Guards, 2 tiles with 1 Guard)



10 **Purple**
Double-Sided Road Tiles
(2 Tiles with 4 Guards, 6 Tiles with 3 & 2 Guards, 2 tiles with 1 Guard)



12 Colored Bases
(4 Blue, 4 Red, 4 Green)



3 **Purple** Champions
(1 Warrior, 1 Governor, 1 Monk)
10 **Purple** Guards
3 **Purple** Clan Markers
1 **Clan Sheet**



3 **Yellow** Champions
(1 Warrior, 1 Governor, 1 Monk)
10 **Yellow** Guards
3 **Yellow** Clan Markers
1 **Clan Sheet**



10 **Yellow**
Double-Sided Road Tiles
(2 Tiles with 4 Guards, 6 Tiles with 3 & 2 Guards, 2 tiles with 1 Guard)



10 Market
Building Miniatures



10 Gate
Building Miniatures



10 Pagoda
Building Miniatures



6 City Bases



16 **Neutral**
Double-Sided Road Tiles
(4 Tiles with 4 Guards, 7 Tiles with 3 & 2 Guards, 5 tiles with 1 Guard)



1 Game Board



1 Rulebook



1 Map Board



9 *During the Game* Bonus Mandate Cards



9 *End of the Game* Bonus Mandate Cards



6 Initial Building Cards



8 City Cards



8 *Bracelet* Strength Tiles



8 *Coin* Strength Tiles



8 *Sword* Strength Tiles



12 *Lamp* Quest Tiles



12 *Chest* Quest Tiles

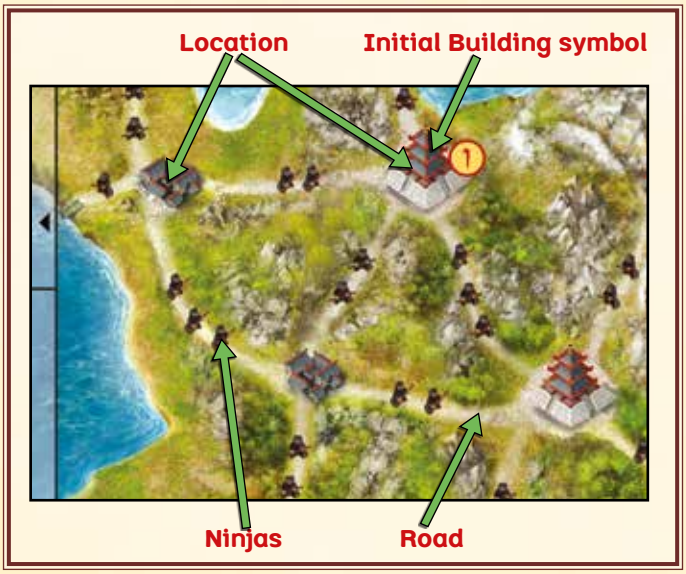


12 *Mask* Quest Tiles

BASIC CONCEPTS

Map Board

On the **Map Board**, there are a number of **Locations** that are connected by **roads**. These Locations are where you may construct **Buildings** throughout the game. A Location may be referred to as a **Village**, a **City**, or a **Capital**, depending on how many Buildings have been constructed there. On the roads between Locations stand a number of **Ninjas**. They must be defeated as you Move along the Roads in order to develop your Villages into Cities and Capitals.





Villages are all Locations that have only 0, 1, or 2 Buildings. (At the beginning of the game, all locations on the Map Board are Villages.)



Cities are all Locations that have 3, 4, or 5 Buildings. (When a third Building is to be added to a Village, add a **City Base** instead and remove the 2 Buildings previously played. This signifies that a Village has all 3 different Buildings available and has developed into a City.)



A **Capital** is a City that has 6 Buildings (meaning the 3 different Building miniatures have been added to its City Base).

On the Map Board, there are 6 Locations that have an **Initial Building symbol** on them. During Setup, these Locations will have a randomly selected Building placed on it, so your game will start with 6 Buildings already constructed.

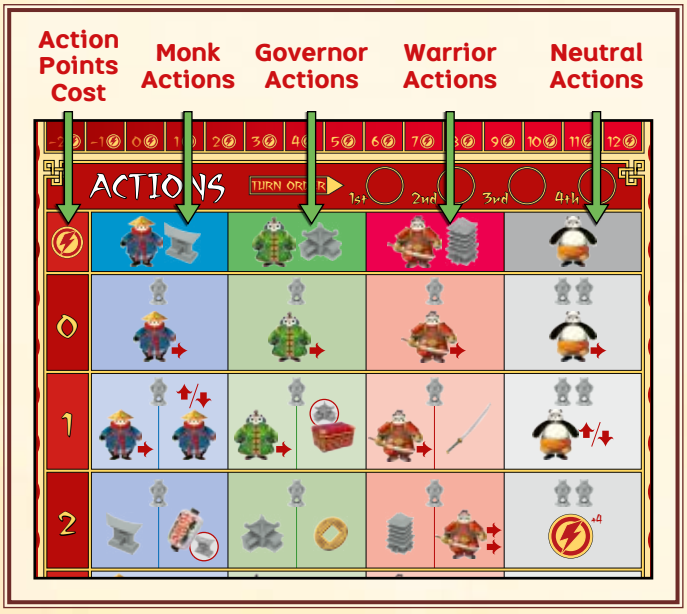
Game Board

The Game Board is formed by the **Actions Board**, **Game Tracks**, and **Game Bonuses**.

