



Solve at least
5 levels of crisis

_____ AND _____

At the end of the round,
for every level of crisis
you solved beyond the 5
required, take 1



Solve at least
5 levels of crisis

_____ AND _____

At the end of the round,
for every level of crisis
you solved beyond the 5
required, take 1



Solve at least
5 levels of crisis

_____ OR _____

Solve at least 6 levels of
crisis, take 2 and
the Advisor to your left
becomes Emperor
next round.



Solve at least
5 levels of crisis

_____ OR _____

Solve at least 6 levels of
crisis, take 2 and
the Advisor to your left
becomes Emperor
next round.



Solve at least
5 levels of crisis

_____ OR _____

Solve at least 1 crisis from both
the Advisor to your left and the
Advisor to your right. The
Advisor to your left becomes
Emperor next round.



Solve at least
5 levels of crisis

_____ OR _____

Solve at least 1 crisis from both
the Advisor to your left and the
Advisor to your right. The
Advisor to your left becomes
Emperor next round.



Solve at least
5 levels of crisis

_____ OR _____

Solve a Level 3 crisis.
The Advisor to your left
becomes Emperor next round.



Solve at least
5 levels of crisis

_____ OR _____

Solve a Level 3 crisis.
The Advisor to your left
becomes Emperor next round.



Solve at least
5 levels of crisis

_____ OR _____

Solve a Level 3 crisis.
The Advisor to your left
becomes Emperor next round.



Solve at least
5 levels of crisis

_____ OR _____

Solve 2
level 2 crises.



Solve at least
5 levels of crisis

_____ OR _____

Solve 2
level 2 crises.



Solve at least
5 levels of crisis

_____ OR _____

Solve 2
level 2 crises.



Solve at least
5 levels of crisis

_____ OR _____

Solve 3 crises.



Solve at least
5 levels of crisis

_____ OR _____

Solve 3 crises.



