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Rulebook

Pendragon Game Studio

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西安 Xi'an

Terracotta Army

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WARNING: Not suitable for children of age less than 36 months: contains small parts. If ingested, it may cause suffocation.
Made in CHINA

Game premise

246 BC: The future first emperor of China, Ying Zheng, orders the construction of the **Terracotta Army.** It will be part of the "Great Mausoleum", a monument built to celebrate the Qin dynasty's endless glory. It will also protect him in the afterlife. As a delegate of the Emperor, you will be asked to fulfill his wish by leading a team of workers and helpers to obtain resources, craft and decorate the warrior statues, and supply them with fine wood and bronze weapons. After 6 turns the player who gains the most prestige points (pp) will be the winner.

Materials

Main board. The main board represents the area where the Terracotta Army and the Great Mausoleum will be built. The site is near the capital city of Xianyang (present day Xi'an). In the **center of the board there is the main pit (marked 1 in the picture)**. There are 24 warrior spaces in the pit. They are divided into three sections (A. archers and crossbowmen, B. charioteers and halberdiers, C. knights and infantrymen). The terracotta statues will be placed here when crafted by the players.

Below the main pit there are **4 square spaces for the building tiles (2)**, they are divided into two pairs. At the bottom of the board there are **4 placeholders for equipment cards**.

At the top of the main board there is the **supervisor track**. It has six spaces for the **mausoleum tiles (3)**. Below the supervisor track there is the **turn track (4)**. The turn track is marked with the numbers from 1 to 6 in Chinese.

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Historical note: The Emperor's Mausoleum was built in a strategic area about 56 square kilometers (almost 22 miles) wide: this area is protected by the Wei River to the North, the Qinling mountains to the West and Mount Li to the South. The Terracotta Army faces the Eastern lowlands. This is the same direction where the barbarian hordes were subdued by the Qin.

• **96 WORKER CARDS**. There is 1 deck of 24 cards for each player. Each deck has a specific colour and family name on the back. Each deck contains 6 distinct cards in four distinct colours (yellow, red, green and blue). Each worker card has a number from 1 to 6 on the top right. This identifies the priority of initiative. The higher number allows the players to obtain the major benefits according to the worker card. Below the image of the worker is the main action. At the top left of the card, there is an associated colour pigment which allows to obtain the corresponding pigment block if used as an exchange.

• **8 REFERENCE CARDS.** There are 2 reference cards for each player. It gives a brief idea of building actions and game end scoring.

• **24 EQUIPMENT CARDS.** There are 4 cards for each type of equipment: Crossbow, arrowhead, chariot, halberd, horse and sword. Each card has a forging cost represented in coins at the top left corner of the card **as well as** a material type ,wood or bronze, in the background. In the center of the card, there is the picture of the type of the equipment. Below the image is the game end bonus (+3 prestige points). These points are gained if certain conditions are fulfilled by the end of the game. Last, some cards report a clay bonus at the bottom of the card.

• **30 CLAY BLOCKS.** Rectangular wooden pieces;
• **25 COINS.** 5 gold coins (value 3) and 20 silver coins (value 1);
• **24 COLOURED PIGMENTS BLOCKS.** 6 for each color: yellow, red, green and blue;
• **12 EMPEROR REQUEST TOKENS** numbered 1 to 12, 3 for each color: yellow, red, green and blue;
• **8 PLAYER MARKERS.** 2 for each color: purple, orange, cyan and light green;
• **8 MASTER BUILDERS.** 2 for each color: purple, orange, cyan and light green;
• **6 "ARMY FORMATION" DOUBLE FACED MINI-BOARDS.** 2 for each pit section: A, B and C;
• **4 SQUARE BUILDING TILES.** These are used to take building actions;
• **36 TERRACOTTA WARRIORS (PLASTIC MODELS).** 12 brown warriors (they symbolize the raw statues, not yet painted) and 6 warriors in each color: purple, orange, cyan and light green;
• **8 EMPEROR DELEGATE SEALS (SIGNATURE STAMPS ALSO KNOWN AS A "CHOP").** Seal containing family signature -- 2 for each colour: purple, orange, cyan and light green;
• **28 MAUSOLEUM TILES,** 4 starting tiles, 16 bonus tiles and 8 game end tiles;
• **1 PRIME MINISTER PAWN.**

SETUP

Place the board in the middle of the table. Give each player the deck of worker cards, 2 player markers, 2 master builders, 6 plastic warriors and 2 signature seals of the chosen colour. Each player shuffles his own deck and places it in front of him, face down. Give each player 1 clay block and 2 coins as starting resources. **Each player places a circular marker on the 0 space** of the prestige points track.