ACTIONS BOARD

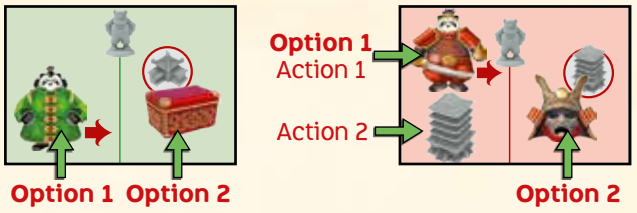
In the center of the **Game Board** is the **Actions Board**. Each player uses their **Guards** to activate Actions on this board. The Actions Board is divided into **5 columns**. From left to right:

- The first column indicates the **Action Points (AP)** players must pay to place their **Guards** on a space in that row. (No Guards are placed in this column.)
- The second column displays **Actions** relating to your **Monk**.
- The third column displays **Actions** relating to your **Governor**.
- The fourth column displays **Actions** relating to your **Warrior**.
- The fifth column displays **Neutral Actions** available to any class of Champion.



Each Action space on the Actions Board (starting with the second row) provides 2 options (except for the Neutral

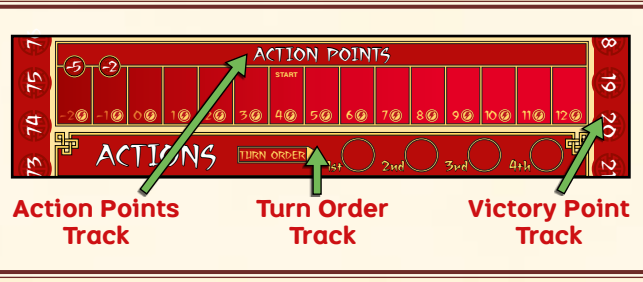
Actions spaces, which only offer a single option). When placing Guards on 1 of these spaces, you must declare which of the 2 options you are performing.
What's more, certain Action space options show 2 different Actions, of which you can choose to do either or both. (For a more detailed description of the different Actions, please turn to Actions on page 12.)



GAME TRACKS

In addition to the Actions Board, the Game Board also has 3 separate Tracks:

- The **Action Point Track** (used to keep track of available **Action Points** from round to round);
- The **Turn Order Track** (used to keep track of turn order from round to round);
- The **Victory Point Track** (used to keep track of Victory Points received throughout the game);

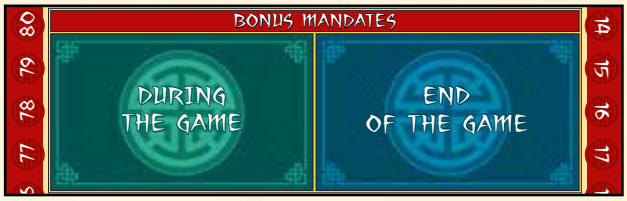


GAME BONUSES

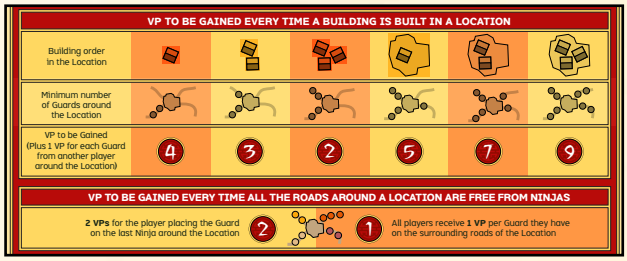
Finally, the Game Board has 2 spaces that deal with Bonuses that can be acquired throughout the game:

- The **Location Bonus Chart** (indicates Building prerequisites and bonus VP);
- Slots for **Bonus Mandate** cards (**EXPERT GAME**, see page 18).

Bonus Mandates (Expert Game)



Location Bonus Chart



Clan Sheet

Each player has a Clan Sheet which shows their 3 Champions – their Monk, Governor, and Warrior – and columns in which to collect each Champion's specific Strength and Quest tiles throughout the game. Each Strength tile column shows a multiplier to its left; it will be used with the number to the right of its associated Quest tile column during Final Scoring (see page 16).
Also, the **Ninjas** on the left of each Strength tile column indicate that Champion's Strength Value, which is the maximum amount of **Ninjas** a Champion can move through when they Move along a Road. All Champions start with 1 Strength tile printed on their Clan Sheet, but as they gain more Strength tiles throughout the game, the amount of Ninjas that they can move through increases.



SETUP

1. Place the **Map Board** in the center of the table and the **Game Board** in a position accessible to all players.

2. Shuffle all 8 **City cards**, then randomly remove 2 cards and place them back in the box. Place the remaining 6 cards faceup in a line on the table.