Solve at least
5 levels of crisis

_____ OR _____

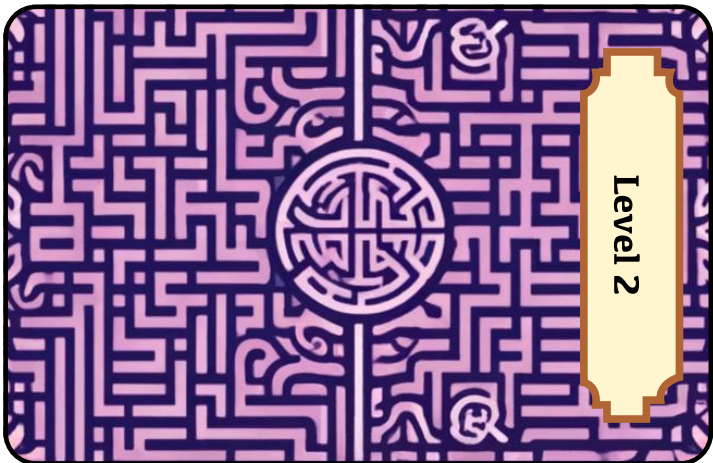
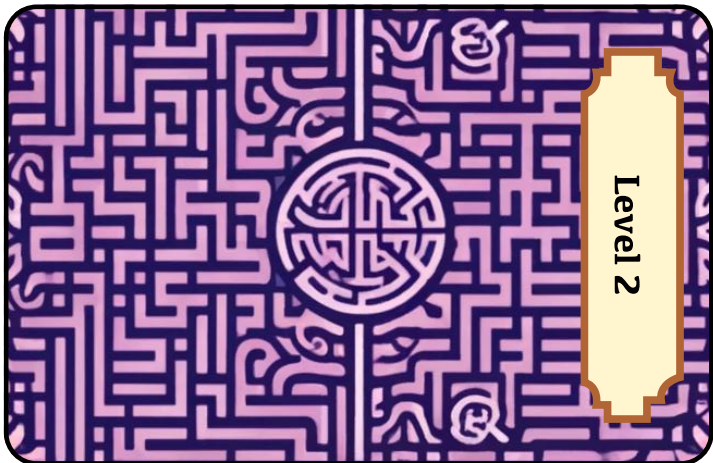
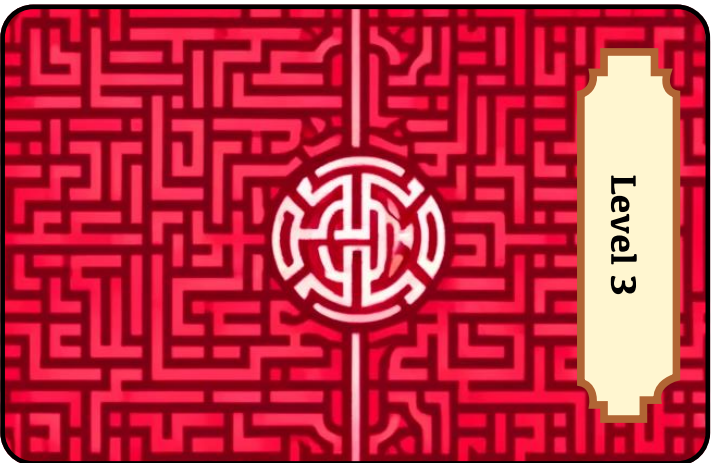
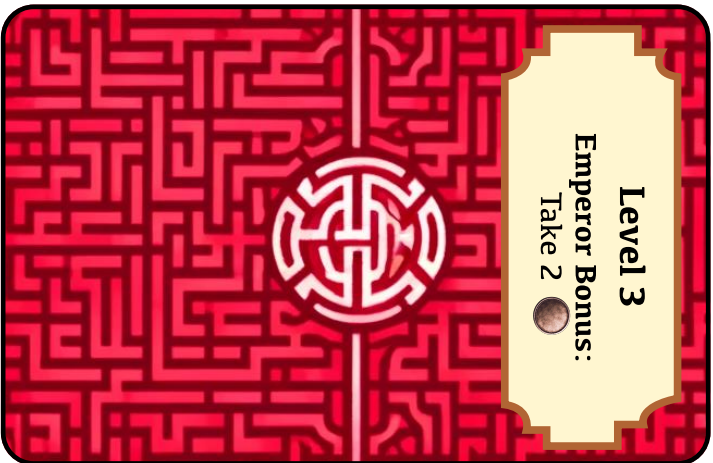
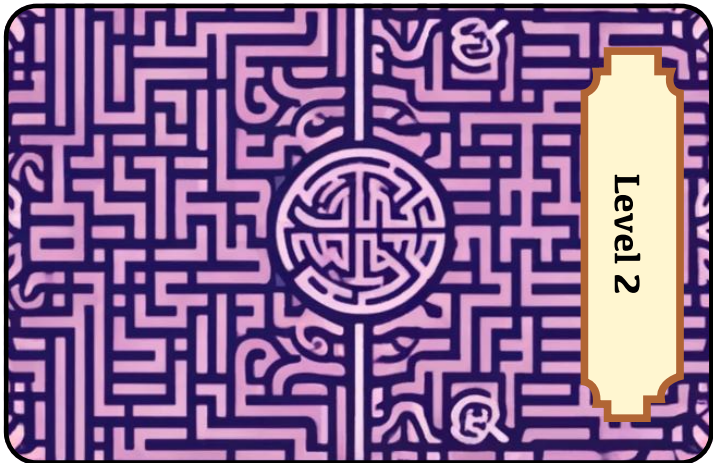
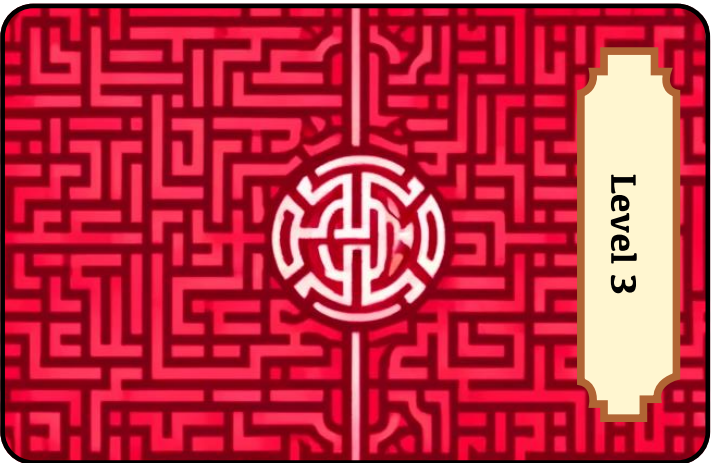
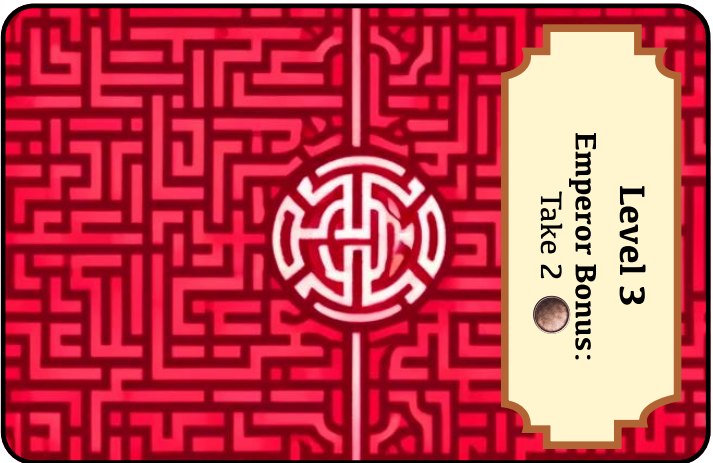
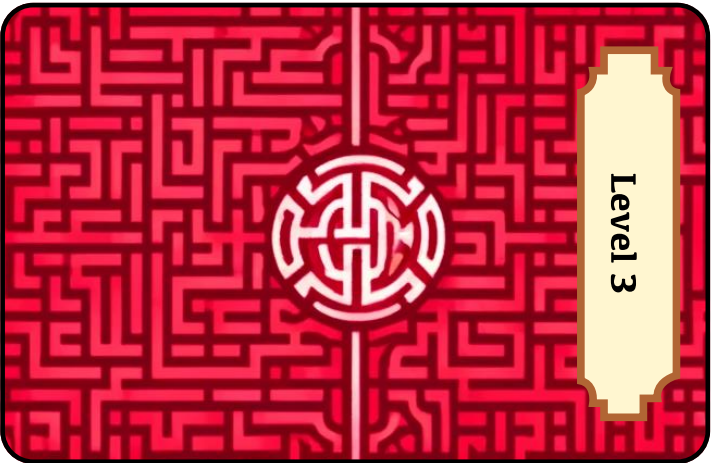
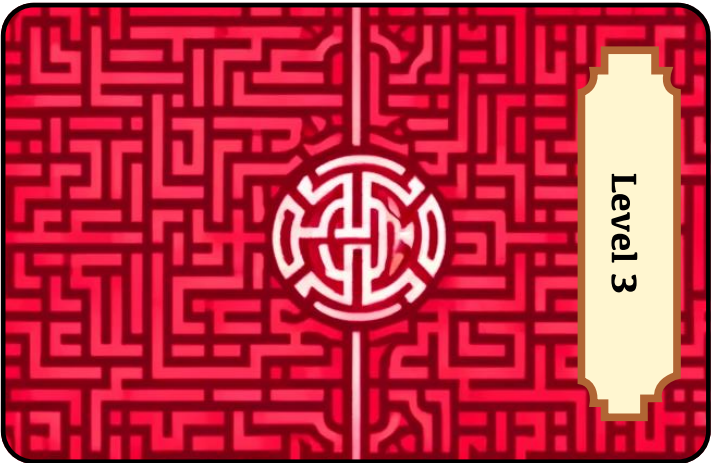
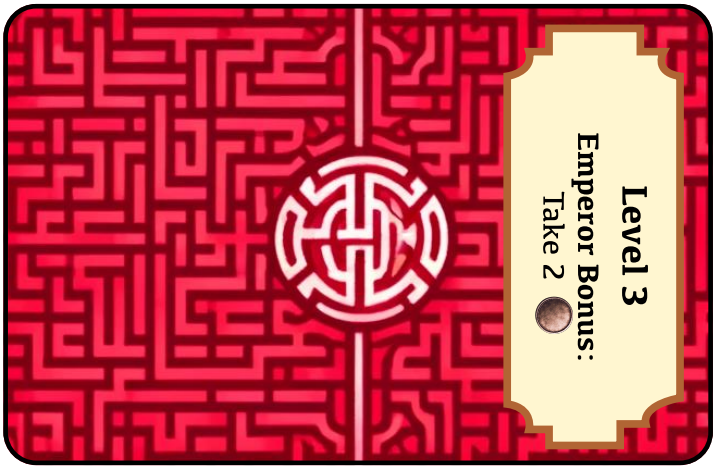
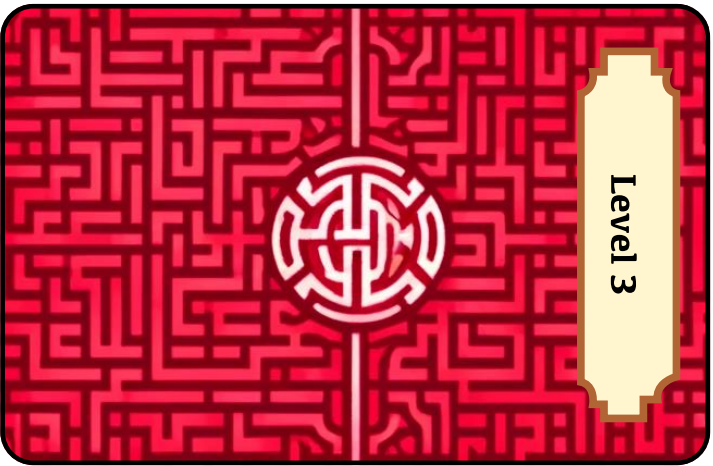
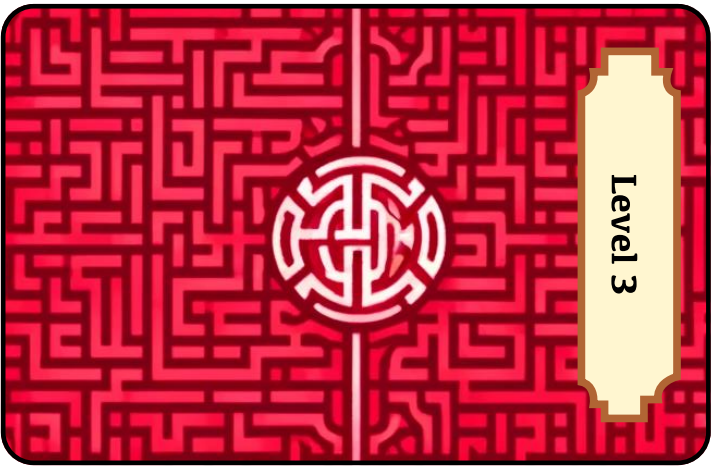
Solve 3 crises.