Shuffle the equipment cards and place them next to the board, face down: this is the equipment deck. Draw 4 equipment cards and place them face-up on the specific spaces. Place them left to right on the board.

Shuffle the Emperor request tokens face down. Randomly draw 4 tokens and place them on the main board. Place them on the specific spaces near the pit starting from Section A and then continue upwards to the top (Section B and C). The remaining tokens are left next to the game board, for following turns.

Shuffle the 4 building tiles. Place them face down and fill in the 4 square spaces randomly. Once they are set, flip the 4 tiles face up. Place the Prime Minister pawn on the building of the same colour of the request token with the highest number (e.g. if the request token with the highest number is a red 9, place the Prime Minister on the Lab);

Place the Mausoleum tiles on the Mausoleum spaces. Place the tiles near the supervisor track. Take the 4 starting tiles and stack them on the first space of the Mausoleum (above the area marked with a "0") outlined in green in the picture above. Sort and stack the 16 bonus tiles according to the bonus type and place them face-up in the four specific spaces in the center of the board. There will be 4 stack of 4 tiles each:

1. **Open Building / Free Building**
2. **2<->2 Market**
3. **Discount -1 resource**
4. **+1 Action**

Finally, randomly choose 4 game end tiles from the 8 available. Stack them face up (the bonus must be visible) on the last space (above the area marked with a "5" and outlined in red in the picture above).

Put the remaining game end tiles back in the box as they will not be used in the current game. **Players can always look at the four game end tiles during the game.**

The eldest player shuffles the 4 starting tiles and distributes 1 to each player. Make sure not to look at the number on the back of the tile. Returns the remaining tiles to the box. **Players then stack their remaining circular marker on the "0" space of the supervisor track** according to the number they received (the player with the lowest number on the starting tile is on the top of the stack). These markers are called "the supervisors". Each player adds the following resources according to the number on his starting tile:

1: 1 YELLOW COLORED PIGMENT
2: 1 RED COLORED PIGMENT
3: 1 GREEN COLORED PIGMENT
4: 1 BLUE COLORED PIGMENT

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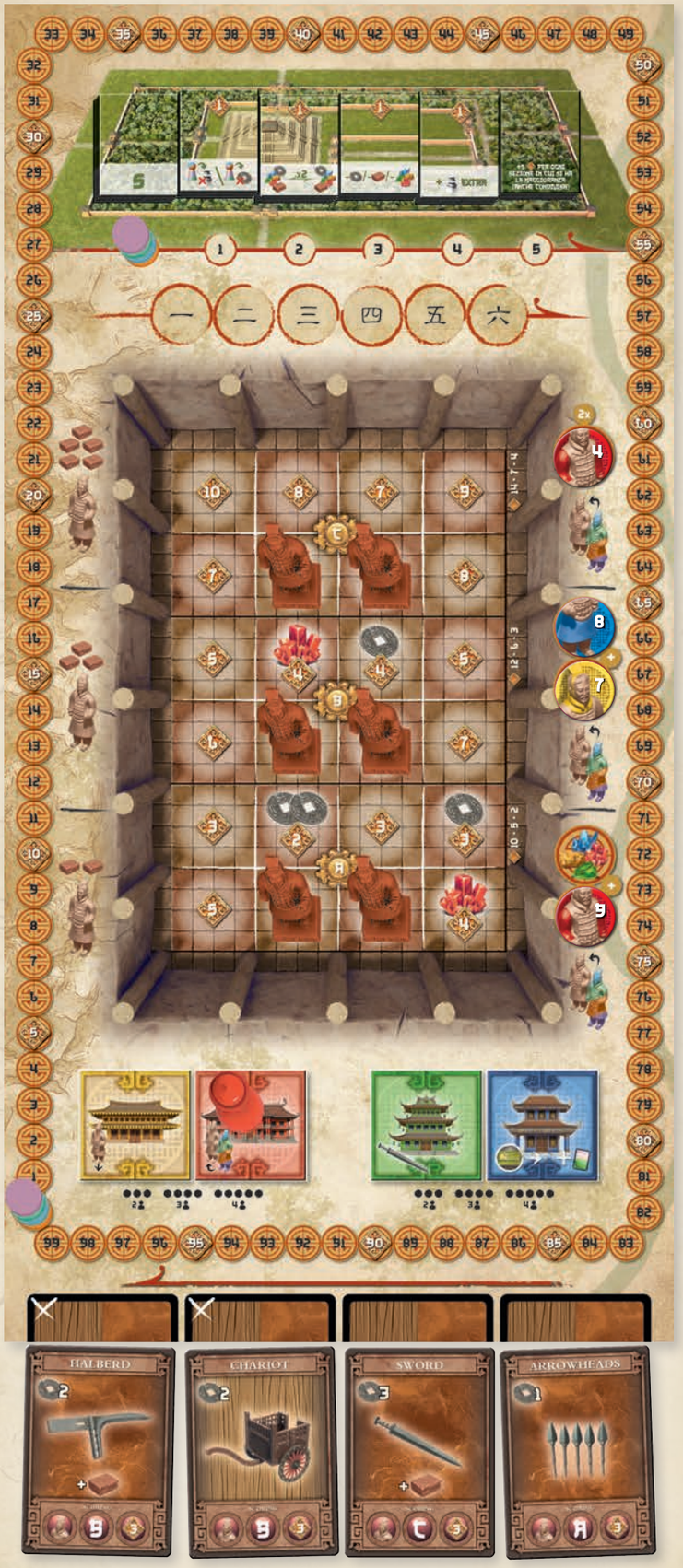

