





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.





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

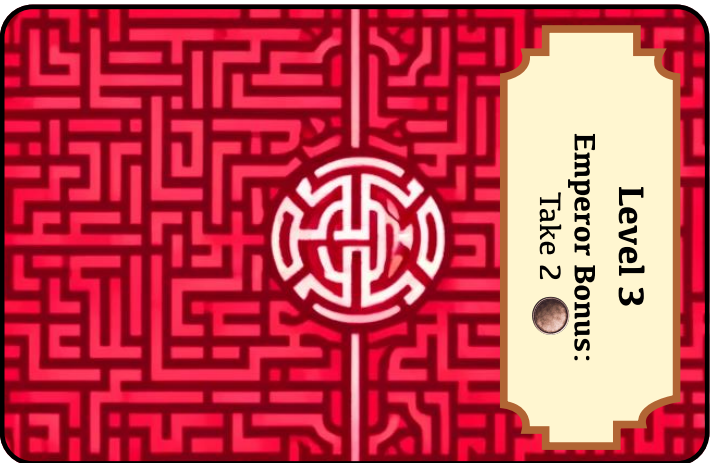
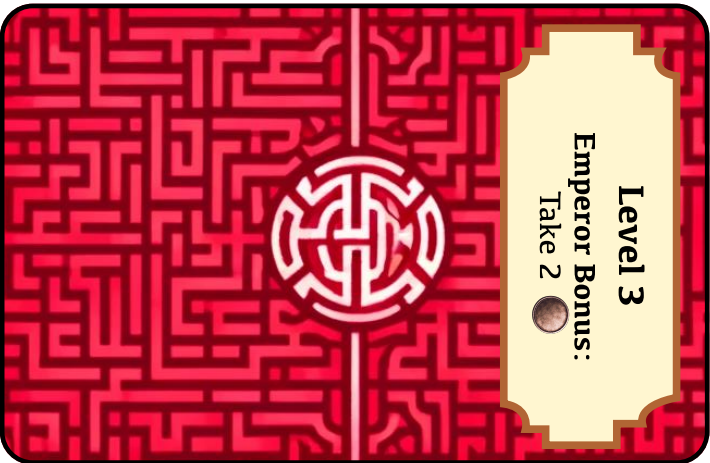
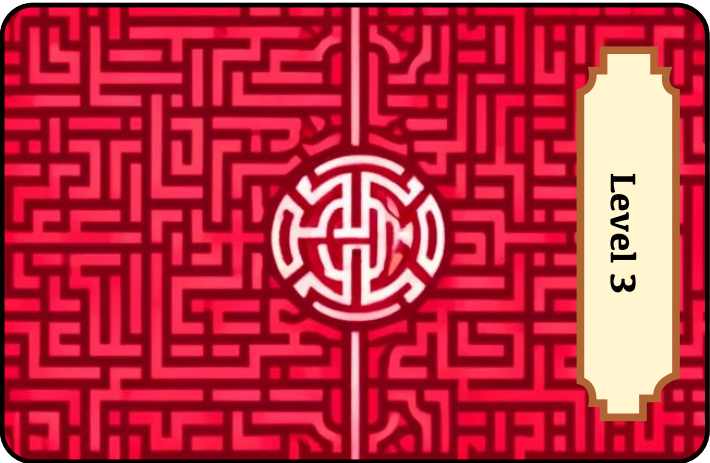
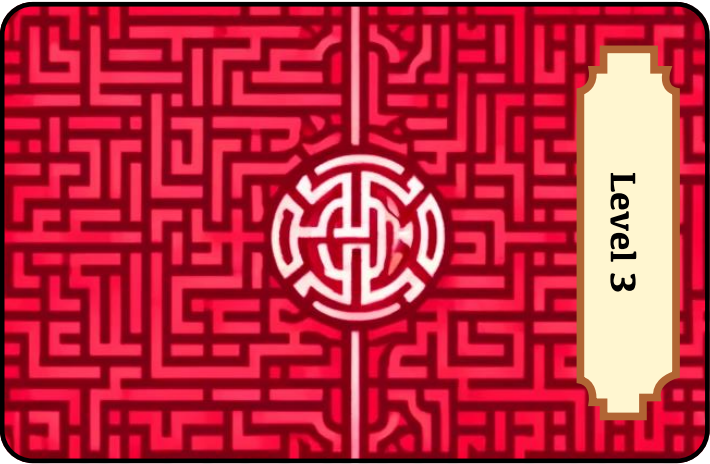
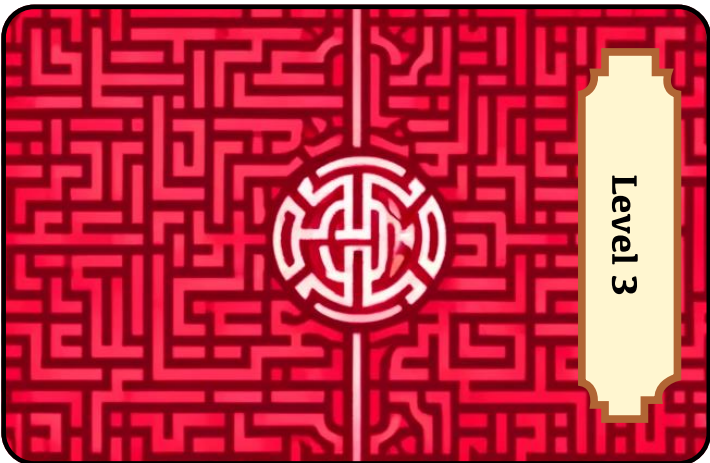
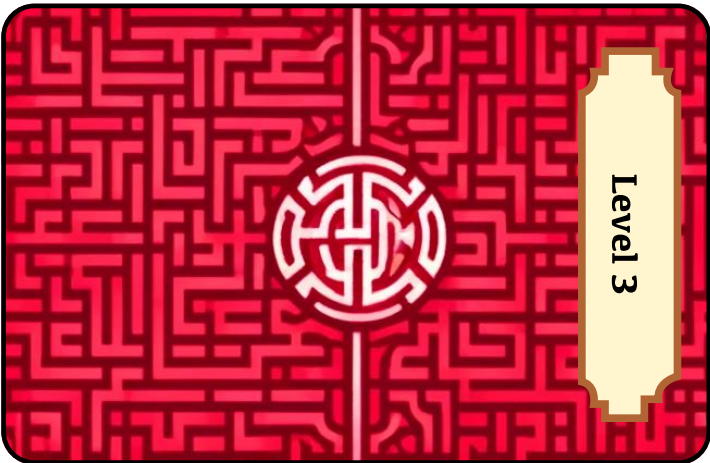
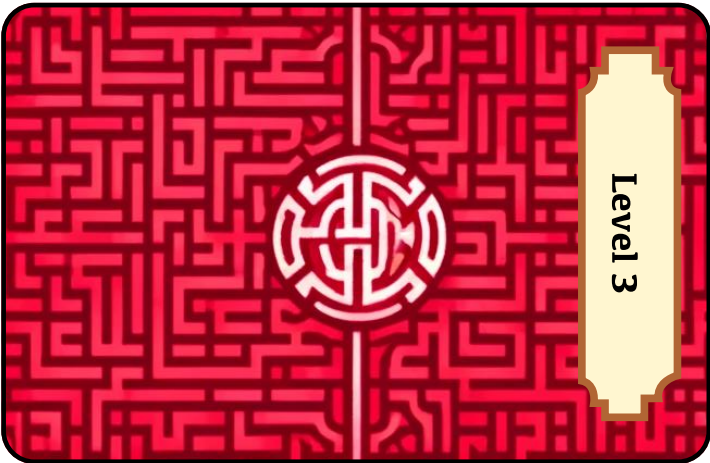
Solve a Level 3 crisis.
The Advisor to your left
becomes Emperor next round.



Solve at least
5 levels of crisis

OR

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



Mongol Invasion

Solve this crisis with:



1



1



3

Completion Bonus:
Advisor takes 3



Manchu Invasion

Solve this crisis with:



2



2



1

Completion Bonus:
Advisor takes 3



Emperor Yingzong Returns

Solve this crisis with:



1



2



2

Completion Bonus:

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

An Lushan Rebellion

Solve this crisis with:



1



1



0

Yangzi River Flood

Solve this crisis with:



2



1



1

France Demands Concessions

Solve this crisis with:



0



1



2

Britain Demands Concessions

Solve this crisis with:



0



1



2

Taiping Rebellion

Solve this crisis with:



1



2



2

Level 3
Emperor Bonus:
Take 2

A red maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of red lines on a dark red background. A yellow label in the bottom right corner contains the text 'Level 3', 'Emperor Bonus:', and 'Take 2' with a small black circle icon.

Level 2

A purple maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of purple lines on a dark purple background. A yellow label in the bottom right corner contains the text 'Level 2'.

Level 2

A purple maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of purple lines on a dark purple background. A yellow label in the bottom right corner contains the text 'Level 2'.

Level 2

A purple maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of purple lines on a dark purple background. A yellow label in the bottom right corner contains the text 'Level 2'.

Level 2

A purple maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of purple lines on a dark purple background. A yellow label in the bottom right corner contains the text 'Level 2'.

Level 2

A purple maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of purple lines on a dark purple background. A yellow label in the bottom right corner contains the text 'Level 2'.

Level 2

A purple maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of purple lines on a dark purple background. A yellow label in the bottom right corner contains the text 'Level 2'.

Level 2

A purple maze card with a central circular emblem containing a stylized 'S' and 'G' intertwined. The maze is composed of purple lines on a dark purple background. A yellow label in the bottom right corner contains the text 'Level 2'.

Barbarians from the Land of Yi

Solve this crisis with:



0



1



0

Invasion of Dai Viet

Solve this crisis with:



1



0



0

Crop Failure in Shandong

Solve this crisis with:



0



0



2

Huang He River Flood

Solve this crisis with:



0



2



2

Crop Failure in Hebei

Solve this crisis with:



1



1



1

Completion Bonus:
Advisor takes 1

Great Wall Repairs

Solve this crisis with:



1



1



0

Completion Bonus:
Advisor takes 1

Reform the Civil Exams

Solve this crisis with:



0



1



1

Romans Request Embassy

Solve this crisis with:



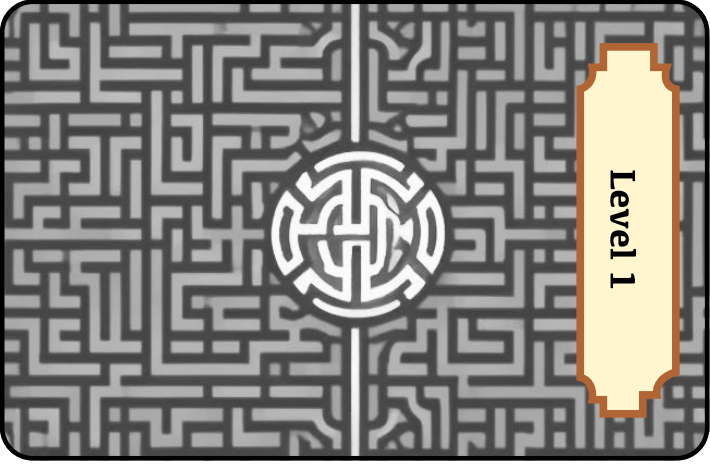
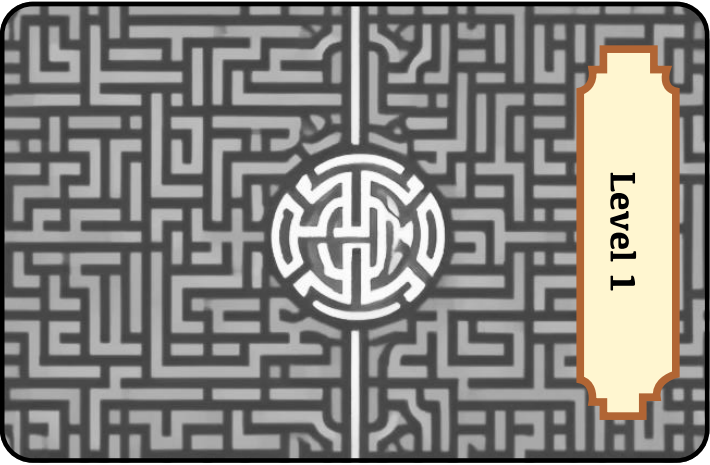
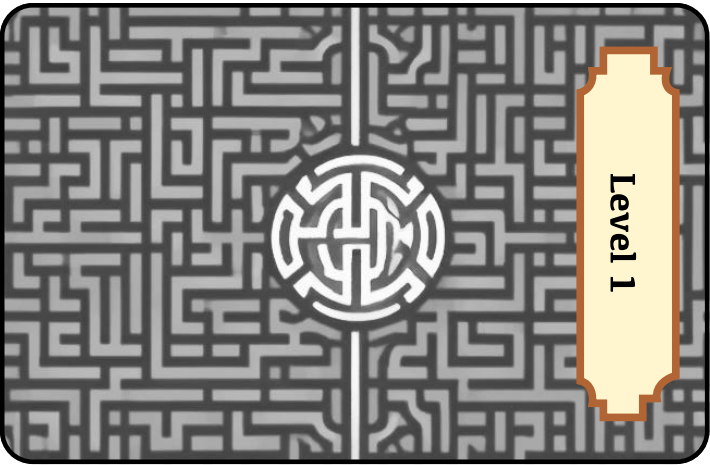
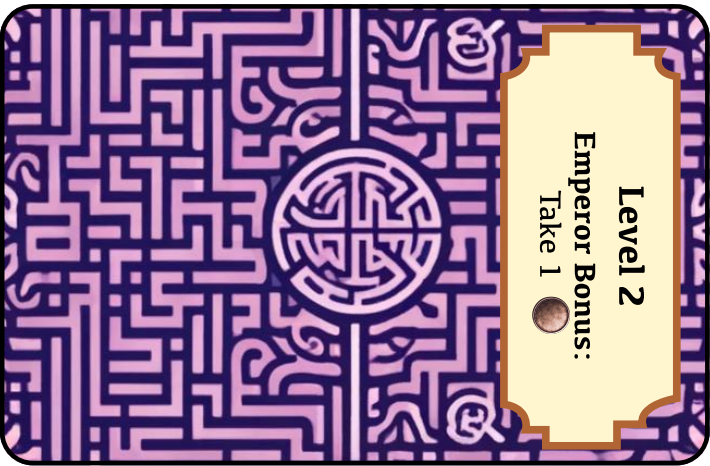
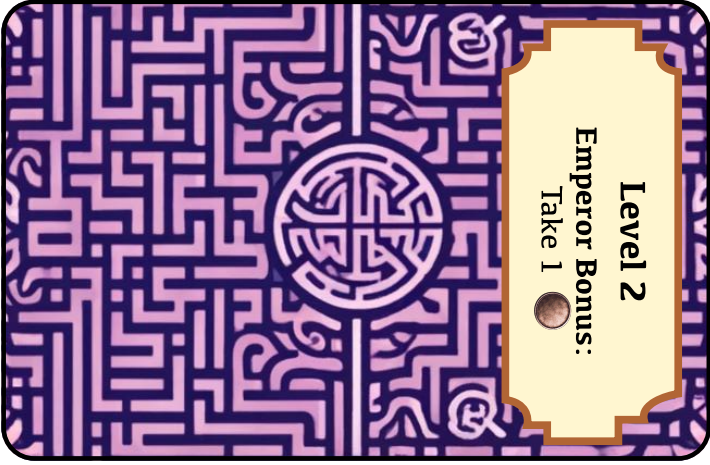
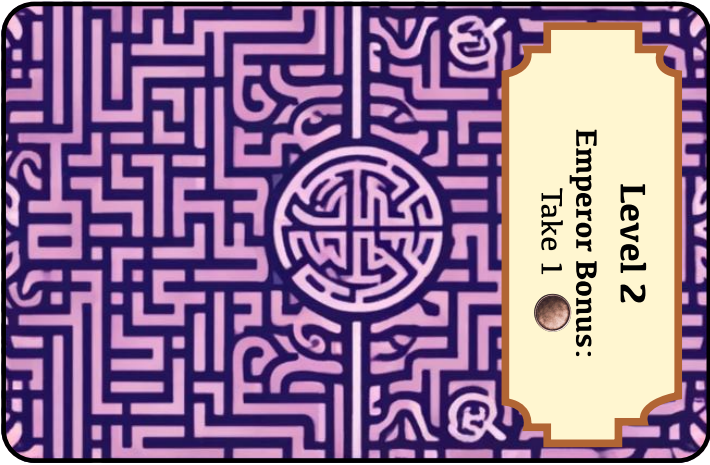
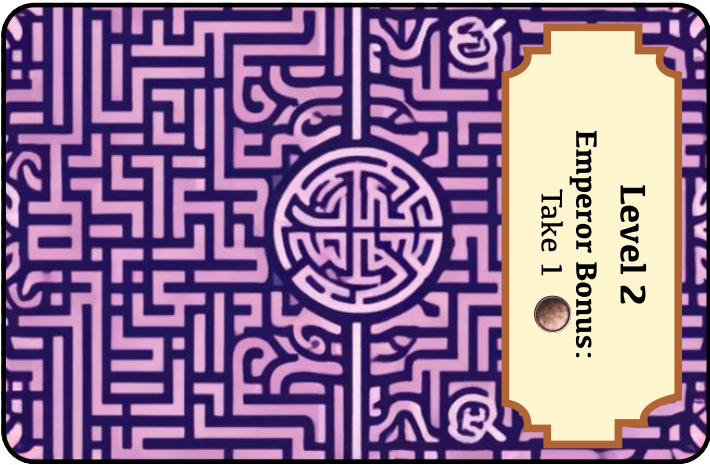
0



1



1



Bubonic Plague

Solve this crisis with:



1



0



2

Fang Xiaoru Gets Mouthy

Solve this crisis with:



1



2



0

Zhu Di's Voyagers Need Supplies

Solve this crisis with:



0



1



1

Oirat Border Conflicts

Solve this crisis with:



1



0



0

Cheating in the Civil Exams

Solve this crisis with:



1



0



0

Completion Bonus:
Advisor takes 1

Disappointing Harvest

Solve this crisis with:



0



0



1

Aging Wardrobe

Solve this crisis with:



0



0



0

Completion Bonus:

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

Revolt of the Three Fendatories

Solve this crisis with:



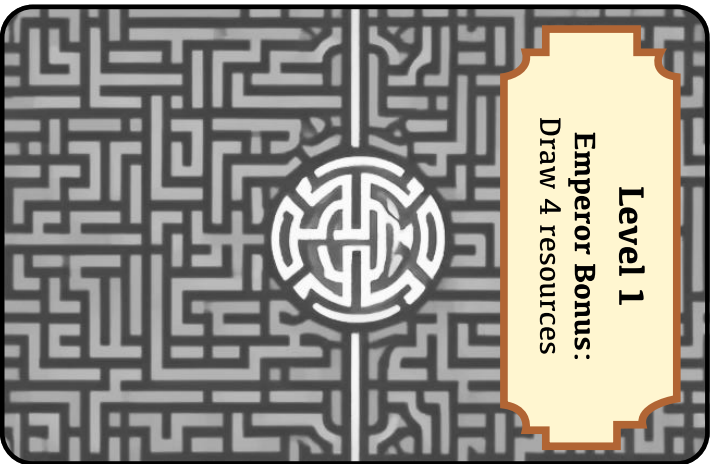
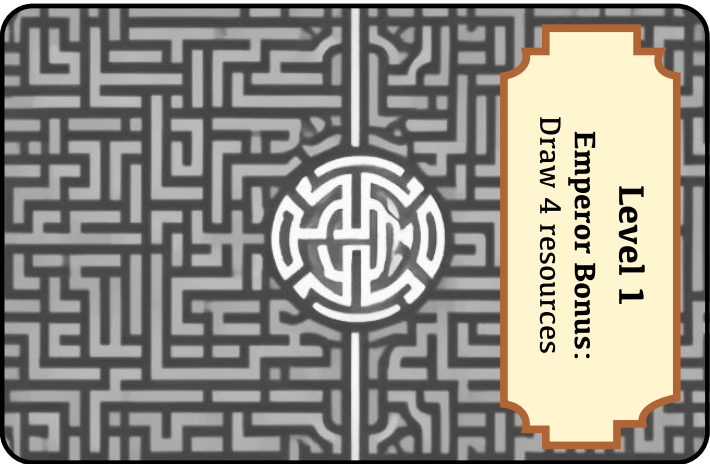
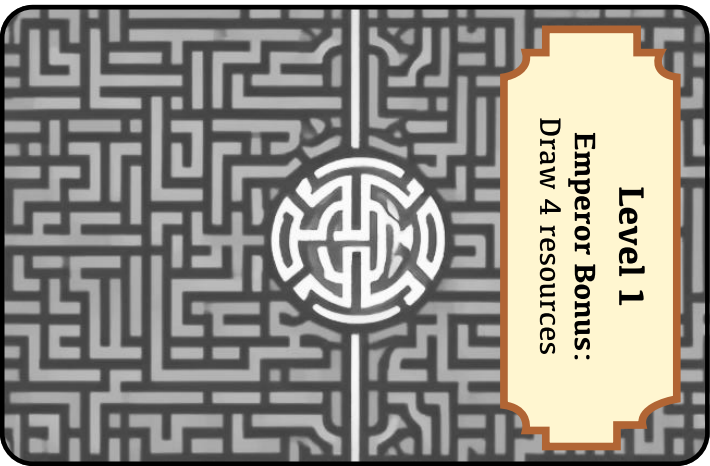
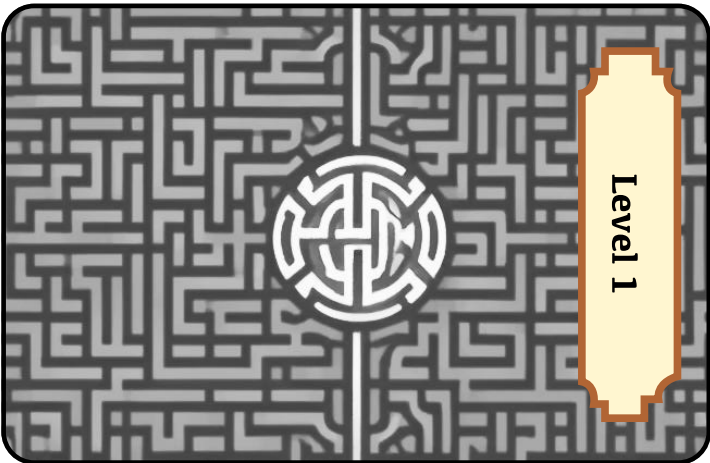
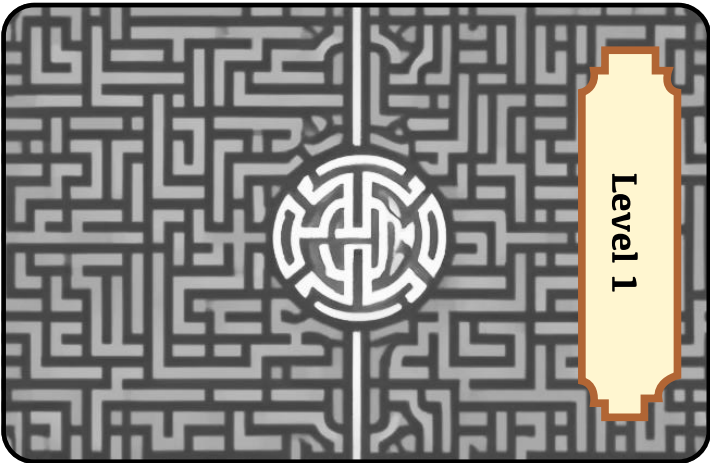
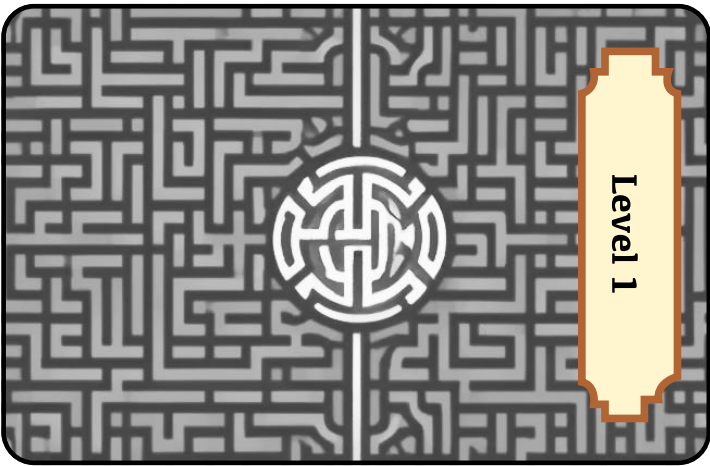
0