Solve at least
5 levels of crisis


_____ OR _____


Solve 3 crises.




Crop Failure in Shandong

Solve this crisis with:


0 


0 


2 

Invasion of Dai Viet

Solve this crisis with:


1 


0 


0 

Barbarians from the Land of Yi

Solve this crisis with:


0 


1 


0 

Huang He River Flood

Solve this crisis with:


0 


2 


2 

Romans Request Embassy

Solve this crisis with:


0 


1 


1 

Reform the Civil Exams

Solve this crisis with:


0 


1 


1 


Great Wall Repairs

Solve this crisis with:

1 


1 


0 


Completion Bonus:
Advisor takes 1 


Crop Failure in Hebei

Solve this crisis with:

1 


1 


1 


Completion Bonus:
Advisor takes 1 

An Lushan Rebellion

Solve this crisis with:


1 


1 


0 

Emperor Yingzong Returns

Solve this crisis with:

1 


2 


2 


Completion Bonus:
At the end of this round, the Emperorship rotates to the left.


Manchu Invasion

Solve this crisis with:

2 


2 


1 


Completion Bonus:
Advisor takes 3 


Mongol Invasion

Solve this crisis with:

1 


1 


3 


Completion Bonus:
Advisor takes 3 

Yangzi River Flood

Solve this crisis with:


2 


1 


1 

Taiping Rebellion

Solve this crisis with:


1 


2 


2 

France Demands Concessions

Solve this crisis with:


0 


1 


2 

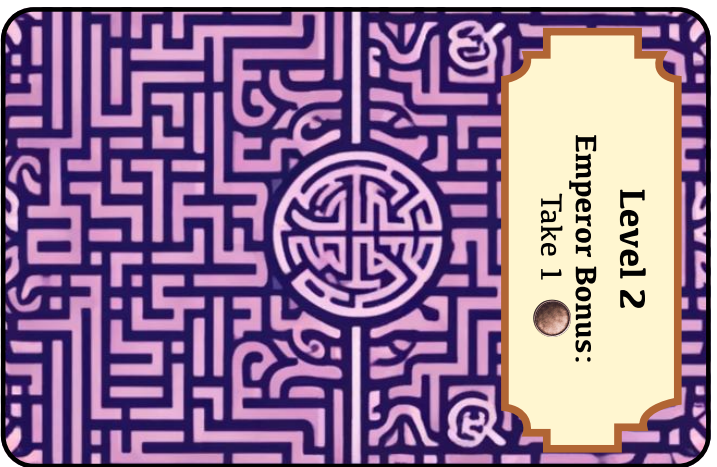
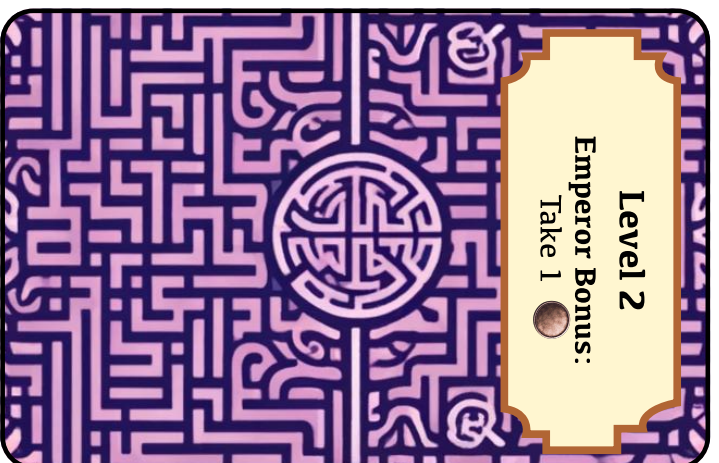
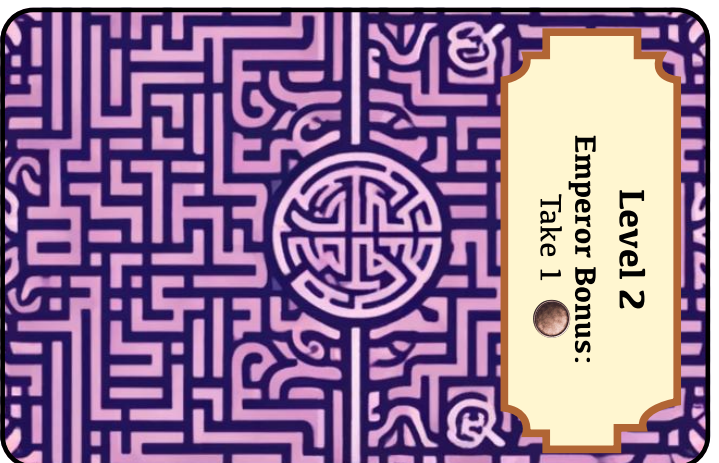
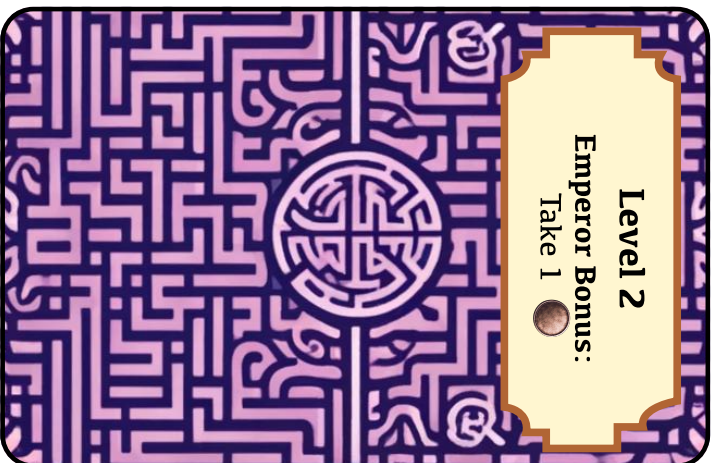
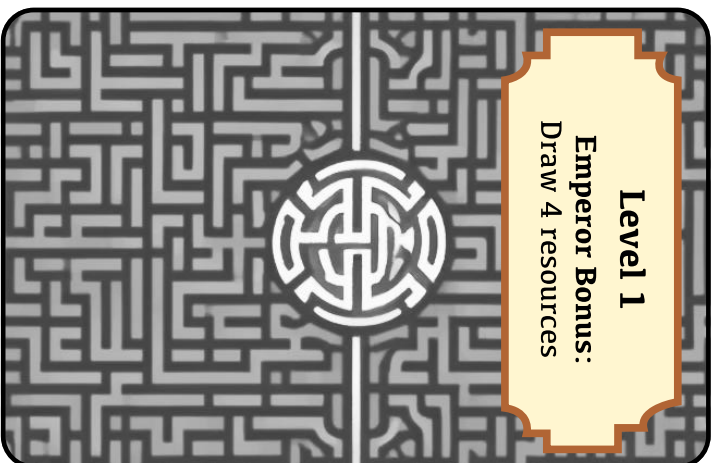
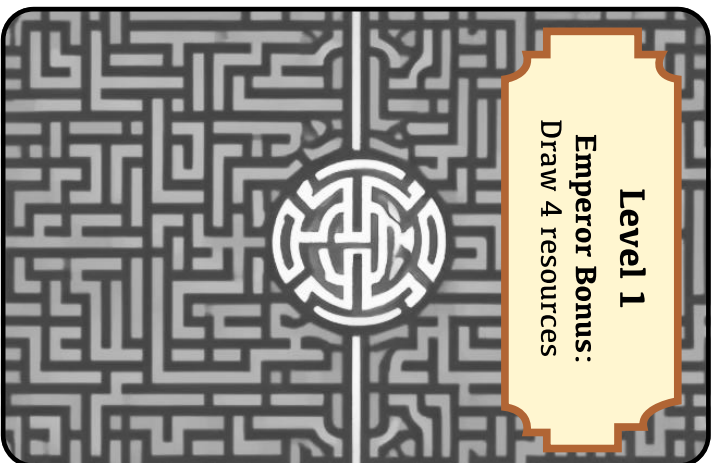
Britain Demands Concessions