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Then, each player places the starting mausoleum tile face down in front of them (the number is no longer important). This is their starting part of the Mausoleum.

Randomly choose 1 army formation mini-board side for each section of the pit and place them on the board according to the letters (A, B and C). This is to create a random army formation for the current game. Place 1 brown terracotta warrior on each space marked with a statue icon. These are the starting raw statues that are already crafted.

Historical note: the three pit sections represent how the real formation was organized: a) the vanguard of the light infantry (archers and crossbowmen) which precedes the penetrating strength of b) the chariots and halberdiers, followed by c) the bulk of the heavy infantry (knights and infantrymen).

The remaining brown terracotta warriors, clay blocks, coins and coloured pigments are placed next to the main board, so that each player can easily reach them: this is the general stock. The unused materials are put back in the box.

During the game all the information (clay blocks, coins, pigments and so on) are visible to other players, with the exception of equipment cards, which are placed face down in front of each player when taken.

About the stock

Resources are always unlimited, with the following exceptions:

Raw warriors (brown) are limited: There are only 12 raw warriors in the stock (6 of which are already on the board when the game begins); in the rare case that a raw warrior is needed and the stock is empty, the "Workshop" building is considered closed and players can't craft new warriors;

Colored pigments are limited (six blocks per colour). Players can take a pigment from the stock only if the desired colour is still available, otherwise they take nothing.

Turns and rounds of play

The game is played through **6 turns**; in each turn there are **2 rounds**. This means that each player will play exactly **12 rounds** during the game.

During each turn players draw the first 4 cards from their personal workers deck. They then play 2 rounds in the turn. First, each player choses two cards and sets aside the remaining two cards face down. The second round will use the remaining two cards.

Favour of the Emperor: If the players don't like the 4 cards they have drawn, they may, **only once and only in the first turn of the game**, exchange any number of cards by discarding undesired cards to the bottom of the workers deck and draw cards until they again have 4 cards in their hand.

First round. All the players secretly choose the first couple of cards to play among the 4 available. They set the remaining two cards aside for the second round. The players simultaneously reveal the cards. Each player must place the two cards on the table so that one card is partially covered by the other and the number in the top right corner of the bottom card is visible. After the cards are revealed, it is no longer possible to change the order of the cards (see the examples below, which show how the cards should be placed on the table).

Following the order given by the card placed below (starting with the highest number), each player:

1. Must do the action of the card placed on top (this will be known from now on as the "worker action")

2. May move one of his master builders in an available building to do a "building action".

In case of a tie in the priority order, the player whose marker is forward in the supervisor track will play first (in case of a tie on the supervisor track, the player whose marker is on the top of the stack plays first). After that, players place the used cards face up in a discard pile next to their workers deck.

Example: *In a 3 players game, Giovanni, Marco and Katia are going to play the first turn. They draw the first 4 cards from their workers deck. Giovanni and Katia are happy with their hand. Marco got a yellow card 1 (Tax Collector), a blue card 1 (Miner), and two red cards, a 3 and a 4 (Craftsmen). He is not happy with his hand because he wanted to get at least one green card (Helper). He decides to use the favour of the Emperor and places his Yellow 1 and Red 3 under his deck and draws the two top cards to refill his hand. He is lucky, because he gets a green card 2 (an Accountant) and a yellow card 4 (Tax Collector).*

The players then choose their first couple of cards to play the first round. Once everyone is ready, everybody reveals their cards simultaneously. Marco played a Miner 1 with a an accountant (Green Helper 2) on top, Giovanni played a Tax Collector 1 with a Tax Collector 4 on top and Katia played a Miner 4 with a Craftsman 5 on top. Katia will be the first to play (initiative 4), then it will be Marco's turn (same initiative 1 of Giovanni, but his supervisor is on top of the stack) and then Giovanni will play last.