3. Shuffle the 6 **Initial Building cards** with the building images (**Gate**, **Pagoda**, and **Market**) facedown. Then, place 1 card on each Location with an **Initial Building** symbol shown on the Map Board. Turn all the cards faceup, then replace each card with its pictured **Building Miniature**. The game will start with these Buildings already on the Map Board.





4. Place the remaining Building Miniatures and the 6 **City Bases** in a position accessible to all players.

5. Each player chooses a color and takes the following:
   - A set of 3 **Champions** (**Monk**, **Governor**, and **Warrior**);
     - Make sure the appropriate Counter Bases are attached to each:
       - **Blue** base to your Monk;
       - **Green** base to your Governor;
       - **Red** base to your Warrior;
   - A number of **Guards**, based on the player count;
     - 10 Guards for 2 players;
     - 9 Guards for 3 players;
     - 8 Guards for 4 players;
   - A set of 10 **Road tiles**;
   - 3 **Clan Markers**;
   - A **Clan Sheet**.

6. Select a number of **Strength tiles** and **Quest tiles** based on the player count and place them in a position accessible to all players:

Tiles	4 Players	3 Players	2 Players
STRENGTH Bracelet, Coin, and Sword	8 each	6 each	4 each
QUEST Lamp, Chest, and Mask	12 each	9 each	6 each

7. Each player places 1 Clan Marker near the **Turn Order Track**, 1 Clan Marker on the "6" space on the **Victory Point Track**, and 1 Clan Marker on the "4" space on the **Action Point Track**. (NOTE: The Clan Marker on the Victory Point Track may never move below the "0" space.)

8. Randomly select a first player. The first round will be played in clockwise order. Adjust the Clan Markers on the Turn Order Track to reflect this order.

9. In turn order, the players place a number of **Guards** on the Map Board, covering a Ninja on a road. You cannot place your Guard on a road with only 1 Ninja or on a road with another player's Guard.
   - 3 Guards each for 2 players
   - 2 Guards each for 3 players
   - 1 Guards each for 4 players
   - When placing multiple Guards in a 2- or 3-player game, take turns placing Guards: do not place all of your Guards at once.

10. Starting with the last player, and going in reverse turn order, each player places their **Monk** in a Village on the Map Board. After all the Monks have been placed, each player places their **Governor** in regular turn order. After all the Governors have been placed, each player places their **Warrior** in reverse turn order.

IMPORTANT!

During the game, there is no limit to the number of Champions that may be in a Location, even if they belong to the same player. However, during Setup, you may only place 1 of your Champions per Village.

11. **EXPERT GAME:** Randomly draw 2 **Bonus Mandate cards** – 1 **During the Game card** and 1 **End of the Game card** – and place them on the spaces providedon the Game Board. (See EXPERT GAME on page 18.)



PLAYING THE GAME

Way of the Panda is played over a series of rounds, with players selecting Actions in turn order. A turn consists of the following mini-phases:

1. **Select Action**
2. **Place Guards**
3. **Pay Action Points**
4. **Take Action**
5. **Pass to Next Player**

1) Select Action

The first player (the player whose Clan Marker is the first on the Turn Order Track) selects an Action on the Game Board. To select an Action, you must place Guards on an Action Space. A player may place Guards on any Action Space, whether it is empty or already occupied by a player (your Guards or opponents' Guards).

However, the selected Action Space must be to the right of your previously selected Space (if in the same row) or in any row below your previously selected Space. As you progress on the Actions Board during the round, you **always** move from left to right and top to bottom.

IMPORTANT!

When selecting an Action, you may not place Guards in Action Spaces to the left of your last selected space or in any rows above. Action Spaces left behind are now unavailable for the rest of the current round!



EXAMPLE:
Sean *selected the second space in the 3rd row. Now, any Action in the yellow area is unavailable to* ***Sean*** *until the end of this round.*

You may, instead of moving right or down, select the Action Space you selected on your last turn. The restriction on Action Spaces is on moving backwards, not on staying in place.

2) Place Guards

Once you have selected an Action, place the requisite amount of Guards on the corresponding Action Space:

- an empty Action Space (Monk, Governor, or Warrior columns) = 1 Guard;
- an empty Action space (Neutral Actions - fifth column) = 2 Guards;
- an occupied Action Space = 1 Guard *more* than those placed the last time this Action was selected (whether by yourself or another player).



EXAMPLE:
Javier *wants to select the Action on the red space in the first row. However,* ***Sean*** *selected it during his last turn, placing 1 Guard on the empty space. Now that there is already 1 Guard there,* ***Javier*** *has to use 2 Guards to select it. If he wants to use it again during his next turn, he'll have to use 3 Guards!*

If you do not have enough Guards to play on an available Action Space, you must pass your turn.

IMPORTANT!
Since 1 space may have 2 Actions, players must still place 1 more Guard than previously placed, even if they want to select the space's other Action.