Solve this crisis with:

0 

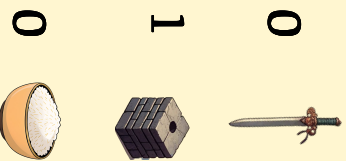
1 

2 



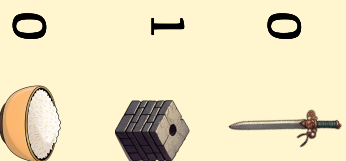
Growing Population

Solve this crisis with:



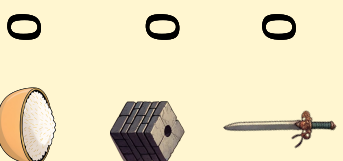
Bandit Raids

Solve this crisis with:



Missing Wagon

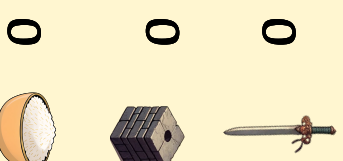
Solve this crisis with:



Completion Bonus:
This crisis has no resource requirements. Any resources the Emperor gives you may be embezzled.

Rogue Donkey

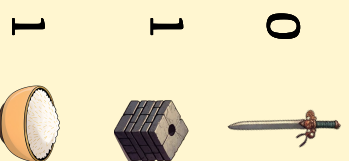
Solve this crisis with:



Completion Bonus:
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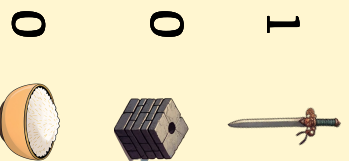
Hunan Settlements

Solve this crisis with:



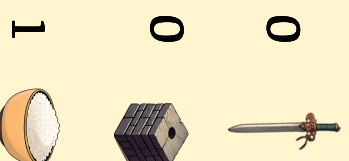
Qinghai Settlements

Solve this crisis with:



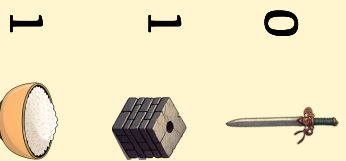
Sichuan Settlements

Solve this crisis with:



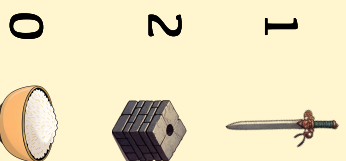
Zhu Di's Voyagers Need Supplies

Solve this crisis with:



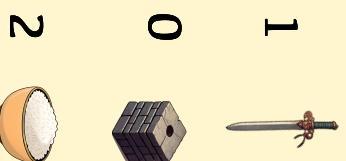
Fang Xiaoru Gets Mouthy

Solve this crisis with:



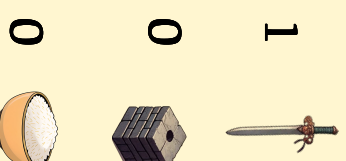
Bubonic Plague

Solve this crisis with:



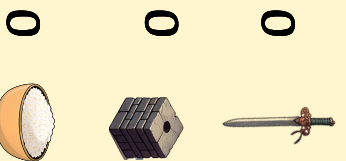
Oirat Border Conflicts

Solve this crisis with:



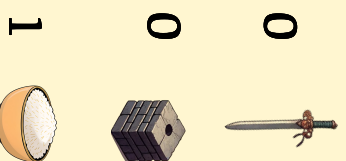
Aging Wardrobe

Solve this crisis with:



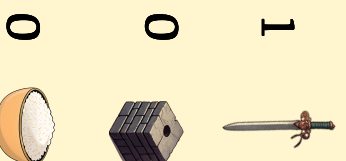
Disappointing Harvest

Solve this crisis with:



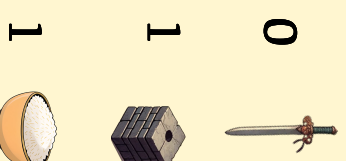
Cheating in the Civil Exams

Solve this crisis with:



Revolt of the Three Fiefdoms

Solve this crisis with:

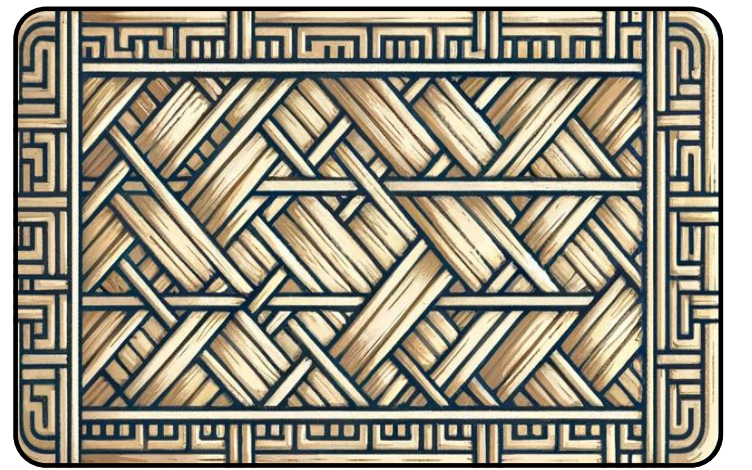
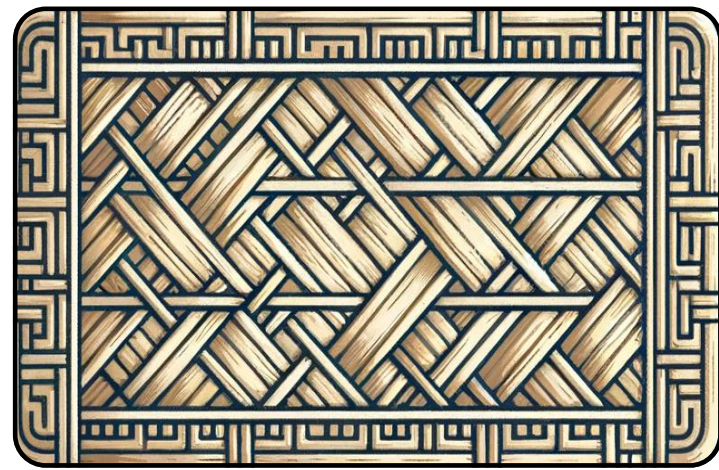
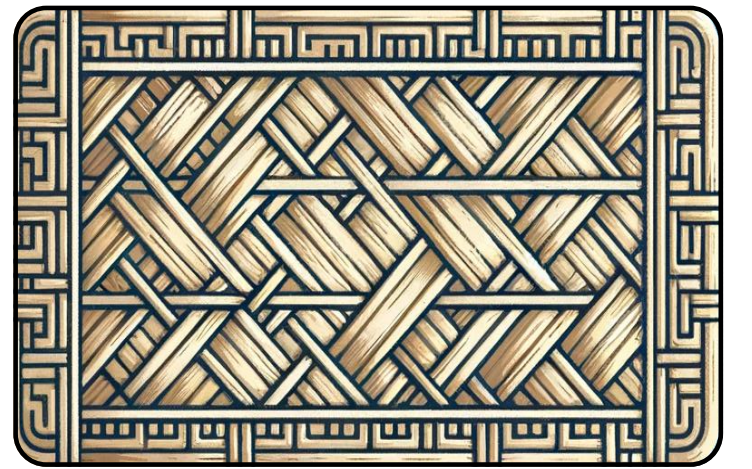
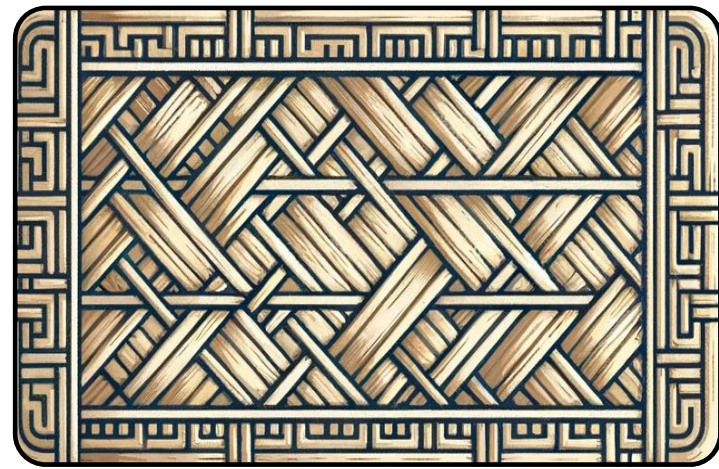
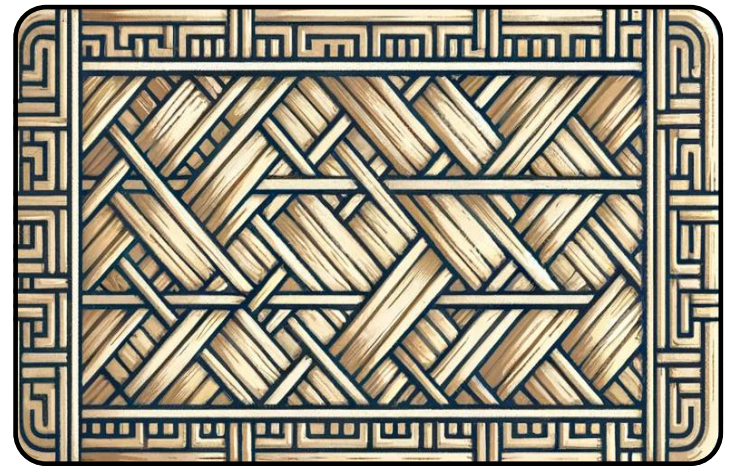
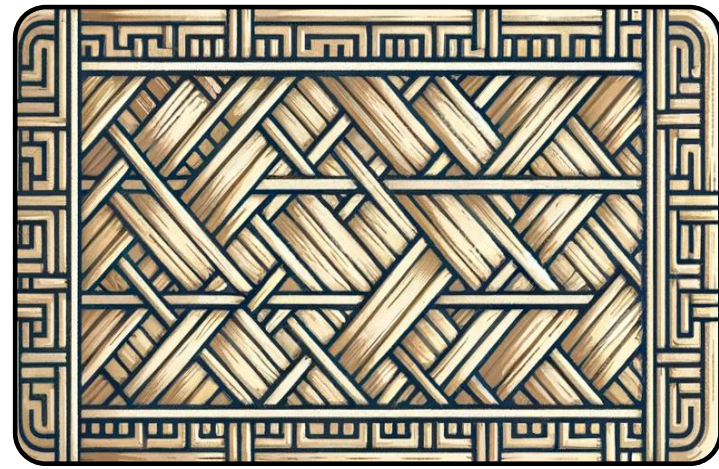
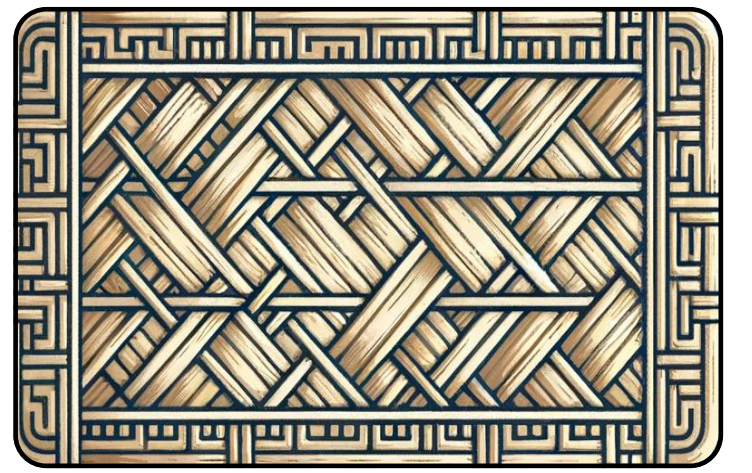
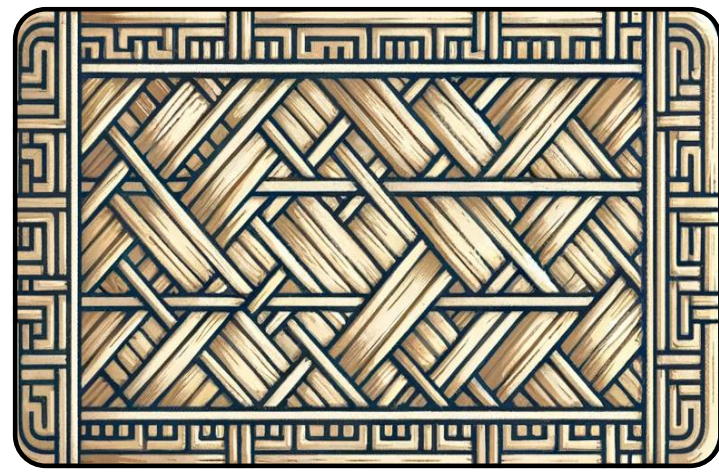


Completion Bonus:


This crisis has no resource requirements. Any resources the Emperor gives you may be embezzled.

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This crisis has no resource requirements. Any resources the Emperor gives you may be embezzled.




Bricks




4

Bricks




4

Bricks




4

Bricks




4

Bricks




4

Bricks




4

Bricks




4

Bricks




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Bricks




4

Bricks




4

Bricks




4

Bricks




4

Weapons




5

Weapons



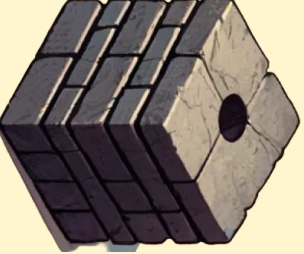
5

Weapons




5

Bricks




4

Food




3

Food




3

Food




3

Food



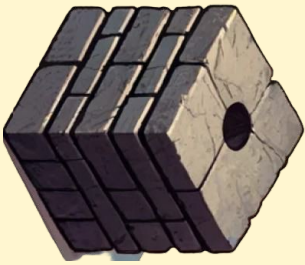
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Bricks



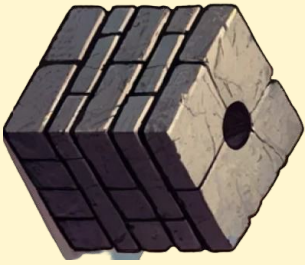
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Bricks




4

Bricks




4

Food



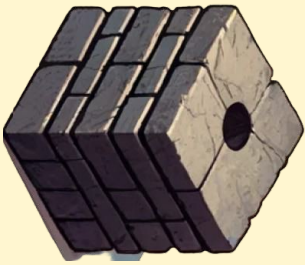
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Bricks