Katia obtains 3 clay blocks (Craftsman 5) and decides to use them immediately sending his first master builder to the Workshop. She spends 2 clay blocks to craft a statue in section A, obtaining 4 prestige points and a red coloured pigment. She also obtains 1 coin and 1 additional prestige point because the Prime Minister is in the Workshop.

Marco places the Helper 2 face-up in front of him and obtains 0 prestige points (the Accountant gives 0 prestige points if played during the first turn). With this helper he will obtain additional coins in future using a Tax Collector. Then he decides to send his master builder to the Palace. He moves his supervisor forward 1 space on the track and obtains the Mausoleum tile "Open Building / Free Building".

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Last, Giovanni obtains 3 coins (Tax Collector 4) and wishes to send his master builder to the Armoury. The available equipment at the moment is too expensive and so Giovannni chooses to send a master builder to the Palace. He advances on the supervisor track (his marker goes on top of the stack) and obtains the related mausoleum tile. He must pay 1 coin to Marco because the latter is present in the Palace with one master builder. However, Giovanni will win the ties in future rounds until this changes.

Second round. The second round is played in the exact same way as the first round. Players use the 2 remaining cards in one of the possible combinations.

Worker actions. The available worker actions are:

- **Tax Collector (yellow)**: obtain 2, 3 or 4 coins according to the card played;
- **Craftsman (red)**: obtain 1, 2 or 3 clay blocks according to the card played;
- **Helper (green)**: recruit the helper shown. The card is put in front of the player until the end of the game as a permanent bonus and it is not discarded like the other cards. You may use his ability for the remainder of the game. In addition, you obtain 0 to 6 prestige points (depending on the card) according to the current turn (see bottom of the helper card). Score these points immediately;

- **Miner (blue)**: obtain 1 or 2 pigments blocks **of the exact color / colors shown on the card**.

Very important: As an alternative to the worker action, it is always possible to obtain 1 block of pigment corresponding to the colour shown on the top left corner of the card (this is always the same colour as the colour of the card).

Example: *during the second turn Giovanni wants to paint a warrior statue which is in a strategic zone. He wants to obtain the bonus given by the Prime Minister which is in the Lab. He has a Craftsman at a value of 6 in his hand to use as initiative. He is sure to play first in case of a tie because his supervisor is ahead on the track. He does not have the green pigment needed to paint the statue, but he can play the Helper 3 card in his hand to obtain it. So, Giovanni plays the Craftsman 6 with the Helper 3 on top, obtaining the green pigment (the Helper will be discarded as the other cards at the end of the round). Then he sends his master builder in the Lab and paints the warrior statue paying one green and one red pigment block. Giovanni obtains 1 prestige point for the painted warrior (group of 1), plus 1 additional prestige point and 1 coin because he was the first to enter the building where the Prime Minister stands.*

BUILDING ACTIONS

In each pair of building spaces, a maximum number of master builders may be placed on the board during a turn. This is based on the number of players and is shown on the main board as follows:

With 4 players, up to 5 master builders may be placed;
With 3 players, up to 4 master builders may be placed;
With 2 players, up to 3 master builders may be placed.

The Prime Minister is always included when counting the total number of master builders. **When the number of master builders reaches the maximum allowed number in the two adjacent buildings, those buildings are considered closed for the current turn.** Other master builders can no longer enter these places on the board.

A player who wants to enter a building which has one or more master builder(s) already present, must pay 1 coin to each player already in that specific building. If another player already has two master builders in that building, the active player must pay him 2 coins (1 for each master builder). It is allowed for a player to enter the same building twice in a single turn, once in each round.

Example: In a 2 player game, there are 2 master builders in the two left buildings. The Prime Minister is on the Palace. There is no master builder on the Armory. During the second round, Francesco would like to buy the crossbow that costs only 1 coin that would complete the set of wooden equipment. But the Armory is closed (the sum of the counters reached 3, which is the maximum allowed).