3) Pay Action Points

After placing your Guards on an Action Space, you must pay the number of Action Points (AP) indicated on your row's leftmost column. On the Action Point Track, move your Clan Marker to the left a number of spaces equal to your Action's cost. If you move onto a space that is already occupied by another player's Clan Marker, stack your Marker on top of it.

If you move your Clan Marker onto 1 of the last 2 spaces on the track, immediately lose the indicated 2 or 5 Victory Points (VP). You may not move more spaces than the Action Point Track allows.

If you do not have enough AP to pay for an available Action, you must pass your turn.



EXAMPLE:
Julia *has placed 2 Guards on a space in the third row, costing her 2 AP. She currently has 5 AP, so she moves her Clan Marker back 2 spaces. She now has 3 AP to spend for the rest of the current round.*

4) Take Action

Now, you take your selected Action. If you gain any VP, immediately move your Clan Marker on the Victory Point Track. If you gain or lose any AP, immediately move your Clan Marker on the Action Point Track. (For a more detailed description of the different Actions, please turn to Actions on page 12).



EXAMPLE:
Suzy *placed 1 Guard on the red space in the second row, paying 1 AP. She has 2 Actions from which to choose: she can either move her Warrior 1 space or take a Sword tile. She chooses to take the Sword tile and adds it to her Clan Sheet.*

5) Pass to the Next Player

Once you have placed your Guards, paid the necessary AP, and taken your selected Action, the next player (the player with the Clan Marker directly after yours on the Turn Order Track) takes their turn, following the same procedure. Once the last player of the Turn Order Track completes their turn, play passes back up to the player at the start of the track.



EXAMPLE:
*After taking a Sword tile, **Suzy's** turn is over. She was the last player in turn order, so play passes back up to **Sean**, who is the first on the track. He now begins his next turn.*

Continue in this way until all players pass their turn. A player will pass either due to a lack of Guards or AP (as previously noted), or because they don't want to select any further Actions during the current round. A player that has passed their turn cannot play for the rest of the round, even if the actions of other players result in them regaining Guards.





EXAMPLE:
***Sean** has 1 AP left but no more Guards, so he cannot play. He passes his turn.*

***Javier** has 2 Guards left, but 0 AP. He could place Guards on an available space on the second row, but doesn't want to move back and lose 5 VP. He passes his turn.*

***Julia** has 3 Guards left and 1 AP. However, she last played on a space in the fifth row; the only spaces now available to her cost 4 or 5 AP. She passes her turn.*

***Suzy** has 2 Guards left and 2 AP. She could play on an available space in the third row, but chooses instead to conserve her AP for the next round. She passes her turn.*

Once everyone has passed, the round ends and the players recover their Guards from the Game Board (but not from the Map Board). When recovering Guards, start with the player with the fewest remaining AP (the player farthest left on the Action Point Track) and go in ascending order of remaining AP. If multiple players are on the same space, start with the player with the top-most Clan Marker and move down the stack.

For each Guard you recover at the end of a round, move your Clan Marker 1 space to the right on the Action Point Track. These are the AP available to you in the following round.



EXAMPLE:
*During a game round, **Julia** placed 5 Guards on the Game Board, and **Javier** used 6 Guards. **Julia** moves her Clan Marker forward 5 spaces on the Action Point Track, while **Javier** moves his Clan Marker 6 spaces.*

Once everyone has recovered their Guards and added their AP, adjust the Turn Order Track. The player with the fewest AP is the first player. Then, go in ascending order of AP. If multiple players are on the same space, start with the player with the top-most Clan Marker and move down the stack. This is the new turn order for the next round.

EXAMPLE:

*In the previous round, **Julia** and **Suzy** have moved their Clan Markers to the "1" space of the Action Point Track. **Javier** and **Sean** have spent all their AP and are now both on the "0" space of the Action Point Track.*



***Javier** recovers his Guards first because he is the player with the fewest AP. (While both **Javier** and **Sean** have 0 Action Points, **Javier's** Clan Marker is at the top of the stack.) He recovers 6 Guards and moves his marker to the "6" space of the track. **Sean** goes next and collects his 7 Guards, moving to the "7" space of the track.*

*Now it's **Suzy's** turn. She is on the "1" space of the track and on top of **Julia's** marker. Because she recovers 5 Guards from the board, she moves her marker 5 spaces, reaching the "6" space of the track. **Javier** is already there, so **Suzy** places her marker on top of his. **Julia** gets her 5 Guards back from the board and also moves to the "6" space of the track. She places her marker on top of both **Suzy** and **Javier's** markers.*



*Now, looking at the tokens on the Action Point Track, the Turn Order Track must be adjusted, starting with the player with the fewest AP. **Julia**, **Suzy**, and **Javier** each have 6 AP. However, since ties start with the player on the top of a stack, **Julia** becomes the new first player. She moves her Clan Marker to the first position of the Turn Order Track. **Suzy** adds hers to the second, followed by **Javier** to the third. **Sean**, with 7 AP, moves his Clan Marker to the end of the Turn Order Track. This is the new turn order for the upcoming round.*



ACTIONS

Here are the various types of Actions available on the Game Board:

Movement



Monk, Governor, Warrior, and Neutral movement spaces.