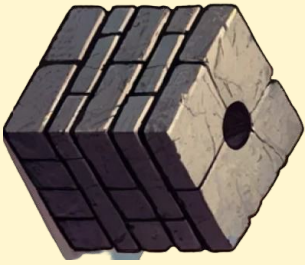
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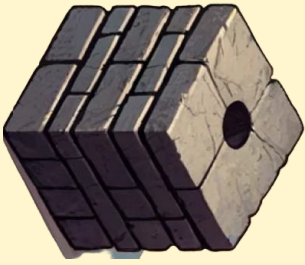
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Bricks




4

Bricks



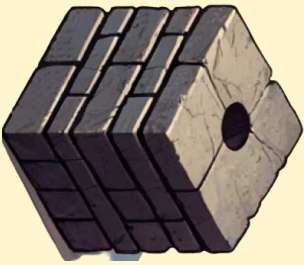
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Bricks



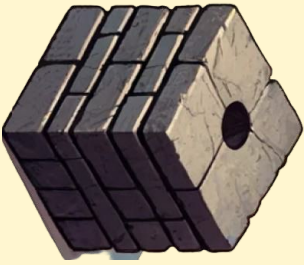
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Bricks



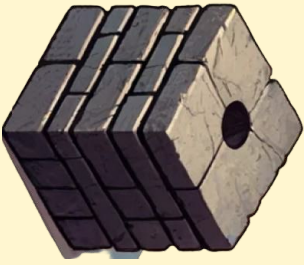
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Bricks

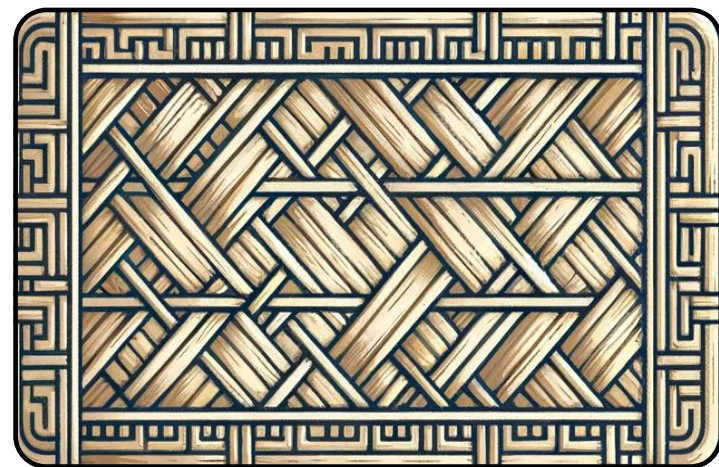
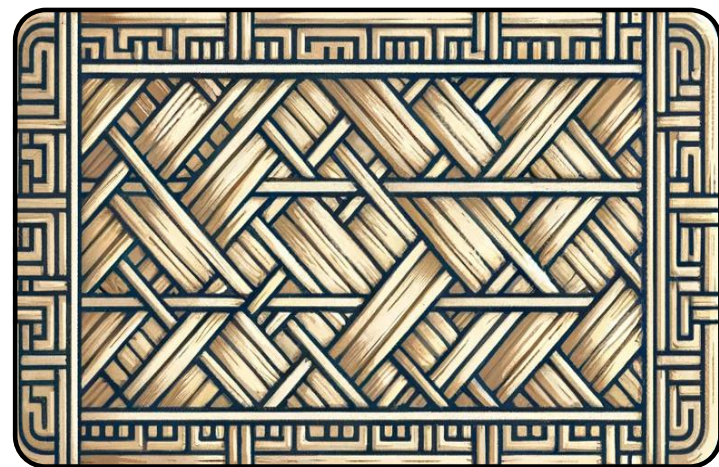
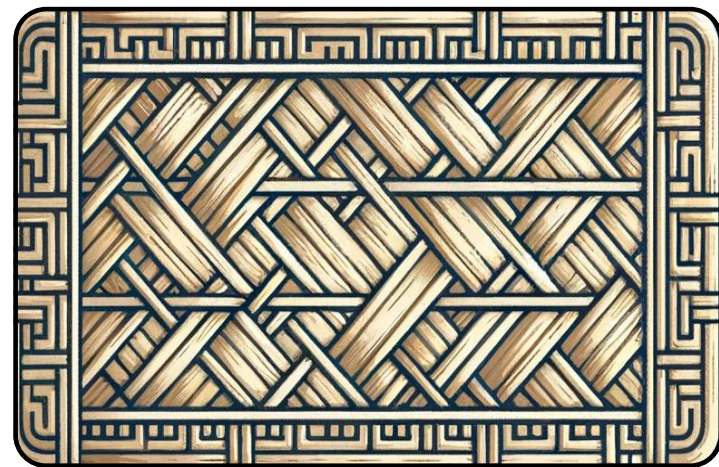
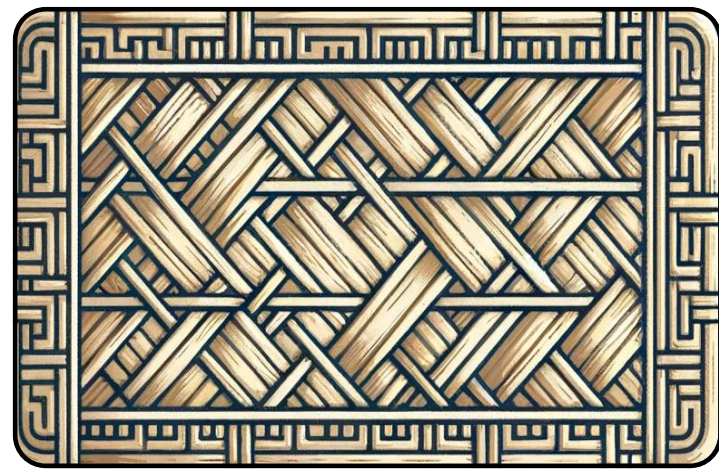


4

Bricks



4



Advisor

Goal

Embezzle as many Resources as possible from the Emperor.

Round Start

Draw until you have 3 Crisis cards, then discard 1.

During the Round

Request Resources to solve Crises. Make sure to request more than you need so you can embezzle the extra cards.

You must use the Resources you are given to solve the agreed-upon Crisis, and you can't accept an insufficient number of Resources.

Deals are binding, and bribery is encouraged.

Round End

Reveal the costs of all of your solved Crisis cards. Discard the indicated Resources, and add the rest to your Stockpile. Then, discard all your solved Crisis cards (keep the unsolved ones).

End-Game Scoring

Resources are only worth points in your Stockpile.



7 points



5 points



4 points



3 points



1 point

Emperor

Goal

Try and complete one of the objectives on your Monarch card to earn a token. Strike hard bargains with your Advisors so they embezzle as little as possible.

Round Start

Draw:

- A Monarch card
- 12 Resource cards (minus 3 for each time you've been emperor in a row).

Round End

The round ends when you say so, or when your Advisors all refuse to make any further deals with you. Discard your Monarch card and any Resources remaining in your hand.

Reveal your Monarch card. If you completed one of the objectives on it, take and follow any special instructions for that objective. Unless the objective says otherwise, you remain Emperor.

If you completed no objectives, do not take . The player to your left becomes Emperor.