The following 3 rules are very important:

1- If the player wants to enter a building, he must be able to do the action, otherwise he is not allowed to enter;
2- If the player cannot or does not want to enter any of the buildings, he can pass and obtain 1 coin;
3- If the player wants to perform a building action, but cannot afford the cost, they must first spend all their coins to pay players present in the building. Then they must lose 2 prestige points for each remaining coin needed. Deduct the points from the track immediately. The remaining coins needed to be paid out are then taken from the general stock and given to the owed players. **The player can then perform the action normally.**

The first player who enters the building where the Prime Minister stands, immediately obtains **1 coin and 1 prestige point**. The available building actions are as follows:

Workshop (yellow):
Craft 1 new raw terracotta warrior
Pay the requested clay blocks (2, 3 or 5 respectively for crafting statues in sections A, B or C of the pit) by placing them back in the stock. Take a brown terracotta warrior from the general stock and place it on the chosen warrior space; immediately obtain the bonus shown on that space (prestige points, coins or specific blocks of pigment). **You may choose to place one of the two Emperor delegate seals under the crafted warrior to protect it and prevent other players from painting it later.**

Historical note: *Craftsmen marked the statues they crafted with a seal or 'chop'; more than eighty different chops have been discovered on the statues. The chops were used to track the statue's quality.*

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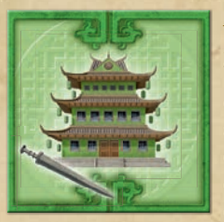
Example: *Katia sends her master builder to the Workshop. She decides to spend 5 clay blocks to craft a new terracotta warrior in section C. She takes a brown warrior from the general stock and places it on the space with 8 prestige points. She also decides to place one of her seals under the warrior. This will prevent an opponent from painting it and stop them from stealing the painting majority bonus which she holds in the section C.*

Lab (red):
Paint 1 terracotta warrior
Pay the requested blocks of coloured pigments to paint an unpainted terracotta warrior of your choice, in accordance to the pit section. In each section of the pit (A, B and C) the Emperor request tokens define the blocks of pigments needed to pay in order to paint the warriors. Return the blocks of pigment back to the general stock and change the brown statue with a warrior statue of your colour from your personal stock. In section A you must discard 1 block of pigment that is the requested colour, plus 1 additional block of pigment (any colour). In section B, you must discard the 2 blocks of the requested pigment. In section C you must discard 2 blocks of pigment of the requested colour. **You cannot paint the the warriors which are marked with other players delegate seals.** Finally, look at the group of warriors in the orthogonal area where you placed the newly painted statue: You obtain 1 prestige point for each warrior of your colour in that group. The statues in the group may belong to different sections. Each player may paint a maximum of 6 statues during a single game. This accounts for those in each players personal stock.

Historical note: *Today, the terracotta warriors are not in their original condition. When they were found, the warriors were all painted with bright colours under a lacquer. The colours used were created by grinding together different types of mineral pigments. Unfortunately, when the warriors were first unearthed, the contact with oxygen destroyed the lacquer layer and the colour deteriorated in a short amount of time. Orpiment (yellow), cinnabar (red), malachite (green), azurite (blue) and many other minerals were used to create the pigments of colour.*

Example: *Marco sends his master builder to the Lab. He spends two blocks of yellow coloured pigments to paint a warrior that no one previously signed in section A. He obtains the majority bonus for the number of painted warriors in that section. Marco substitutes the brown warrior on the board (putting it back in the general stock) with a statue of his own colour (purple). He obtains 2 prestige points because the warrior just painted is in a group of warriors that are orthogonally adjacent to other statues that are purple in colour.*



Armory (green):
Forge 1 piece of equipment
Take one of the available equipment cards on the display and pay the requested amount of coins showed on the top left of the card. Place it face down in front of you so that it is hidden from other players. DO NOT refill the equipment display; **the equipment display will be refilled at the end of the turn**. Collect the one-time clay bonus immediately, if shown on the card. At the end of the game you will obtain prestige points according to the sets of equipment you have forged, plus 3 prestige points for each piece of equipment matching a warrior of your colour on the board (see game end paragraph).

Example: *Giovanni sends his master builder in the Armory; he forges the famous Qin sword, paying 3 coins; this completes his bronze equipment set (arrowheads / halberd / sword). He will obtain 10 prestige points at the end of the game. Giovanni places the acquired equipment card face down in front of him.*

Palace (blue):
Move the supervisor 1 space forward
Move your supervisor (coloured marker) 1 space forward on the supervisor track, eventually you will put your marker on the top of the stack. Immediately obtain the mausoleum tile of the space **reached** by your marker and place it in front of you. Place the tile next to the other mausoleum tiles you already have; the ability of the tile must be visible.