1



1



Rogue Donkey

Solve this crisis with:



0



0



0

Completion Bonus:

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

Missing Wagon

Solve this crisis with:



0



0



0

Completion Bonus:

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

Bandit Raids

Solve this crisis with:



0



1



0

Growing Population

Solve this crisis with:



0



1



0

Sichuan Settlements

Solve this crisis with:



0



0



1

Qinghai Settlements

Solve this crisis with:



1



0



0

Human Settlements

Solve this crisis with:



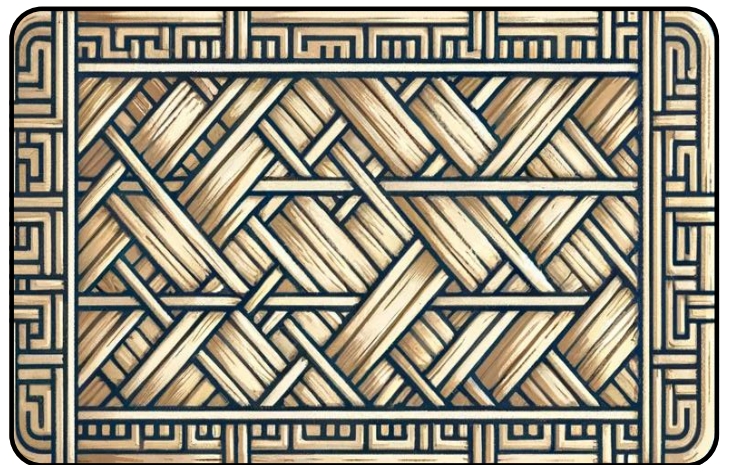
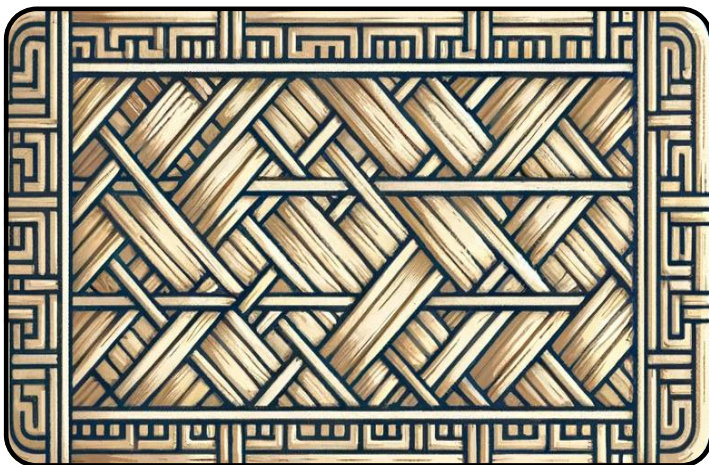
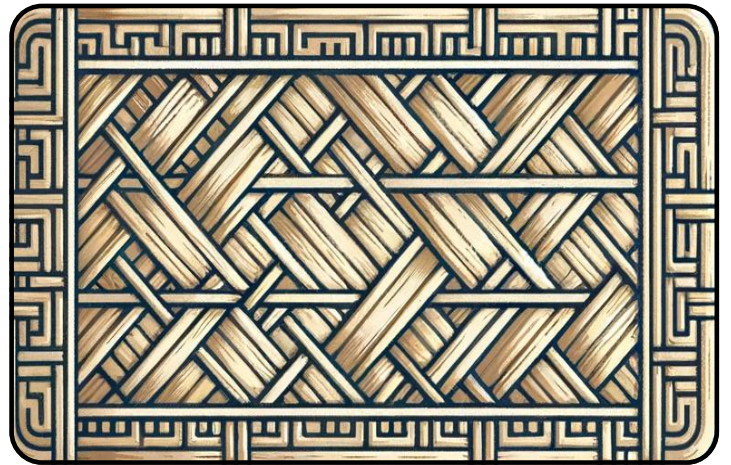
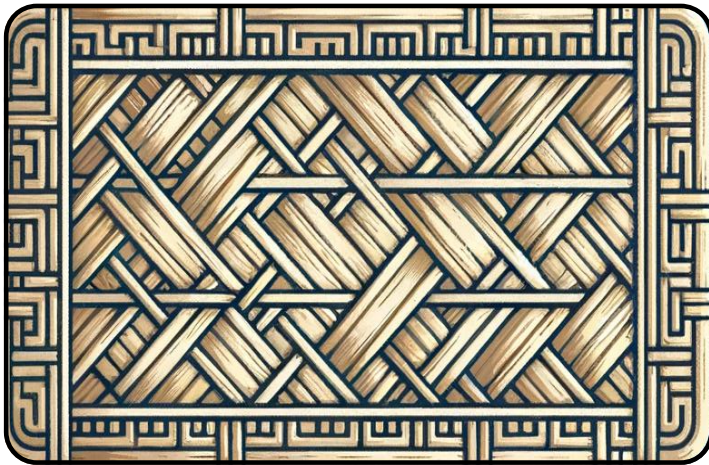
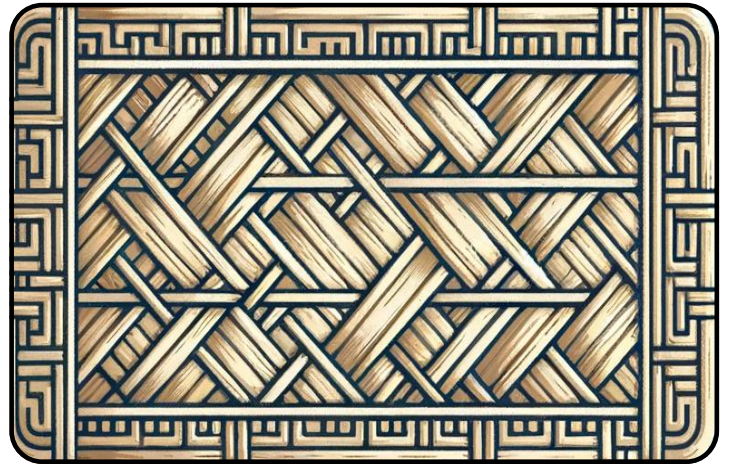
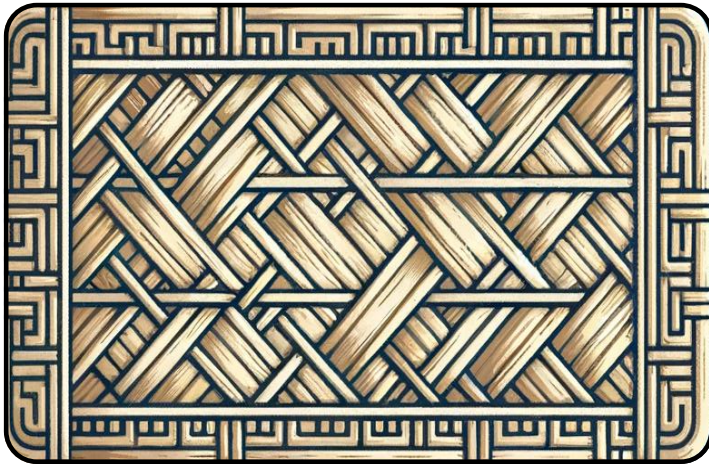
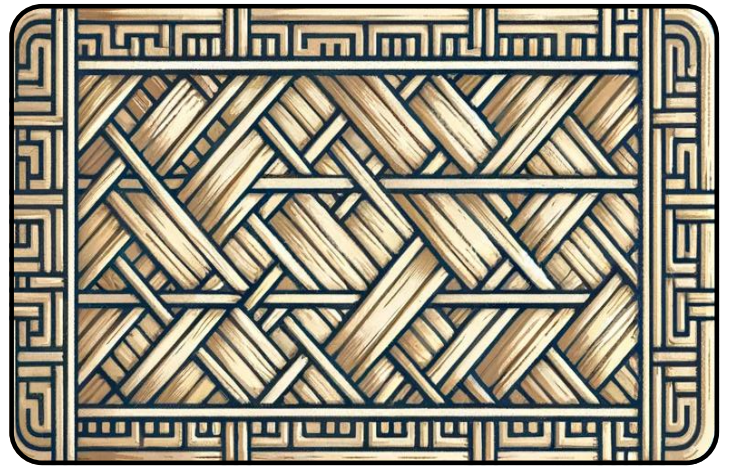
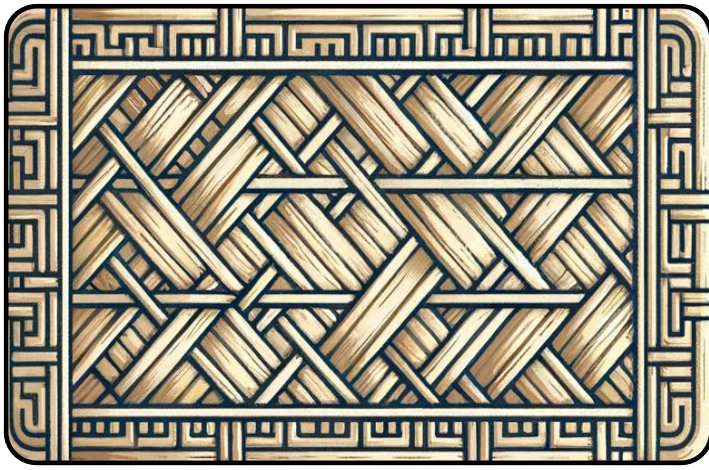
0