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5 points



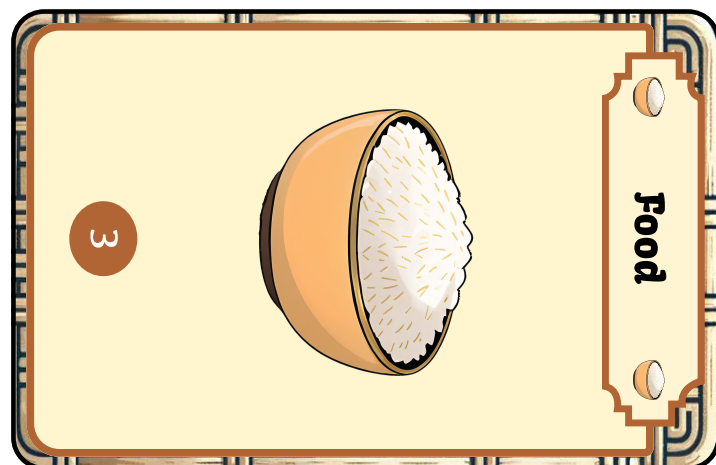
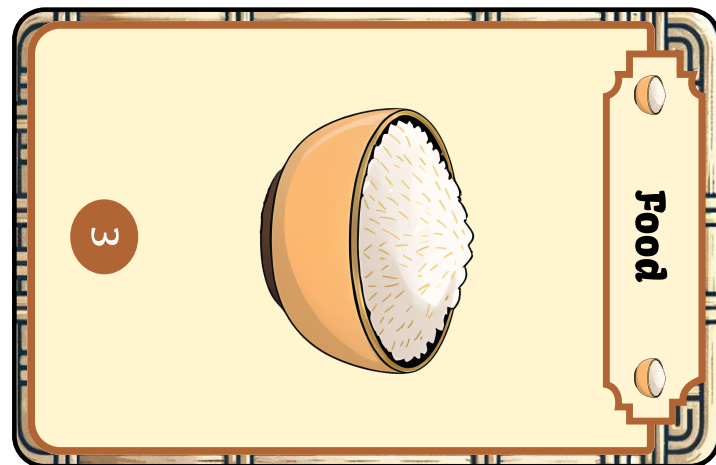
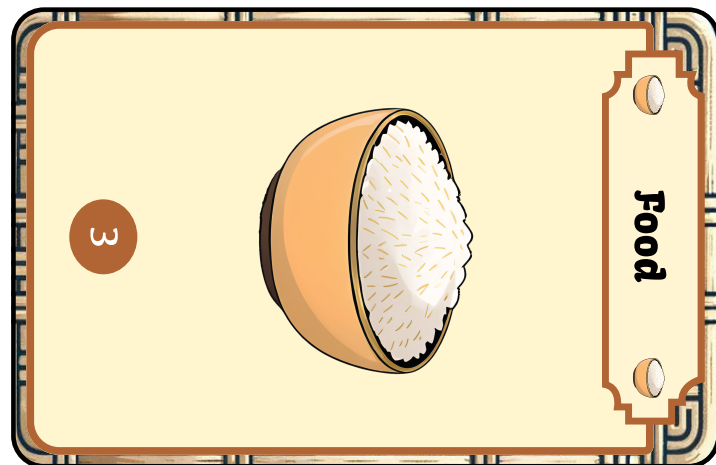
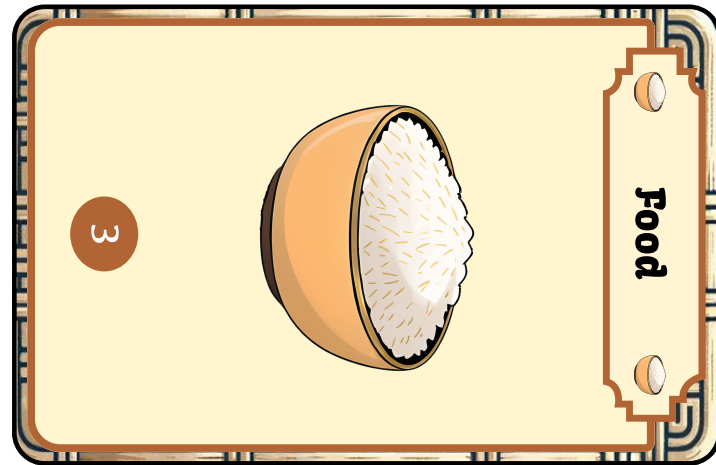
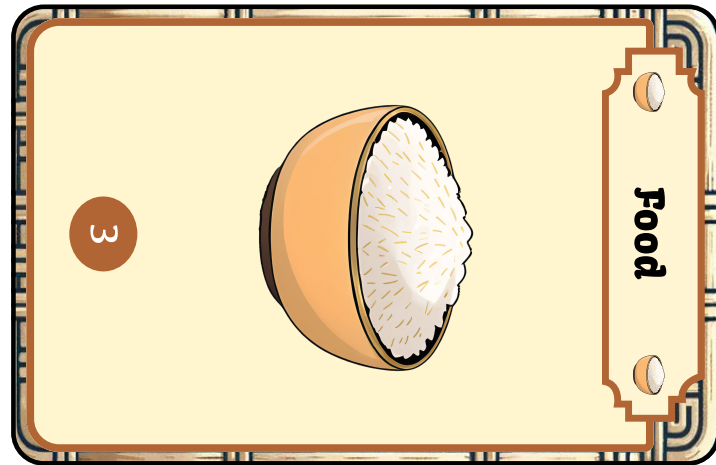
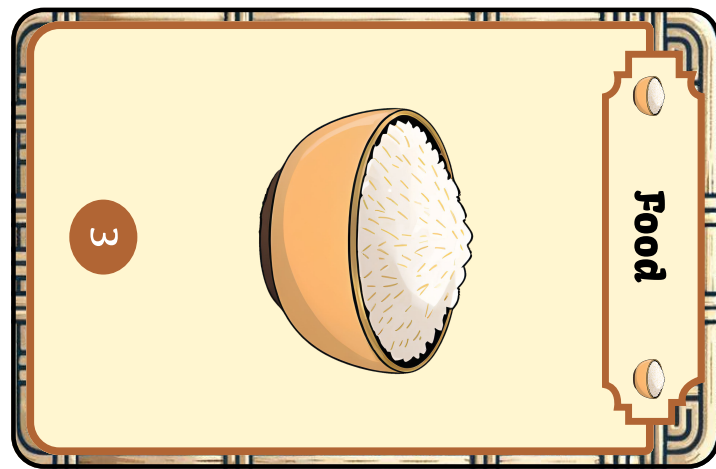
4 points