Example: *Francesco's marker is on the third space of the supervisor track and he wants to obtain the "+1 action" mausoleum tile, which is located on the next space. He decides to send his master builder to the Palace. He does so even with Katia's two master builders already present. He regretfully pays the two coins to Katia and moves his marker forward, obtaining the desired mausoleum tile.*

MAUSOLEUM TILES USAGE

The Mausoleum tiles are put in front of the players one after another. The coloured side should show the ability and the visible number of prestige points (the starting tile and the game end tile can be face up or face down, it's not important). **This sequence of tiles represents the progressive construction of the Emperor's Mausoleum.**

The bonus tiles show an ability that can be used only once during the entire game. The ability can be used even if they are taken with the Palace action. **It is possible to take more than one bonus tile during a single round.** Once the tiles are used, they are flipped face down, showing the non-coloured side with no prestige points.

The 4 tiles on the last space (called game end tiles and signed with a "E" on one side) are not used during the game, they represent objectives to be scored at the end. When a player reaches the last space of the supervisor track, they pick up all the available game end tiles and selects one to keep. Once their selection is complete, they then return all the remaining tiles to the last space.

Example: *Continuing with the previous example, after obtaining the "+1 action" mausoleum tile, Francesco decides to use it immediately to repeat the Palace action. He moves his supervisor forward again. He reaches the track space with the number "5"; he then, takes the game end tiles, chooses one, and puts the remainder back on the final space. He then flips the mausoleum tile "+1 action" to the back side. He doesn't have to pay other coins to Katia, and he doesn't have to use his master builders.*

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NEW TURN

If the worker decks are empty, this means that the sixth and final turn has been played, final scoring proceeds. Otherwise, a new turn is prepared.

Each player takes his own master builders back from the building tile(s) they are in. They are again available for the next turn.

The request token with the lowest number is removed from the turn track, this will be the number of the turn that just ended (you can track the current game turn and which request tokens have already been used in the game). **Move the Prime Minister pawn to the building tile of the colour of the request token just removed.** Draw a new request token from the general stock to refill the vacant request space: now a new colour is requested to paint some warrior statues.

Historical note: *the Prime Minister Li Si, together with the Emperor, used the doctrine of "legalism" to carry out the govern politics. He was convinced that by balancing rewards and punishments, it was possible to exploit the human weakness. In the game, the Prime Minister gives each turn 1 coin and 1 prestige point to the first player entering the building where he is, but he restricts the building access (remember the space restrictions).*

Discard the 2 equipment cards counting from the left (1st and 2nd positions) if they are still on the display; shift the remaining cards to the left and refill the display with new cards from the equipment deck, always from left to right, so that 4 cards are available.

GAME END AND FINAL SCORING

The game ends after the 6th turn, when each player has used all their worker cards from their personal deck. The following prestige points are then scored. Add them to the prestige points track in turn order.

1) Painting majorities

For each pit section (A, B and C) count the warriors painted by each player and assign points to the first, second and third category:

10/5/2 prestige points for section A;
12/6/3 prestige points for section B;
14/7/4 prestige points for section C.

The fourth player (if present) obtains nothing. If one or more players are tied for the number of painted warriors, the points for the positions are added together and divided among the number of players that are tied for the position (round down).

Example: *in a 4 players game, Francesco and Giovanni both have painted 2 warriors in section C, while Katia and Marco only have 1. Francesco and Giovanni obtain 10 prestige points (14 + 7, divided 2), while Katia and Marco obtain 2 points each (4 points for the third place, divided 2).*
In section B, Marco has painted 2 warriors, while Katia has painted only 1 warrior. Marco obtains 12 prestige points and Katia obtains 6 prestige points. Francesco and Giovanni obtain nothing because they have not painted warriors in that section.

In section A, all the players have painted 1 warrior. The prestige points for the three placements are summed up and divided among all of them: Marco, Francesco, Katia and Giovanni each obtain 4 prestige points(10+5+2, divided 4).

2) Equipment cards.