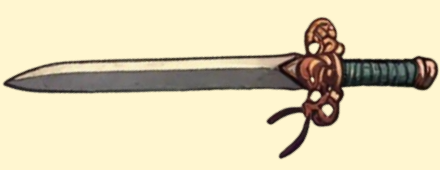
1



1




Weapons



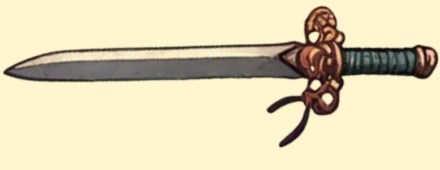
5

Weapons



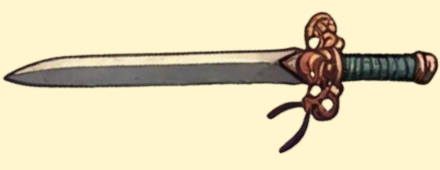
5

Weapons




5

Weapons




5

Weapons




5

Weapons




5

Weapons

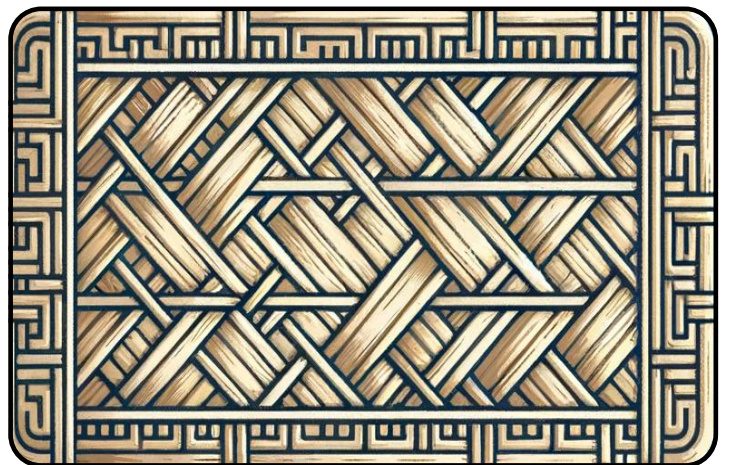
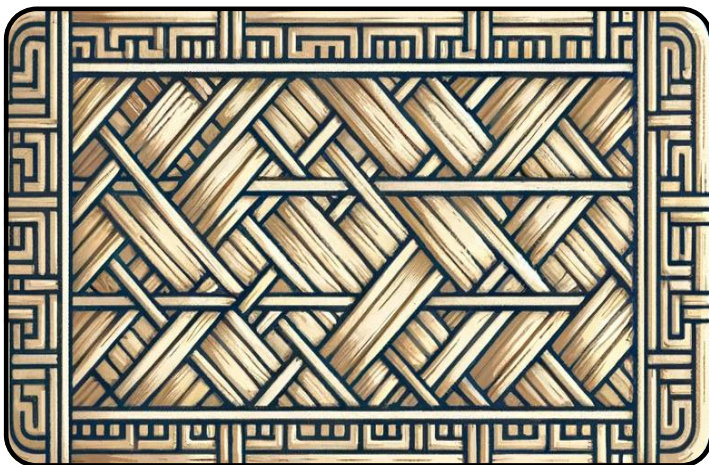
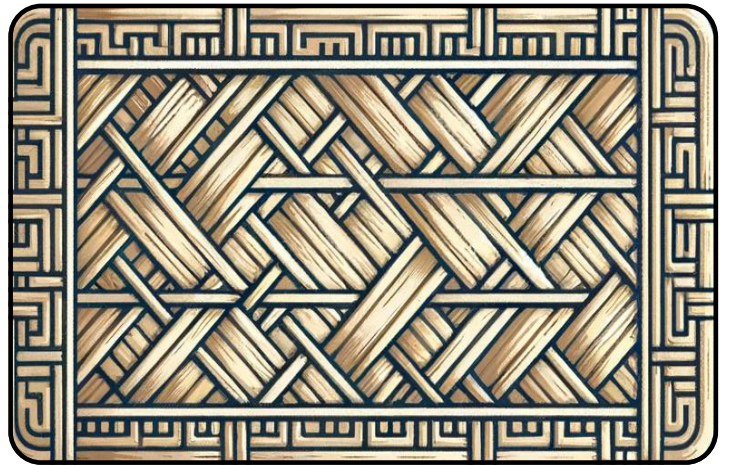
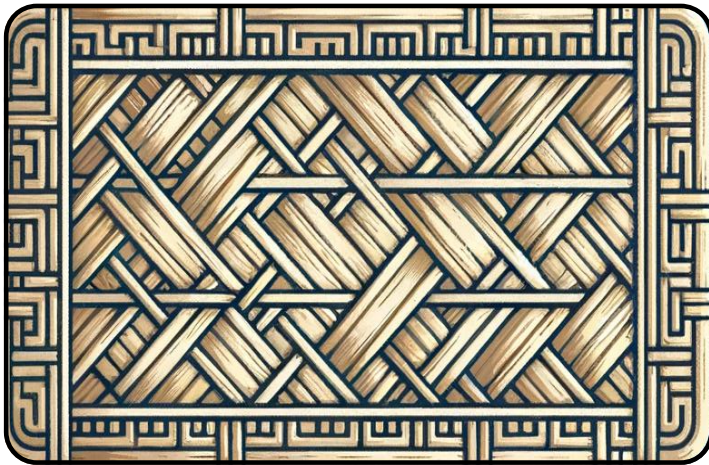
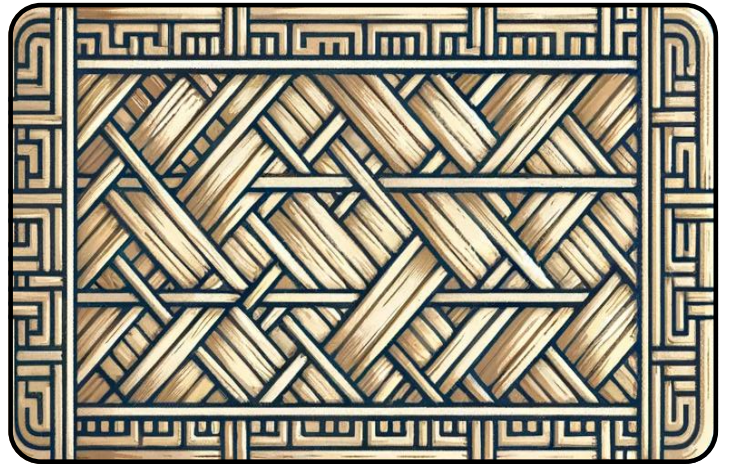
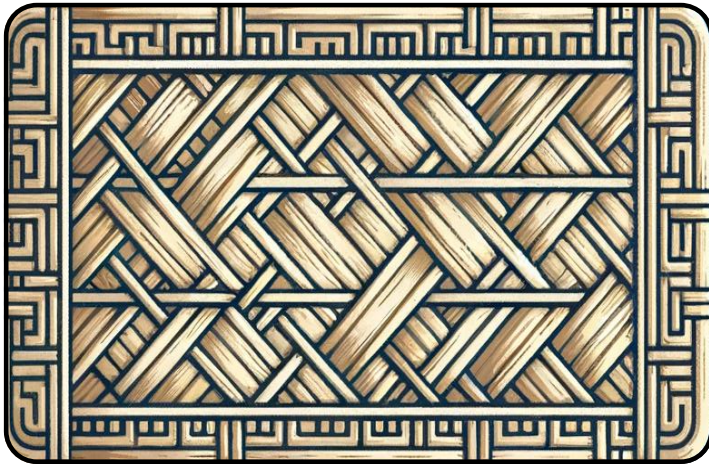
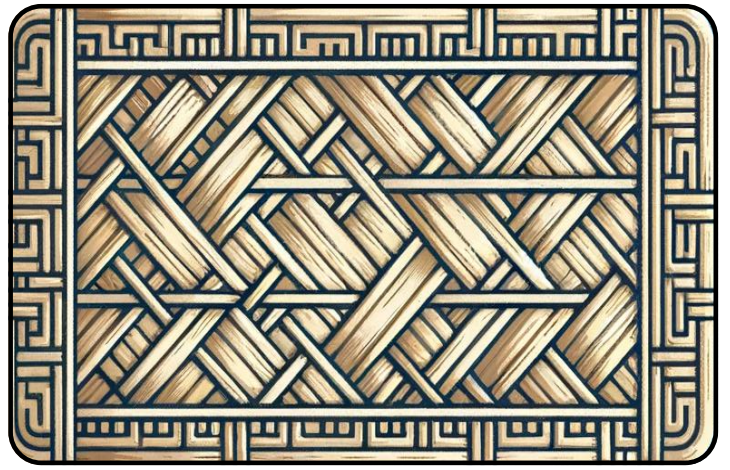
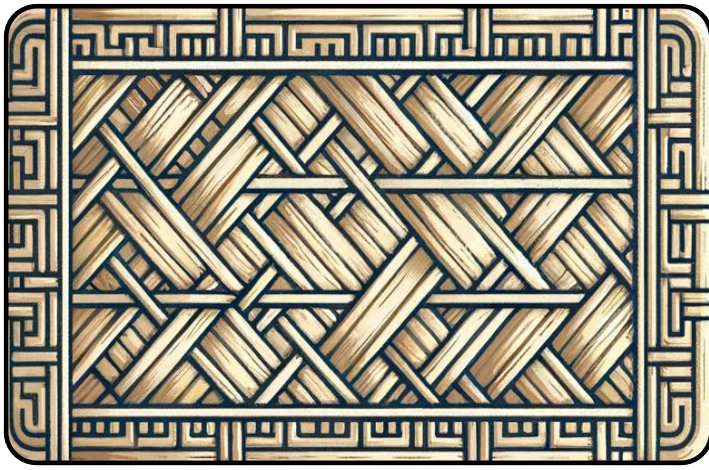