A pictured Champion (Monk, Governor, or Warrior) may move across 1 road, from 1 Location to another. The Neutral Panda allows you to move a Champion of your choice.



A pictured Champion (Monk, Governor, or Warrior) may move across 1 or 2 roads, from 1 Location to another. The Neutral Panda (Neutral Action) allows you to move a Champion of your choice.

To move a Champion, you must be strong enough to cross any Ninjas that wait on the selected Road. On your Clan Sheet, check your Champion's Strength Value; if it is equal to or greater than the amount of Ninjas on the road, your Champion may move to the adjacent Location. Then, you may cover **1 Ninja** on the traveled road with 1 of your Guards (This is optional!). If your Champion moves twice, you may place 1 Guard on each road crossed or 2 Guards on the same road if your Champion moved back and forth.





EXAMPLE:
***Suzy** wants to move her Warrior to an adjacent Village.*



She selects the appropriate Action and checks her Warrior's Strength Value, which is 2. There are 2 Ninjas on the road she wants to cross, which is equal to her Strength.



Suzy moves her Warrior to the next Village and adds 1 of her Guards to the road she just crossed, covering up 1 Ninja.

When all the Ninjas on a road have been covered by Guards, the player with the most Guards on the road must exchange the Guards with either 1 of their Road tiles or a Neutral Road tile. The selected tile must show an equal amount of Guards as are standing on the road. In case of a tie, the tied player who last placed a Guard on that road places the Road tile. Then, return the Guards to their respective owners. If you do not have the correct Road tile (and if the appropriate Neutral tiles are depleted), the Guards stay on the Map Board.



EXAMPLE:
Julia decides to move her Governor along the same road as Suzy just did.





She selects the appropriate Action and checks her Governor's Strength Value, which is 1. There were 2 Ninjas on the road, but Suzy has already covered a Ninja, so Julia only has to deal with 1 Ninja.



Her Governor is strong enough, so she moves her Champion to the adjacent Village and adds 1 of her Guards to the road, covering up the last Ninja. All of the Ninjas on this road have been covered, so now it is time to place a Road tile! Since both Suzy and Julia have 1 Guard on the road, no one has a clear majority.



However, because she played last, Julia breaks the tie and places a Road tile. She decides to place 1 of her own Road tiles, and places a tile with 2 of her Guards on the road. Suzy and Julia both take back the Guard they had placed on the road.

When all the roads around a Location are cleared of Ninjas, the player that clears the last road immediately receives 2 VP. In addition, all players receive 1 VP per Guard (miniature or Road tile) they have on the surrounding roads of the Location.

IMPORTANT!
To defeat a Ninja, you must have an available Guard in your player pool. Otherwise, you are unable to defeat the Ninja, and neither place a Road tile nor receive any VP (if the road would have been cleared).

In addition, Champions may also move along the borders of the Map Board, moving from Border Section to Border Section. A Champion can enter a Border Section using a road leading off of the map (there are 4 roads per side, each highlighted with a small black arrow in its corresponding Border Section).



- Moving off the map and onto a Border Section costs 1 Movement.
- Moving from a Border Section to an adjacent Border Section costs 1 Movement.
- Moving from a Border Section back onto the map, via a road with a small black arrow, costs 1 Movement.

Construct Buildings

You can task a Champion with constructing 1 of their Buildings at their current Location. A Champion may place a Building if they meet the following prerequisites:

- There are sufficient Guards (minis or tiles) on the Location's surrounding roads

1st Building	2nd Building	3rd Building	4th Building	5th Building	6th Building
2 Guards	3 Guards	4 Guards	5 Guards	6 Guards	8 Guards

- Each Champion may only construct their associated Building:
  - Monks build Gates
  - Governors build Markets
  - Warriors build Pagodas
- The first 3 Buildings constructed in a Village must be different (1 Gate, 1 Market, 1 Pagoda).

When you construct the 3rd Building in a Village, you must choose a City card (select 1 from either end of the City card line) and immediately receive its printed bonus. (See page 18.)



Draw from the left end... ... OR the right end of the City card line

Then, exchange the 3 Buildings with an empty City Base; the Village has developed into a City. The 3 Buildings are once again available in the general pool. Now the players may construct 3 more Buildings (1 of each) on the City Base. Once the 6th building is constructed, the City develops into a Capital.



Selecting 1 of these Actions allows you to construct the pictured Building in a Village.



Selecting 1 of these Actions allows you to construct the pictured Building in a City.



Selecting this Action allows you to construct any Building you wish in a City. You must still adhere to the standard rules of constructing Buildings, as previously stated.

When you construct a Building on a Location, you immediately receive a number of VP that depends on the number of Buildings in the Location, plus 1 VP per Guard belonging to an opponent present on the surrounding roads. (Neither your Guards nor neutral Guards provide VP.)