At the end of the game, each **set of different equipment cards** gives the player 2-5-10 prestige points for either 1-2-3 cards in the set. In each set, all equipment must be of the same material (bronze or wood). Players gain 3 bonus prestige points for each warrior of his colour matching 1 of the equipment cards forged. **The matching warrior and equipment must belong to the same pit section. (The letter shown on the equipment card must correspond to the pit section where the warrior stands).** Important: It is not possible to match the same painted warrior with more than one equipment card;

Example: *Giovanni has 5 equipment cards at the end of the game: 1 "arrowhead", 2 "halberds" and 1 "sword" all made of bronze, plus 1 "chariot" made of wood. He obtains 14 prestige points: 10 for the completed set of bronze weapons, plus 2 for the incomplete bronze set (halberd), plus 2 for the incomplete wooden set (chariot).*

Giovanni also painted 1 warrior in section A and 2 warriors in section C. He obtains 6 additional prestige points for this, because he can pair the arrowheads with the warrior in section A and the sword with one of the two warriors in section C.

3) Mausoleum.

Each bonus tile not used by the players by the end of the game is worth 1 prestige point;

4) Game end bonus.

Finally, add the game end bonus, if the player reached the end of the supervisor track;

5) Resources.

Add 1 Prestige Point for each set of 3 resources still owned by players at the end of the game (coins, clay blocks and blocks of mineral pigments are all worth the same).

The player with the most prestige points is declared the winner. In case of a tie, the supervisor track breaks the stalemate.

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HELPERS IN DETAIL

The worker cards of green colour are also called "Helpers". Here are their abilities in detail:

Ceramist: When you craft a terracotta warrior, get 1 extra prestige point.

Accountant: When you get coins using Tax Collectors (yellow worker cards), get 1 extra coin.

Administrator: When you get blocks of clay using Craftsmen (red worker cards), get 1 extra clay block.

Emissary: When you move your marker forward on the supervisor track, you can exchange any 1 resource with the general stock (coin, clay or block of mineral pigment).

Scientist: When you craft a terracotta warrior, pay 1 clay block less.

Officer: When you forge a piece of equipment, pay 1 coin less.

Note: *All helper abilities are cumulative and can also be combined with the ability of mausoleum tiles (see next paragraph).*

MAUSOLEUM TILES IN DETAIL

1. Open Building / Free Building

You can send a master builder in a building even if it's closed due to the rule of the maximum number of master builders reached, but you must still pay its costs. **Alternatively,** it is possible to enter a building without paying its costs. You still must respect the space restrictions;

2. Market 2<->2

You can exchange any 2 resources with those available in the general stock (coins, clay blocks and coloured pigments).

3.Discount -1 Resource

You can craft a warrior paying 1 clay block less (you can combine this bonus with the "Scientist" helper ability), forge 1 piece of equipment by paying 1 coin less (you can combine this bonus with the "Officer" helper ability) **or** paint 1 warrior paying only 1 block of coloured pigment among the two requested.

4.+1 Action

You can perform 1 additional building action (any of the 4 available), without using a master builder. You don't need to respect the space restrictions and you also don't have to pay coins to other players if there are already other master builders present.

GAME END TILES SUMMARY
(LAST SPACE OF THE MAUSOLEUM)

+1pp per resource placed back in the general stock at the game end (max. 15pp);
+1pp per each 10pp at the game end;
+3pp per unused mausoleum tile; these points are added to the point normally awarded at the game end for the unused tiles;
+2pp per painted warrior statue of your colour;
+2pp per helper played;
+6pp at the game end;
+5pp per area majority obtained (also in a tie); it is possible to obtain up to 15 points in this manner;
+4pp per pair of identical equipment cards.

2 PLAYERS RULES

There's only one rule modification when playing a 2 player game of Xi'an: **when entering a building, you must pay 2 coins to the opponent player if he already has 1 master builder standing on that building. You pay 3 coins instead if he already has 2 master builders there.**

Special thanks

Marco: "I would like to say thank you by my heart to my marvellous family: to my wife Benedetta for the love, the patience and the support, to my children Lorenzo and Francesco for the light they give to my life".

Francesco: "Special thanks to my wife Hauchong for her constant support on bringing on Xi'an and my passion on games. Dedicated to my daughter Viola and my son Michele: Never stop following your dreams".

Playtester:

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The Terracotta Army

On March 23, 1974, near Xi'an, a 40-year old farmer named Yang Zhifa from a village called Xiyang made an amazing discovery. On a regular morning, Zhifa started digging a well with the help of his brothers in the woodlands south of his farm. After a few days, the well reached the depth of 15 feet. Near the end of their day, Zhifa caught sight of something strange and called his brothers over in a hurry.

The head of a terracotta statue and a bronze arrowhead was unearthed from the location of the planned well. After more digging, they discovered the rest of the arms and body of the statue.

The farmers immediately stopped their work as they were all superstitious and afraid of what they found. Hearing of the discovery, authorities dispatched a team of archaeologists to investigate the site. Perhaps their discovery was the ruined remains of a temple?