5

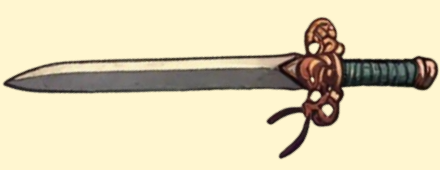
Weapons



5




Weapons



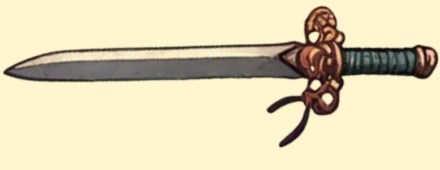
5

Weapons



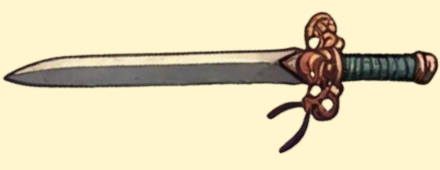
5

Weapons



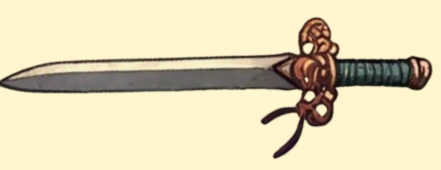
5

Weapons




5

Weapons



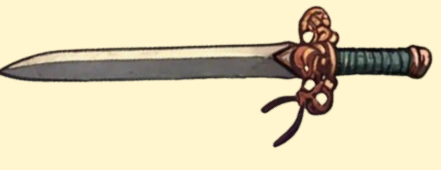
5

Weapons



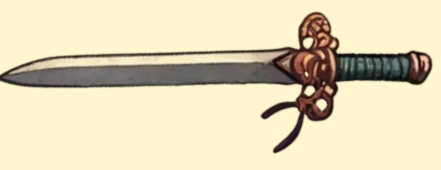
5

Weapons

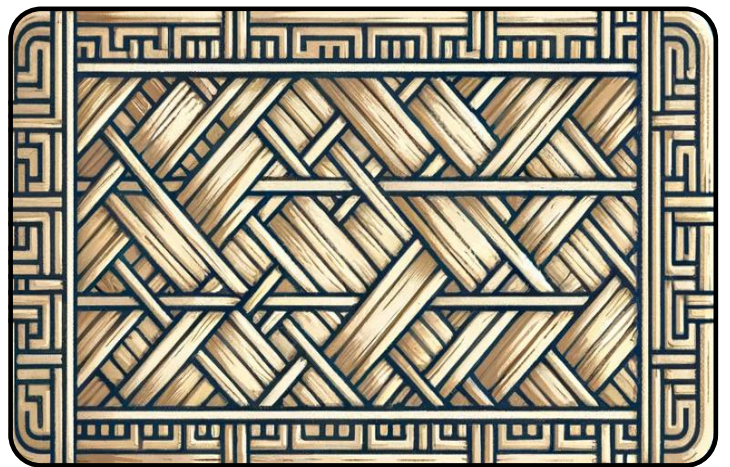
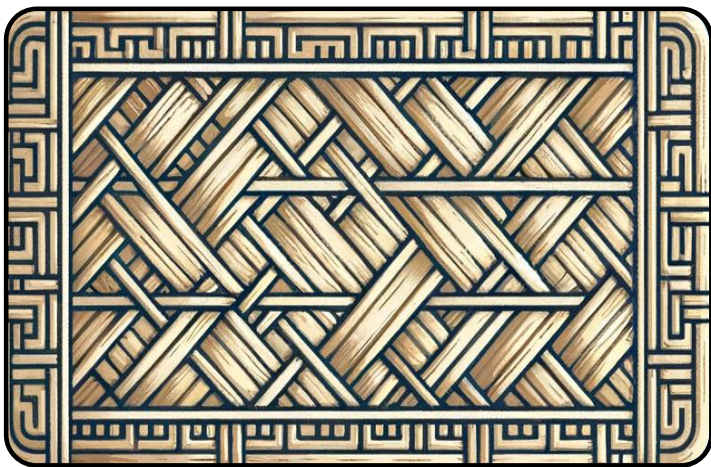
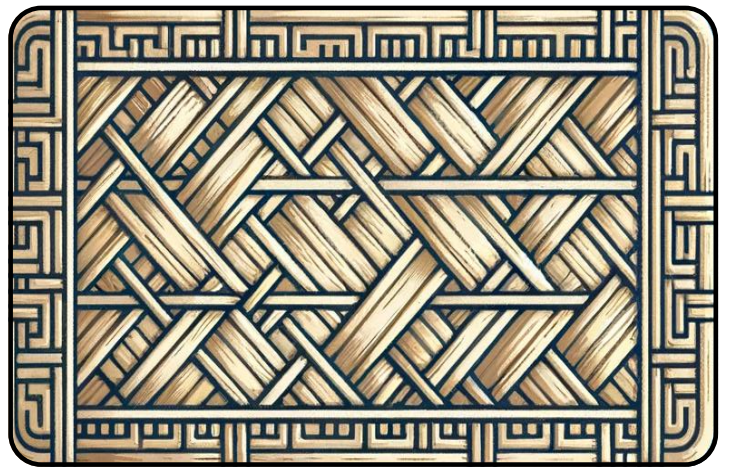
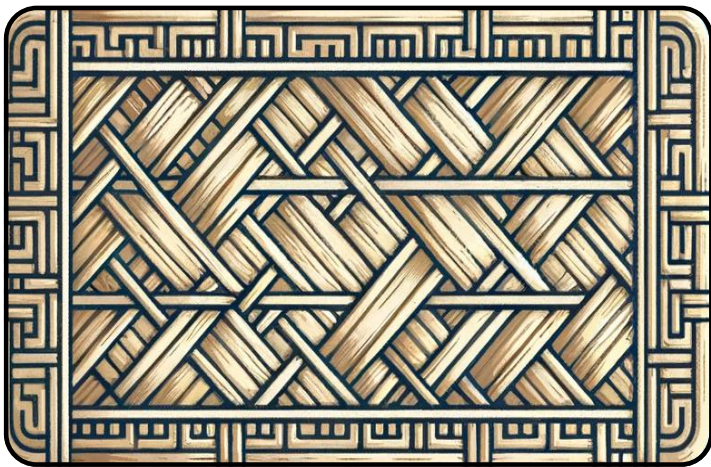
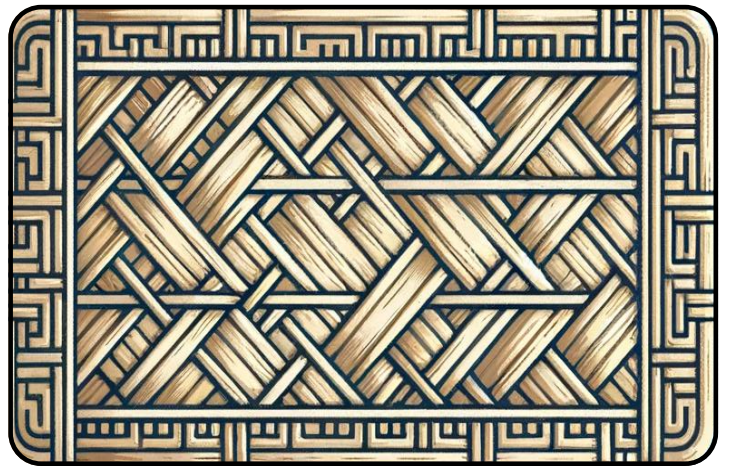
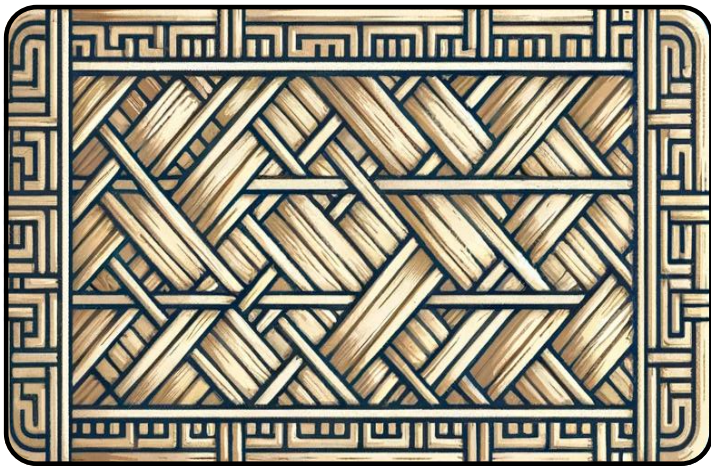
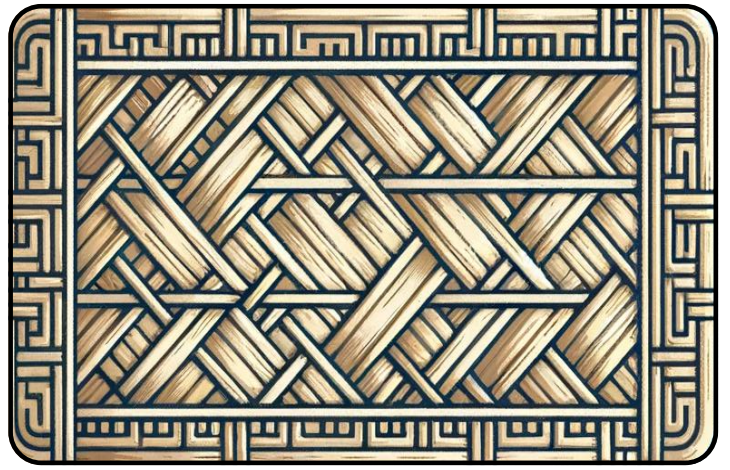
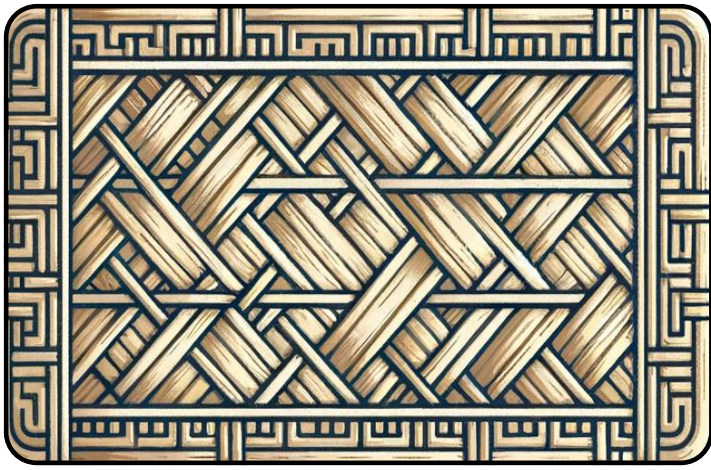