3 points




1 point



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Round Start


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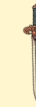
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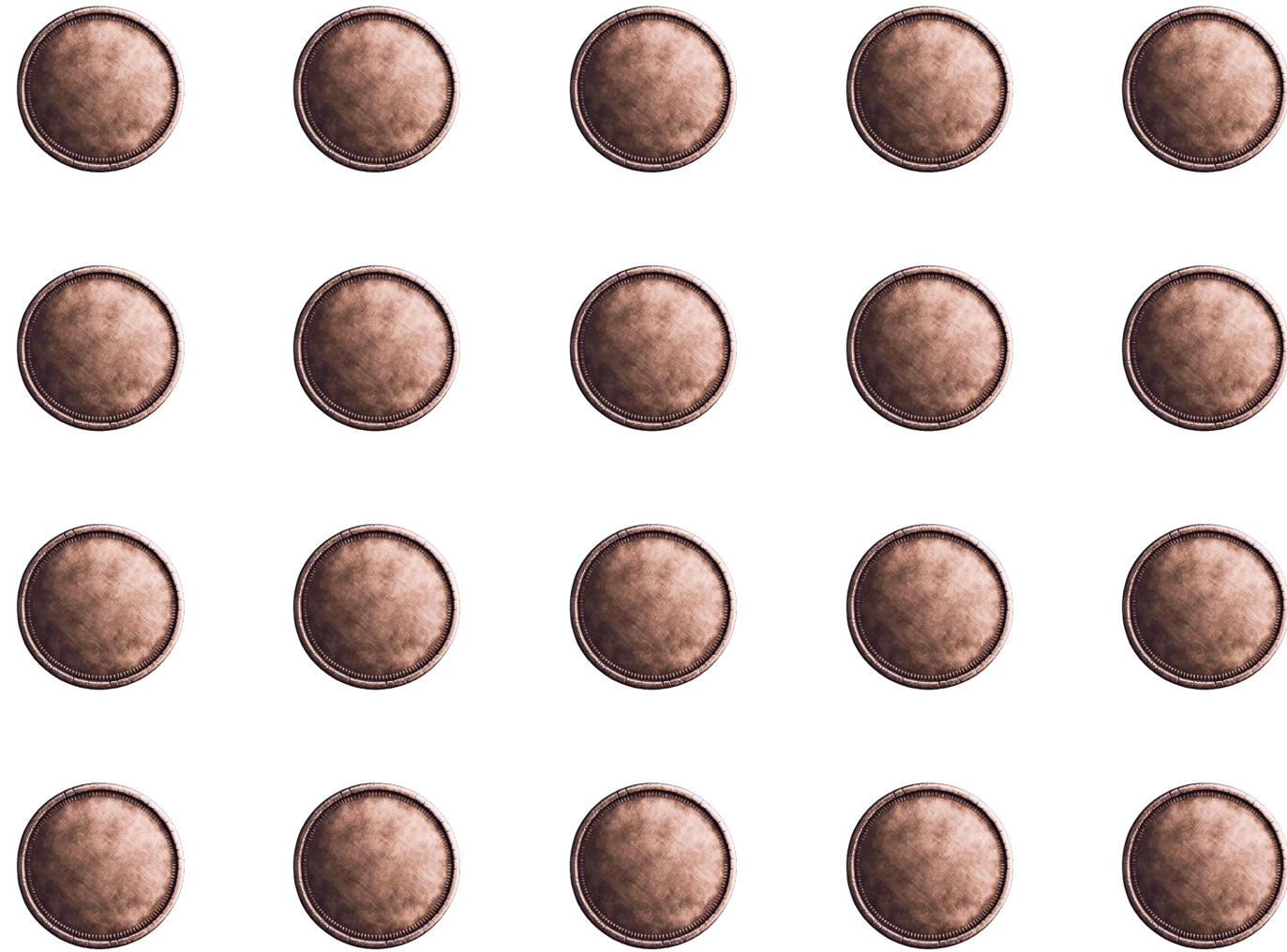
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3 points



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5 points



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3 points



1 point

Advisor

Goal

Embezzle as many Resources as possible from the Emperor.

Round Start

Draw until you have 3 Crisis cards, then discard 1.

During the Round

Request Resources to solve Crises. Make sure to request more than you need so you can embezzle the extra cards.

You must use the Resources you are given to solve the agreed-upon Crisis, and you can't accept an insufficient number of Resources.

Deals are binding, and bribery is encouraged.

Round End

Reveal the costs of all of your solved Crisis cards. Discard the indicated Resources, and add the rest to your Stockpile. Then, discard all your solved Crisis cards (keep the unsolved ones).

End-Game Scoring

Resources are only worth points in your Stockpile.



7 points



5 points



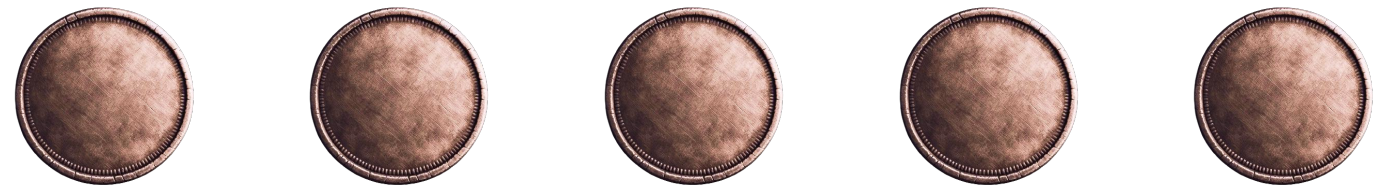
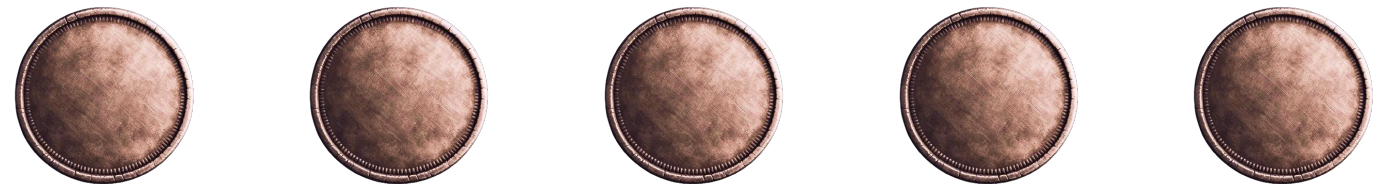
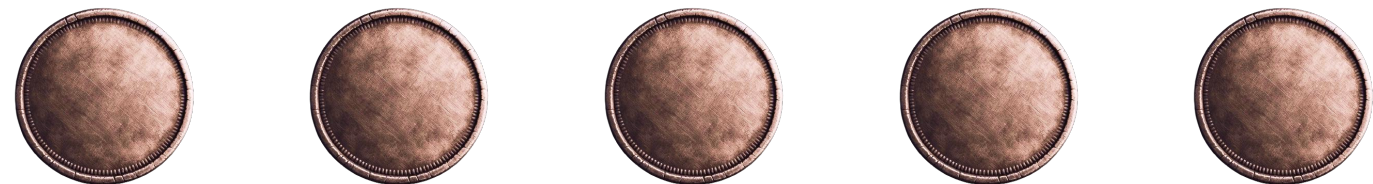
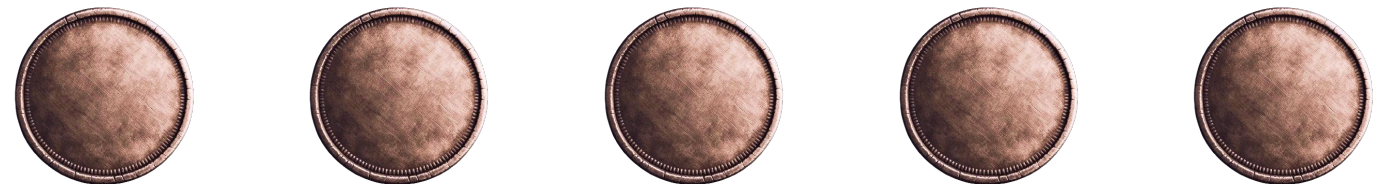
4 points



3 points



1 point



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7 points



5 points



4 points



3 points



1 point

Emperor

Goal

Try and complete one of the objectives on your Monarch card to earn a token. Strike hard bargains with your Advisors so they embezzle as little as possible.

Round Start

Draw:

- A Monarch card
- 12 Resource cards (minus 3 for each time you've been emperor in a row).

Round End

The round ends when you say so, or when your Advisors all refuse to make any further deals with you. Discard your Monarch card and any Resources remaining in your hand.

Reveal your Monarch card. If you completed one of the objectives on it, take and follow any special instructions for that objective. Unless the objective says otherwise, you remain Emperor.

If you completed no objectives, do not take . The player to your left becomes Emperor.

End-Game Scoring

Resources are only worth points in your Stockpile.



7 points



5 points



4 points



3 points



1 point