Xi'an, the board game, is set in the historical period of Chinese Unification and the First Dynasty. Xi'an is a strategy and management game that references historical data to give a fun and playful environment. This board game was made to take us back more than two thousand years and was designed for players to take the roles as officials empowered by the emperor. Players are to direct teams of workers and helpers for the construction of the army and the mausoleum.

The head, arms and body that were discovered by the farmer near Xi'an were determined to be nearly 2200 years old. Yang Zhifa did not know, but he discovered the terracotta army of the mausoleum of the first Chinese Emperor Shi Huangdi. This site had already been buried and forgotten for over 14 centuries by the time Marco Polo made his historic journey to the east. Subsequent excavations and soil analysis revealed nearly 7,000 terracotta statues nearly two meters in height. All with different features. No two statues have been found to be identical.

The monument consists of soldiers that are in several poses including statues that are kneeling as well as standing. The army has ranks of crossbowmen, lancers, chariots and charioteers, as well as knights, who are all soldiers and officers of different ranks. There are even 600 horses and more than 100 warships.

There are also more than ten thousand authentic weapons on the site. Swords, daggers, arrowheads, spearheads, halberd blades and mechanisms used for crossbows have been found. The statues are located in underground crypts, arranged in corridors divided by dirt walls and covered by wooden canopies.

At present the terracotta statues are still mostly buried. It is estimated that only a fraction of the army has been unearthed. The difficult endeavor to

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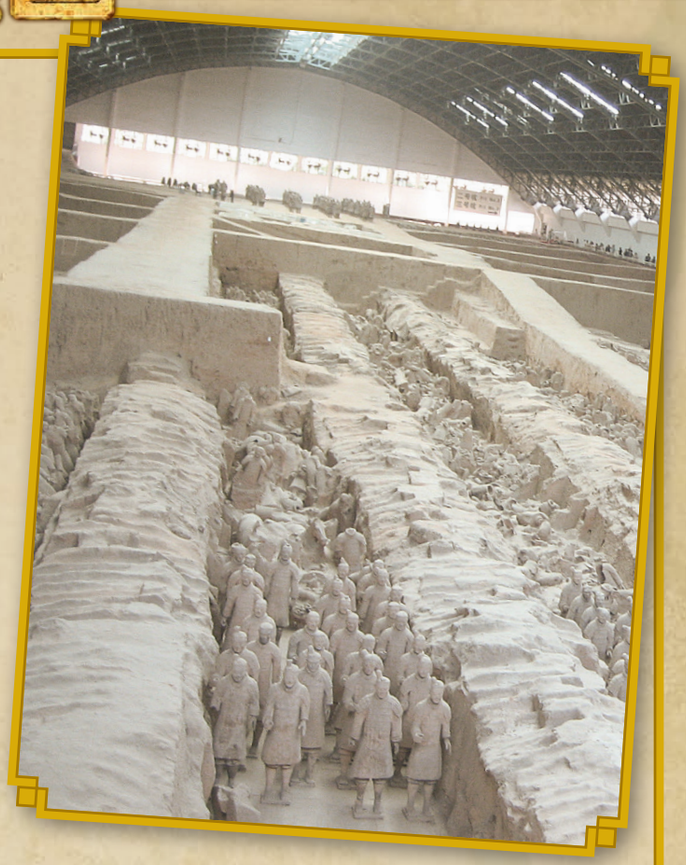
preserve the statues has come with some cost. Damaged statues have fragmented into hundreds of pieces. Reconstruction efforts by archaeologists have been needed to preserve the priceless artifacts.

The warriors in the beginning were all painted with vivid colors produced using processed minerals. From a distance, the army imposes a grand impression.

The army was set to defend the tomb of the emperor that lays to west of the site. The burial chamber of the emperor still has not been explored as exposure of air to the 2000-year-old enclosure could be hazardous to the remains inside. Technology still does not exist to preserve the tomb from degradation. The only document that



describes what is inside is the "Shiji" of Sima Qian. The document was written about one hundred years after the death of the emperor. According to the document, there is a representation of a starry sky made with precious gems embedded in the ceiling. Around the bronze coffin are models of every building of the ancient Chinese empire including rivers and lakes made out of quicksilver (mercury).

The mausoleum could be one of the most sensational finds in the history of archeology. The warriors were all initially painted with vivid colors that used processed minerals. According to documents, the construction of the mausoleum and army was completed by 700,000 men from several Chinese provinces. It took about forty years to finish and was completed only two years after the death of the emperor.

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