5

Weapons



5





Bricks



4



Bricks



4



Bricks



4



Bricks



4



Weapons



5



Weapons



5



Weapons



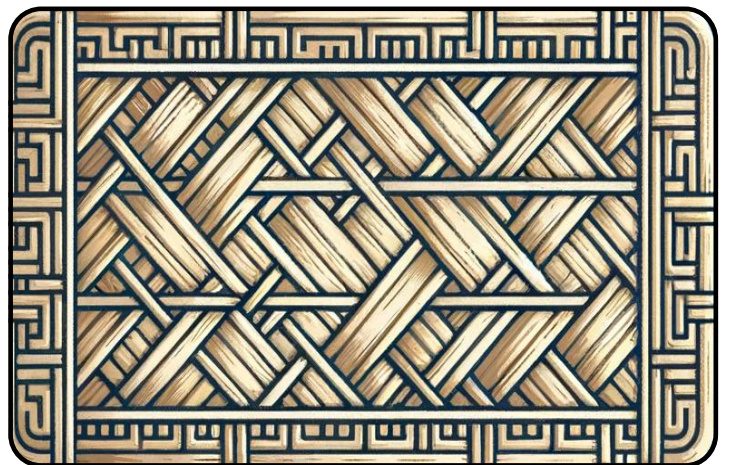
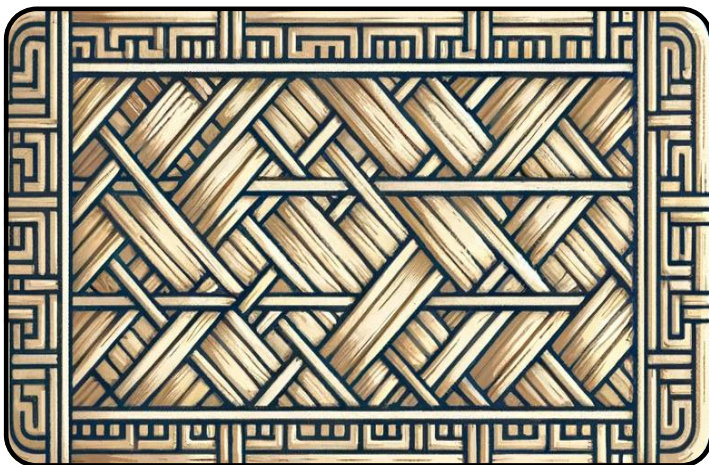
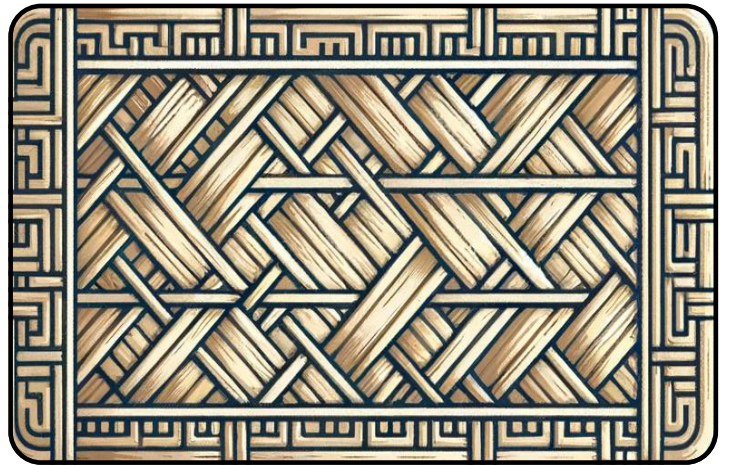
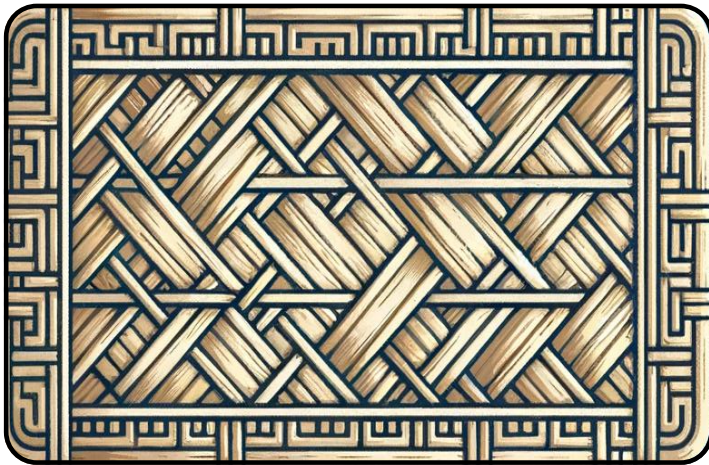
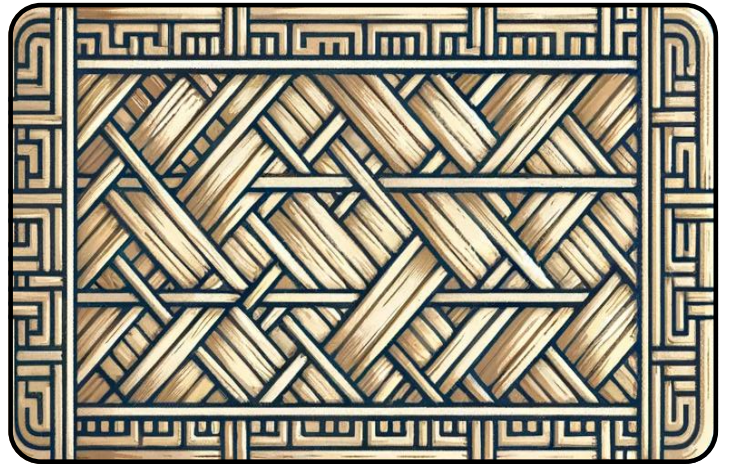
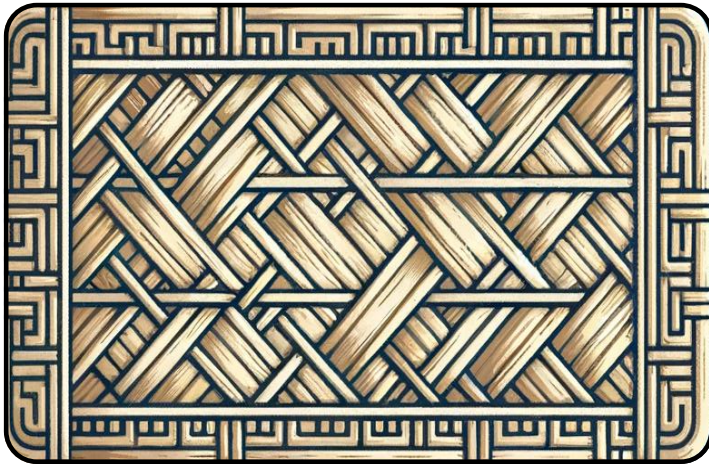
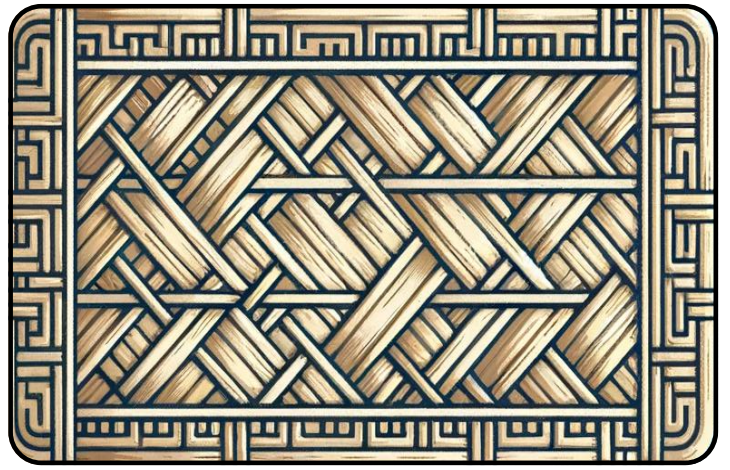
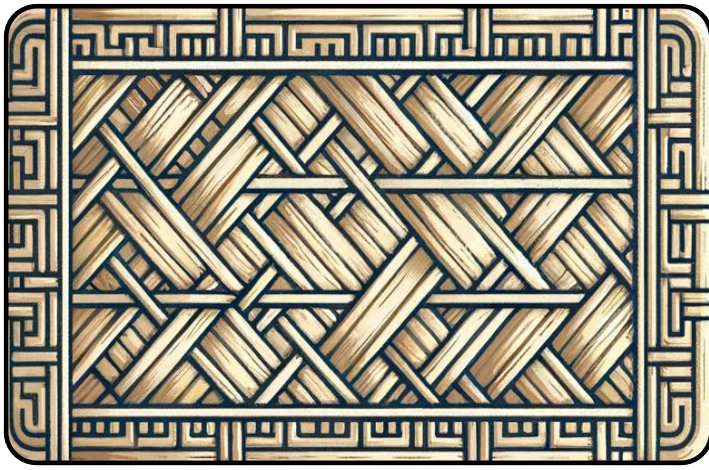
5