1st Building	2nd Building	3rd Building	4th Building	5th Building	6th Building
4 VP plus 1 VP per opponent Guard	3 VP plus 1 VP per opponent Guard	2 VP plus 1 VP per opponent Guard	5 VP plus 1 VP per opponent Guard	7 VP plus 1 VP per opponent Guard	9 VP plus 1 VP per opponent Guard

IMPORTANT!

6 Buildings are placed on the Map Board during Setup. In these Villages, start constructing from the second structure, following the prerequisites and receiving the appropriate VP.



EXAMPLE:
*Since the prerequisite 5 Guards are present, **Julia** constructs the fourth Building. She receives 5 VP for the Building, plus 2 VP for the 2 purple Guards. Neither the 2 neutral Guards nor the 3 yellow Guards count for VP.*

BONUS: BORDER LOCATIONS



On the Map Board, there are 3 Border Locations in which it is very difficult to construct any Buildings. These Locations have a yellow box printed next to them, and they provide a special bonus for any player that constructs a Building there:

Your choice of 1 Neutral Action on the Game Board (the grey, right-most column) at no AP cost **and**:

- *5 VP*

OR

- *2 different tiles from the available Strength and Quest tiles (Bracelet, Coin, Sword, Lamp, Chest, or Mask)*

IMPORTANT!

While you have your choice of Neutral Actions, you must still fulfill the normal requirements for a selected Action (i.e. A given Champion must be strong enough to Move, or you must have the minimum amount of Guards around a Village to Build).

Increase Strength

You can increase the Strength Value of your Champions, allowing them to move faster on the Map Board, by providing them with specific Strength tiles:

- Monks use Bracelets
- Governors use Coins
- Warriors use Swords



These tiles can be acquired from certain Action Spaces:



Place them in the next empty slot (from bottom to top) on the left column of the appropriate Champion on your Clan Sheet. Each player starts with 1 tile of each type (Bracelet, Coin, and Sword), printed directly on their Clan Sheet. Strength tiles are limited, so when there are none left in the general pool, you do not receive that tile when selecting an Action with its icon.



EXAMPLE:
Sean *wants a Bracelet tile for his Monk. He places 1 Guard on an Action Space with the Bracelet symbol and takes a Bracelet tile from the general pool, adding it to the next available slot on his Clan Sheet.*



EXAMPLE:
Suzy *wants a Lamp tile for her Monk, but there is no Gate in her Monk's current Location, so she can't make use of that Action. However, she sees that her Governor is in a Location with a Market. She places 1 Guard on an Action Space with the Chest symbol and takes a Chest tile from the general pool, adding it to the next available slot on her Clan Sheet.*



Character Quests

You can help your Champions complete Quests, scoring additional Victory Points, by collecting specific Quest tiles:

- Monks search for Lamps
- Governors search for Chests
- Warriors search for Masks



These tiles can be acquired from certain Action Spaces:



Place them on the next available empty slot (from bottom to top) on the right column of the appropriate Champion on your Clan Sheet. These tiles can only be acquired if a specific Champion is in a Location with their class Building (example: Monks can only search for Lamps at Gates).

Like Strength tiles, Quest tiles are limited, so when there are none left in the general pool, you do not receive that tile when selecting an Action with its icon.

IMPORTANT!

A City Base, even without additional Buildings, still represents the presence of all 3 Buildings (Gate, Market, and Pagoda). Champions can always acquire Quest tiles in Cities and Capitals!

Transport a Champion



You can remove the appropriate Champion from the Map Board and place it on your Clan Sheet. If you select this Action again, move the Champion from your Clan Sheet to any Location on the Map Board.

Sell a Chest



If your Governor is at a Location with a Market, you can return a Chest tile from your Clan Sheet to the general pool to immediately receive 6 VP.

Recover Action Points



You immediately move your Clan Marker 4 spaces to the right on the Action Point Track. You must have the 2 AP necessary to pay for this Action; otherwise, you may not select it. (First, move your Clan Marker 2 spaces to the left on the Action Point Track – paying any necessary VP, in case you go below 0 – then move your Clan Marker 4 spaces to the right.)



Evade Ninjas

You can move a Champion of your choice and ignore 1 Ninja on the chosen road, as if the chosen road had 1 less Ninja.



Defeat Additional Ninja

You can move your Monk on the Map Board and place 1 extra Guard during Movement (max 2).

Acquire Victory Points



Immediately acquire the amount of Victory Points printed on the Action Space.

IMPORTANT!

Some spaces provide you with a combination of 2 different Actions, such as Movement and Construction, or a Strength tile and a Quest tile. When selecting these spaces, you may choose 1 of the Actions or both, resolving them as you prefer.

END OF THE GAME

The game ends when either:

- a player places the 5th City Base on the Map Board;
- **OR**, a player places the last available Building on the Map;
- **OR**, a City becomes the 2nd Capital (A City with all 3 Buildings on a City Base).

When 1 of these end-game conditions occurs, the game proceeds until the end of the current round. Then, before the Scoring Phase, the players return their Guards from the Game Board for the last time, adjusting their Clan Markers on the Action Point Track (which serves as a potential tiebreaker at the end of the Scoring Phase).

Final Scoring

At the end of the game, add the following VP to your current score on the Victory Point Track:

- VP from your Strength & Quest tiles
  - multiply the number next to your topmost Bracelet by the number next to your topmost Lamp
  - multiply the number next to your topmost Coin by the number next to your topmost Chest
  - multiply the number next to your topmost Sword by the number next to your topmost Mask



EXAMPLE:
2 Bracelets [1x] x 3 Lamps [6] = 6 VP
3 Coins [2x] x 1 Chest [2] = 4 VP
4 Swords [3x] x 2 Masks [4] = 12 VP

- **EXPERT GAME:** VP gained from any End of the Game Bonus Mandates cards;

The player with the most VP wins the game. In case of a tie, the player with more AP wins the game. If the tied players have the same amount of AP, they share the victory.





EXAMPLE:
*On her turn, **Julia** places a Market, the third Building on that particular Location. She draws a City card, then replaces the Buildings on the Location with a City Base. This is the fifth City Base on the Map Board, so the game will finish at the end of the current round.*

*At the end of the game, **Julia**, **Sean**, **Suzy**, and **Javier** all count up their final score.*

JULIA HAS



- 3 Bracelets and 2 Lamps, giving her 8 VP
- 2 Coins and 2 Chests, giving her 4 VP
- 2 Swords and 4 Masks, giving her 8 VP
- ***Adding her Strength & Quest VP to her current VP (20 + 24) gives Julia a Final Score of 44!***

SEAN HAS



- *2 Bracelets and 2 Lamps, giving him 4 VP*
- *3 Coins and 3 Chests, giving him 12 VP*
- *1 Sword and 2 Masks, giving him 0 VP*
- ***Adding his Strength & Quest VP to his current VP (16 + 27) gives Sean a Final Score of 43!***

SUZY HAS



- *3 Bracelets and 4 Lamps, giving her 16 VP*
- *3 Coins and 1 Chest, giving her 4 VP*
- *3 Swords and 3 Masks, giving her 12 VP*
- ***Adding her Strength & Quest VP to her current VP (32 + 19) gives Suzy a Final Score of 51!***

JAVIER HAS



- *2 Bracelets and 3 Lamps, giving him 6 VP*
- *2 Coins and 4 Chests, giving him 8 VP*
- *4 Swords and 2 Masks, giving him 12 VP*
- ***Adding his Strength & Quest VP to his current VP (26 + 22) gives Javier a Final Score of 48!***

Suzy wins the game with 51 points!
*(**Javier** was so close! If he had scored 3 more VP and tied **Suzy**, he would have won because he has 2 AP remaining at the end of the game, while **Suzy** has 0 AP remaining!)*

CITY CARDS

Every time a player builds the 3rd Building in a Village, instead of placing the 3rd Building, they remove the 2 previously constructed Buildings and add a City Base. Then, they may choose 1 of the City cards placed near the Map Board. Each City card provides an immediate bonus to the player that chooses it.

Immediately receive 2 different Strength tiles (Bracelet, Coin, Sword).



Immediately receive 3 Action Points.

Immediately receive 2 different Quest tiles (Lamp, Chest, Mask).



Immediately receive 2 Action Points.

Immediately receive 4 Victory Points.



Immediately receive 3 Victory Points. You may move 1 of your Champions.

Immediately receive 3 Victory Points.



Immediately receive 1 Victory Point. You may move 1 of your Champions twice.

EXPERT GAME

For expert players, the game provides Bonus Mandates (2 distinct 9-card decks), which have special victory points, offering a different experience and even greater replayability for *Way of the Panda*.

The D-Deck (numbered from D1 to D9) are Bonus Mandates that may provide scoring opportunities over the course of the game. The E-Deck (numbered from E1 to E9) are Bonus Mandates that may provide scoring opportunities at the end of the game.

To use the Bonus Mandates, shuffle the 2 decks separately and draw 1 card from each. Place these 2 cards on the appropriate spaces on the Game Board.

During the Game Bonus



[D1/D2/D3] The first player to complete a loop of 4 roads connecting 4 Gates/Markets/Pagodas with their own roads and/or neutral roads gets 10 VP. Then, discard this card.



[D4/D5/D6] The first player to construct their fourth Gate/Market/Pagoda receives 10 VP. (To count a player's Buildings, place a player's Guard on this card. Move it each time the player constructs a Building of that type.)

If a player wants to remove their Guard from the card, they will lose their position and cannot return. Placing a Guard on the card and participating in this mission is not mandatory. When a player constructs their fourth Building, all Guards return to the respective owners. Then, discard this card.



[D7] The first player to connect 2 opposite sides of the board using their Roads and/or Neutral Roads receives 15 VP. Then, discard this card.



[D8] There are 3 numbered Locations in the Map Board. The first player to connect these 3 Locations using their Roads and/or Neutral Roads receives 20 VP. Then, discard this card.