Bricks



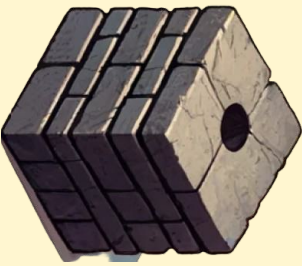
4






Bricks

4



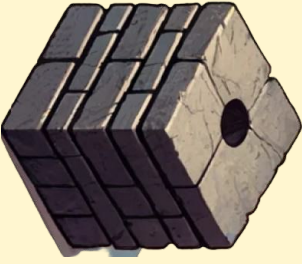
Bricks

4




Bricks

4



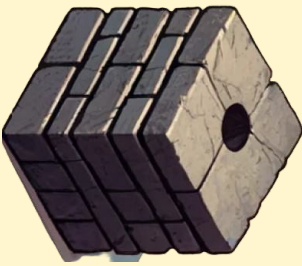
Bricks

4



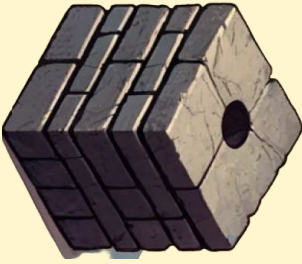
Bricks

4



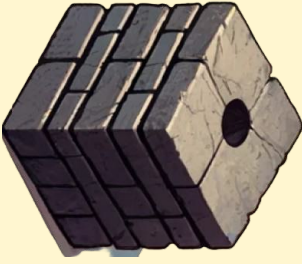
Bricks

4



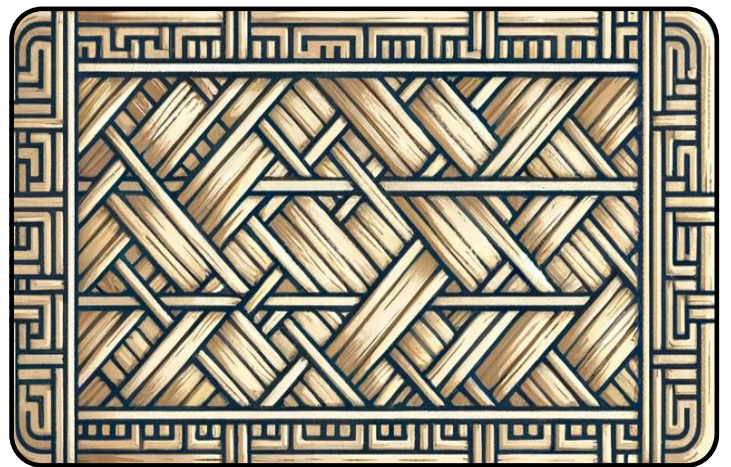
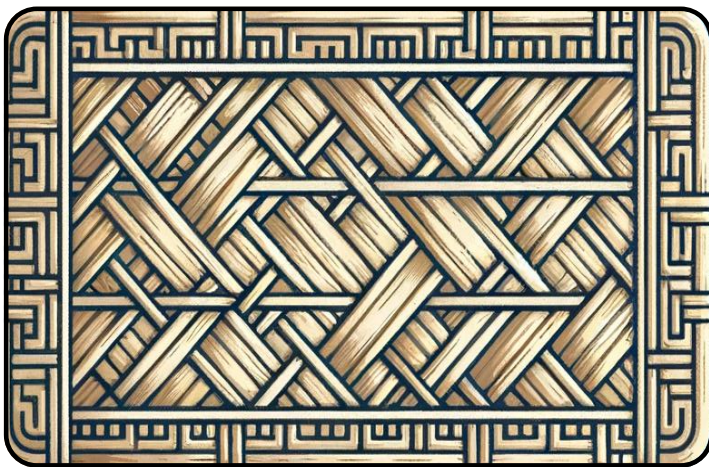
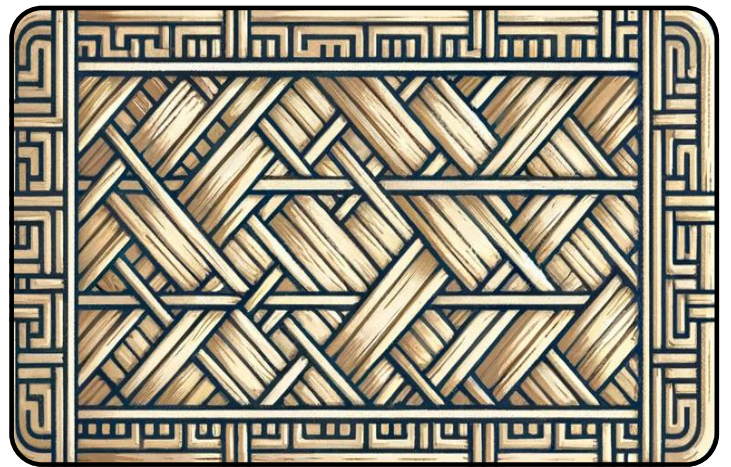
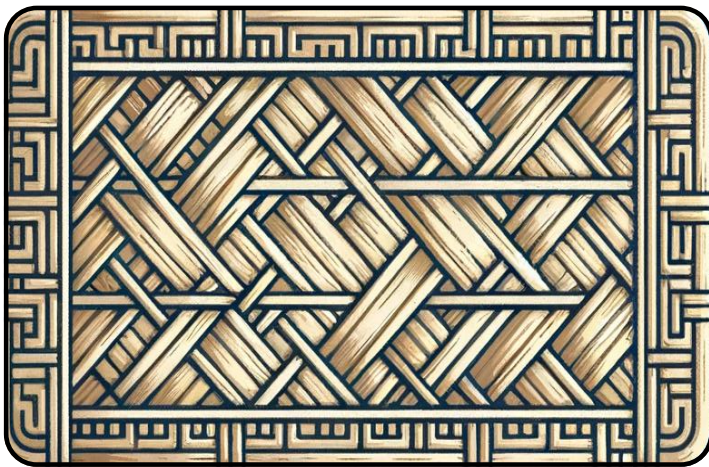
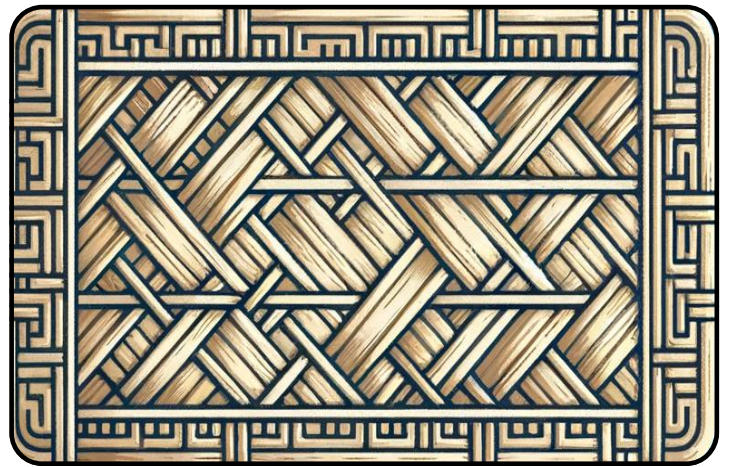
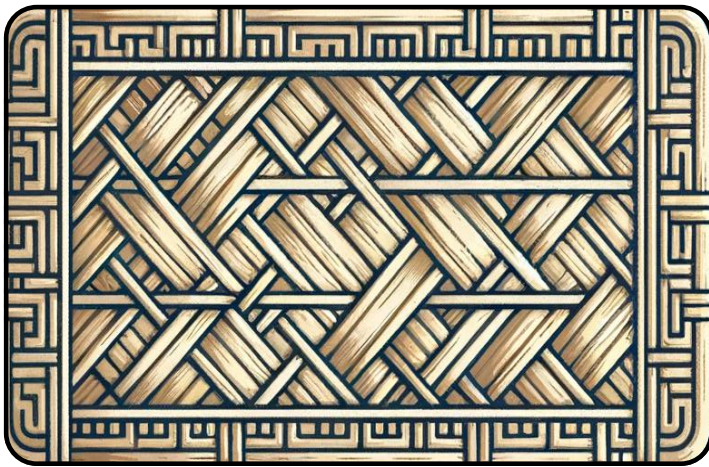
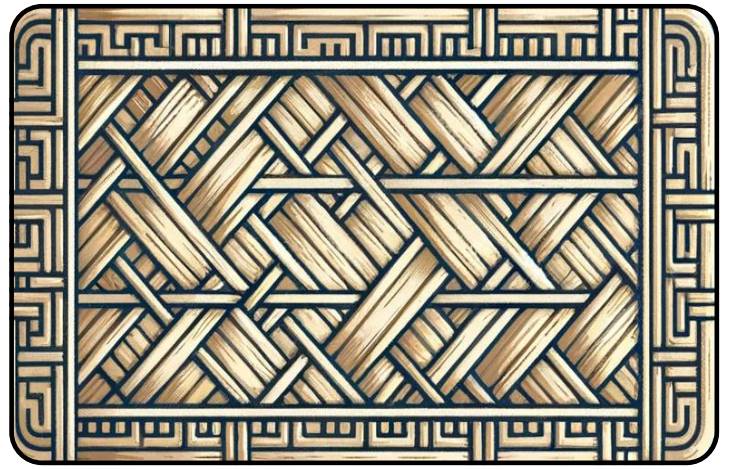
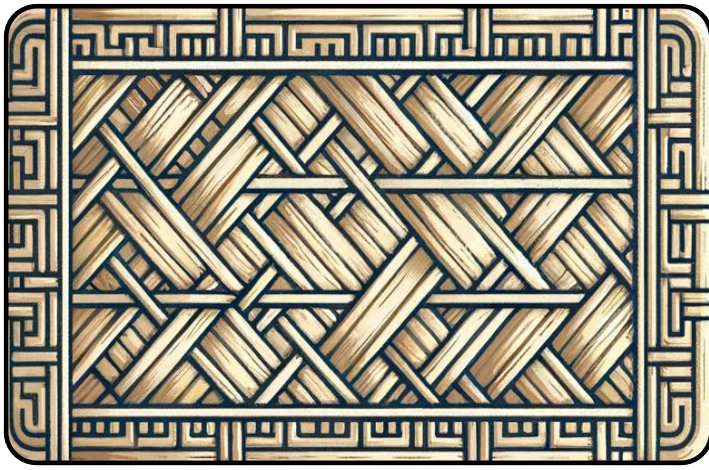
Bricks


4



Bricks

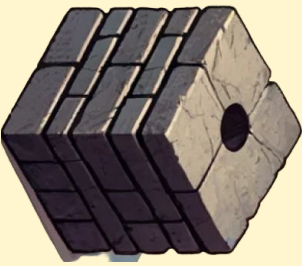
4






Bricks

4



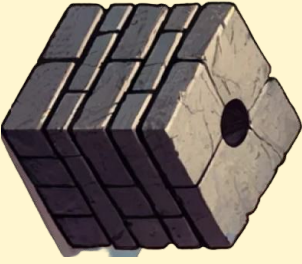
Bricks

4




Bricks

4



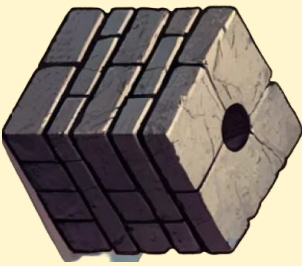
Bricks

4



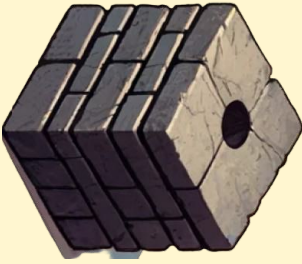
Bricks

4



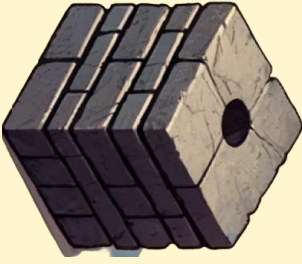
Bricks

4



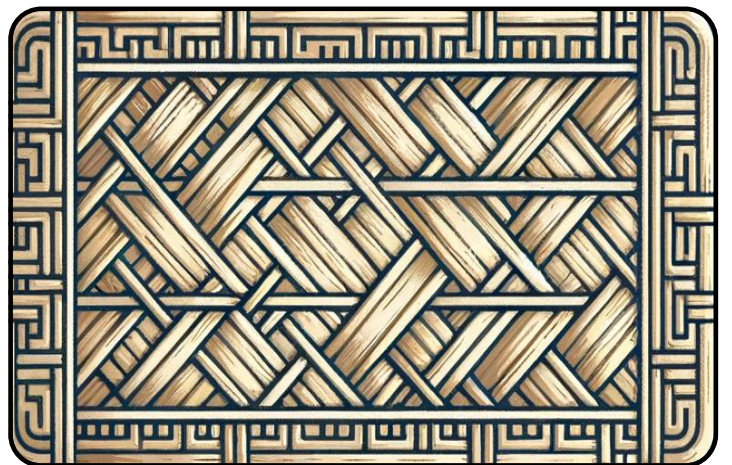
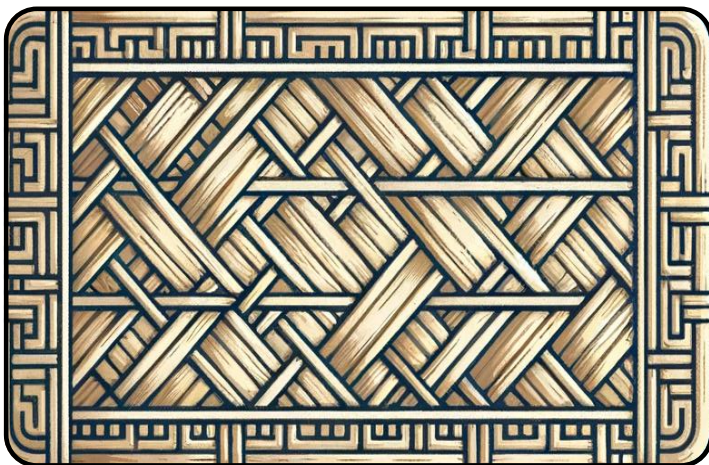
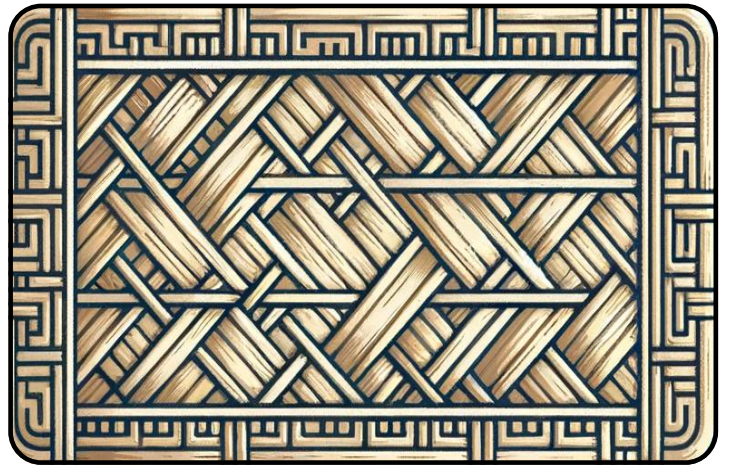
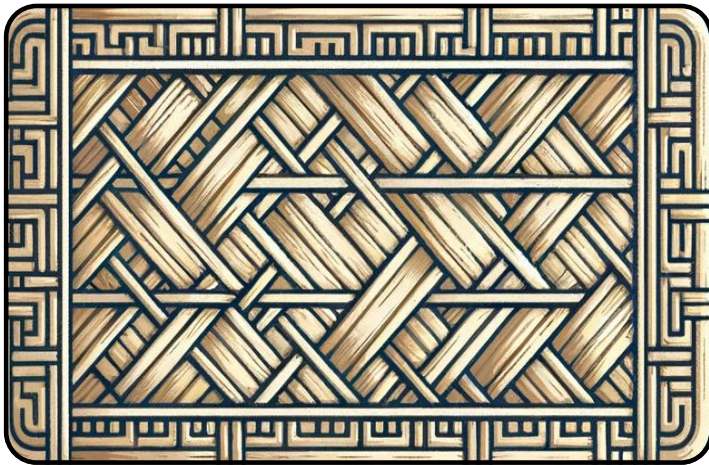
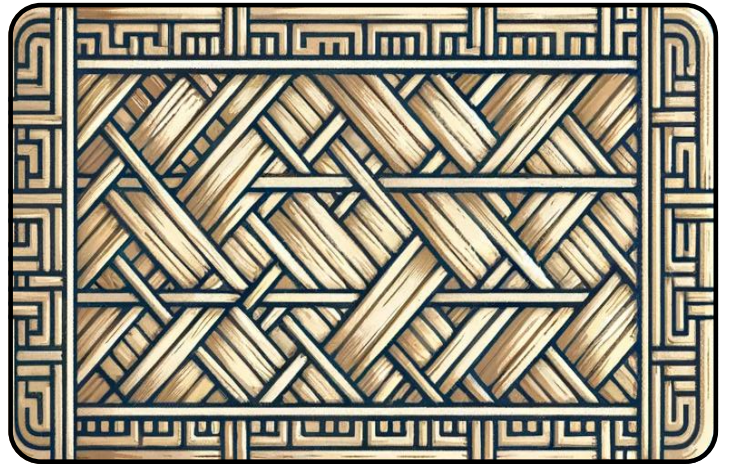
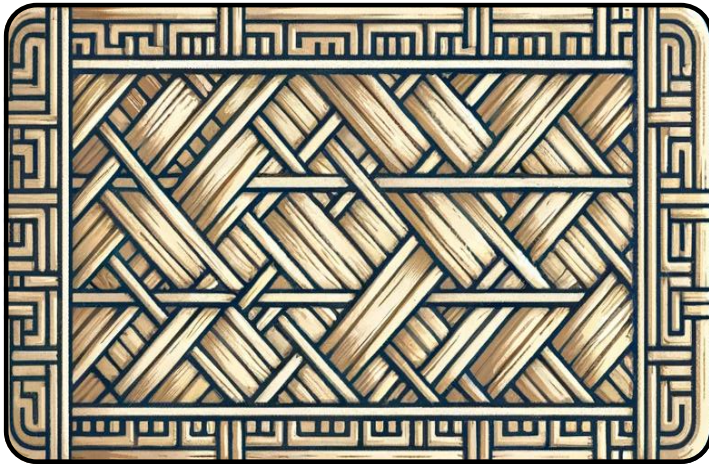
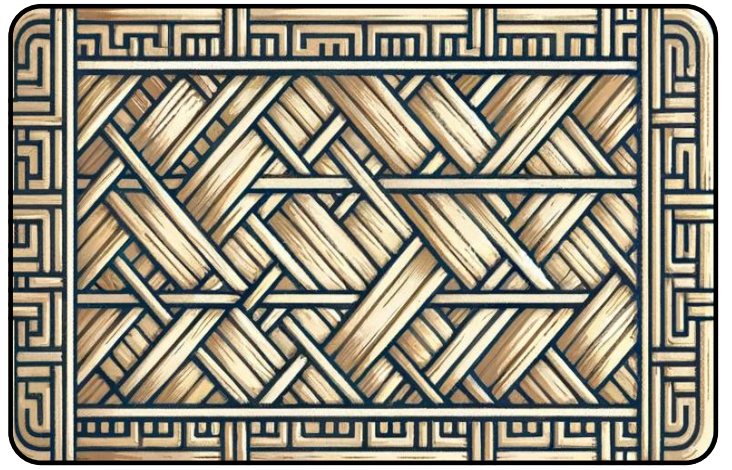
Bricks