[D9] Once per round, you may place a Guard on 1 of these Special Actions. Each Action space can only contain 1 Guard. Guards placed here cannot be removed until all the spaces are full; then, return the Guards to the respective owners and discard this card. NOTE: These Special Actions count as a player's turn, but they have no AP cost, and when the Guards are recoverd from the card they do **not** gain you any AP.

These are the special actions on the card:

1. Move 1 of your Champions to any other Location on the Map Board.

2. Receive 6 Victory Points.
3. Construct any Building in a Village or City of your choice. (Must meet the prerequisites.)
4. Move a Champion, ignoring up to 2 Ninjas on the road.
5. Receive 5 Action Points.
6. Move any Champion on the Map Board and place 1 extra Guard during Movement (max 2). The Guards placed on the map must be from your own pool.

End of the Game Bonus



[E1] At the end of the game, the player that placed the most Road tiles on the Map board (of their color) receives 25 VP. In case of a tie, all tied players receive the VP.



[E2] At the end of the game, any player that has their 3 Champions in the same City receives 15 VP. Any player that has their 3 Champions in the same Capital gets 30 VP.



[E3] At the end of the game, any player that connected the 4 sides of the Map with their Road tiles and/or Neutral Road tiles receives 30 VP. Any player that connected 3 sides of the Map receives 20 VP. Any player that connected 2 sides of the Map receives 10 VP. Any player that **did not** connect 2 or more sides of the Map loses 5 VP.



[E4] At the end of the game, the player that placed the most Guards (of their color) on the Map board receives 25 VP. To calculate the number of Guards on the Map, count the Guards printed on your Road tiles. In case of a tie, all tied players receive the VP.



[E5] At the end of the game, the player with the 2 Champions furthest apart receives 25 VP. The Champions must be connected by Road tiles, whether their own and/or neutral, to receive the VP. To calculate the distance between 2 Champions, count your Road tiles and/or the Neutral Road tiles that link the 2 Champions, always following the shortest path. In case of a tie, all tied players receive the VP.



[E6] At the end of the game, the player with the most of Guards around a City or Capital receives 15 VP per Location. Check for all Cities and Capitals on the Map Board.







[E7/E8/E9] At the end of the game, the player that connects the most Gates/Markets/Pagodas with their Road tiles and/or Neutral Road tiles receives 2 VP per Gate/Market/Pagoda connected.
In case of a tie, all tied players receive the VP.

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Gioca Torino and IDEAG (Incontro DEgli Autori di Giochi - Italian Meeting of Game Designers)

RULES SUMMARY

Phases of the Game

1. **Select Action:** The player whose Clan Marker is the first on the Turn Order Track selects an Action on the Game Board. To select an Action, you must place your Guards on an Action Space. You can place Guards on the same space you previously selected, or in a space that is to the right or below your previous turn.
2. **Place Guards:** Place the requisite amount of Guards on the corresponding Action Space:
   - Empty Action Space (Monk, Governor, or Warrior Columns): 1 Guard
   - Empty Action Space (Neutral Actions): 2 Guards
   - Occupied Action Space: 1 Guard *more* than those placed the last time this Action was selected
3. **Pay Action Points**
4. **Take Action:** Take your selected Action.
5. **Pass to the Next Player**

Actions

- **Movement:** Move a Champion across a road. Champions can only move if they are strong enough to cross the number of Ninjas that are on the chosen road. After crossing a road, the player can cover 1 Ninja on the traveled road with a Guard. Once all the Ninjas on a road have been defeated, place a Road Tile with the appropriate number of Guards printed on it and return the Guards to their respective players.
- **Construct Buildings:** Task a Champion with constructing Buildings in their current Location, provided that the appropriate number of Ninjas have been defeated around the Location. Each Champion can only build their associated Building.
- **Increase Strength:** Increase the Strength Value of a Champion by providing them with specific Strength tiles (Bracelets, Coins, Swords).
- **Character Quests:** Help a Champion complete Quests by collecting specific Quest tiles (Lamps, Chests, Masks).
- **Transport a Miniature:** Remove a Champion from the Map Board and place it on your Clan Sheet. (Select this Action again to move the Champion from your Clan Sheet to any Location on the Map Board.)
- **Sell a Chest:** Gain 6VP by returning a Chest tile from your Clan Sheet to the general pool.
- **Recover Action Points:** Move your Clan Marker 4 spaces to the right on the Action Point Track.
- **Evade Ninjas:** Move a Champion on the chosen road as if the chosen road had 1 less Ninja.
- **Defeat Additional Ninja:** Move your Monk on the Map Board, placing 1 extra Guard during Movement (max 2).
- **Acquire Victory Points:** Gain the amount of Victory Points printed on the Action Space.

End of the Game

The game ends when either:

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- VP from your Strength & Quest tiles
- **EXPERT GAME:** VP gained from any End of the Game Bonus Mandates cards.

In case of a tie, the player with more AP wins the game. If the tied players have the same amount of AP, they share the victory.