4



Bricks

4



Food



3

Bricks



4

Food



3

Bricks



4

Food



3

Bricks



4

Food

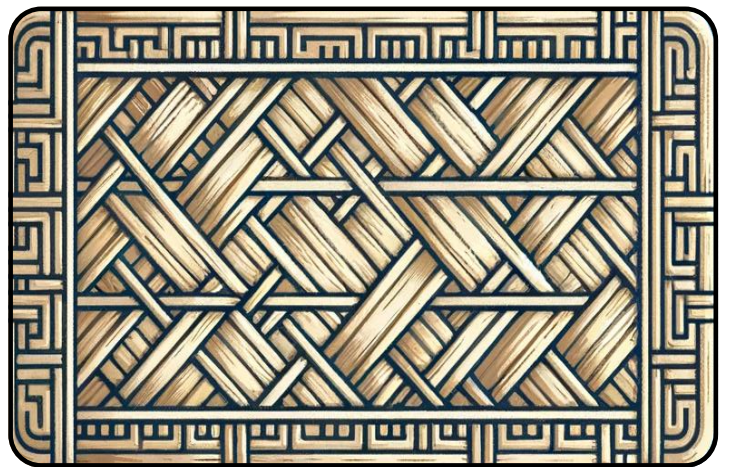
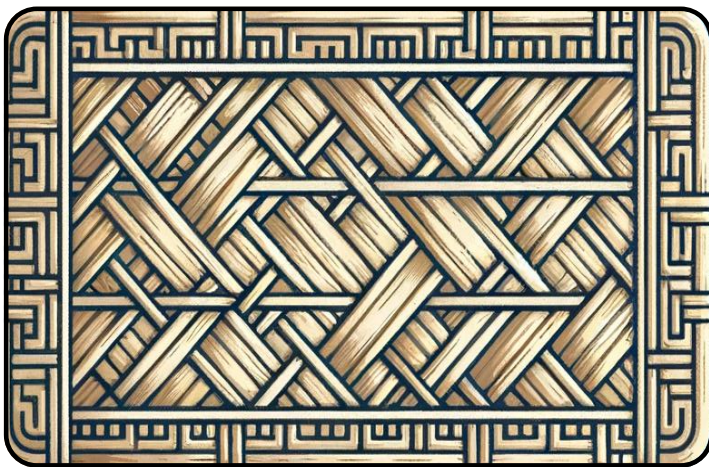
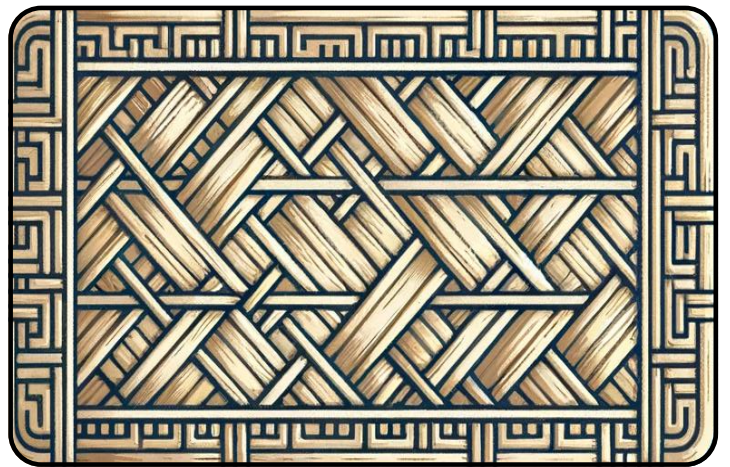
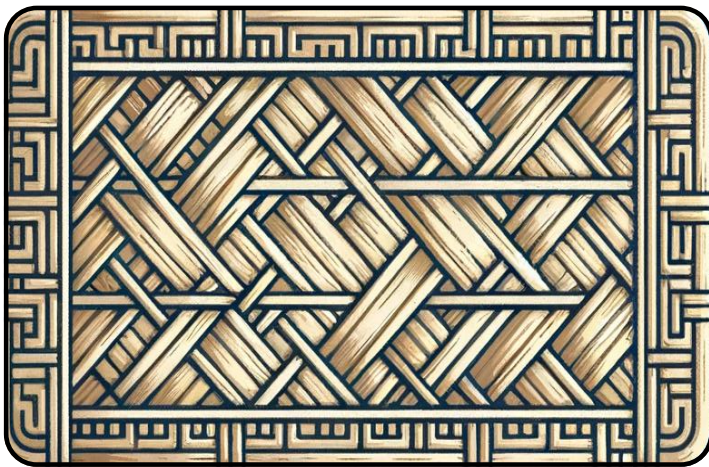
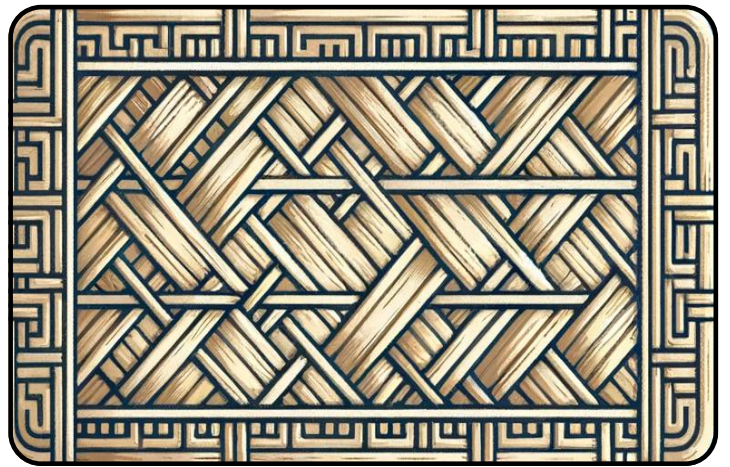
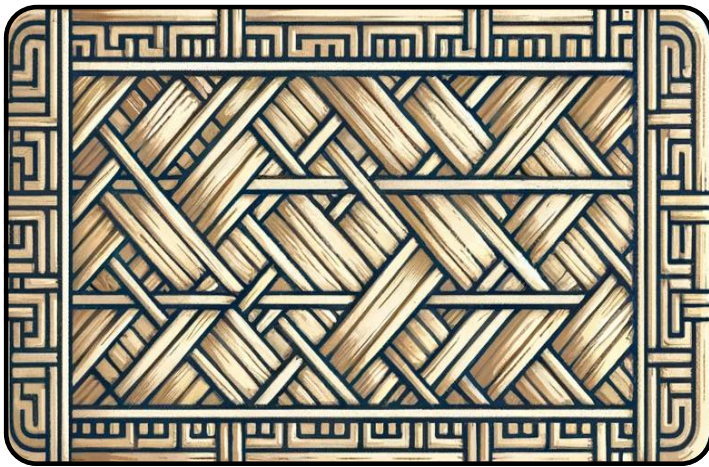
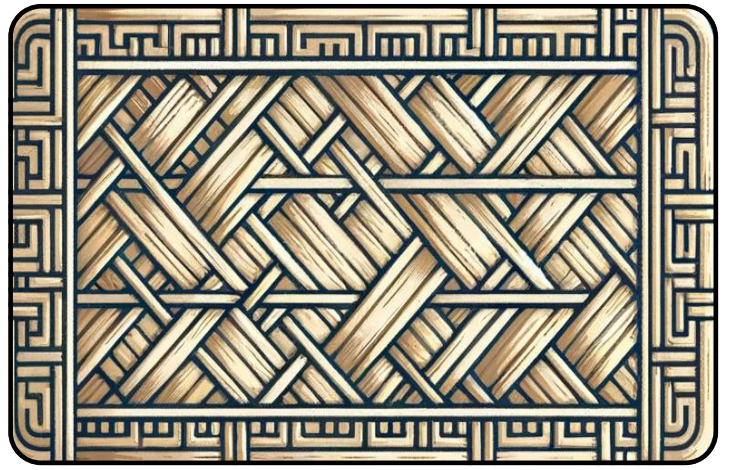
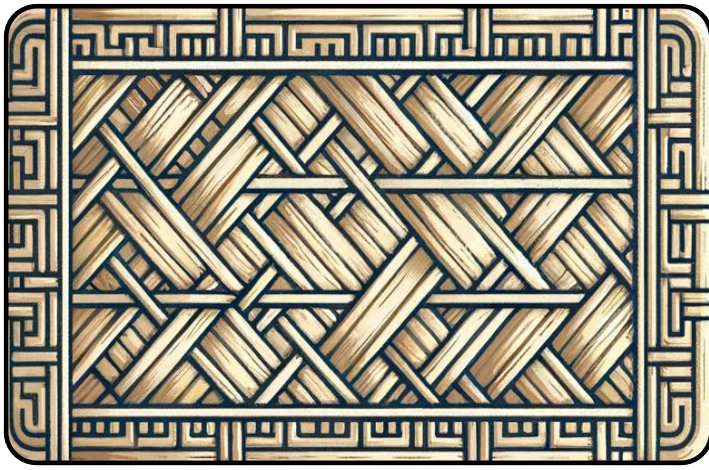


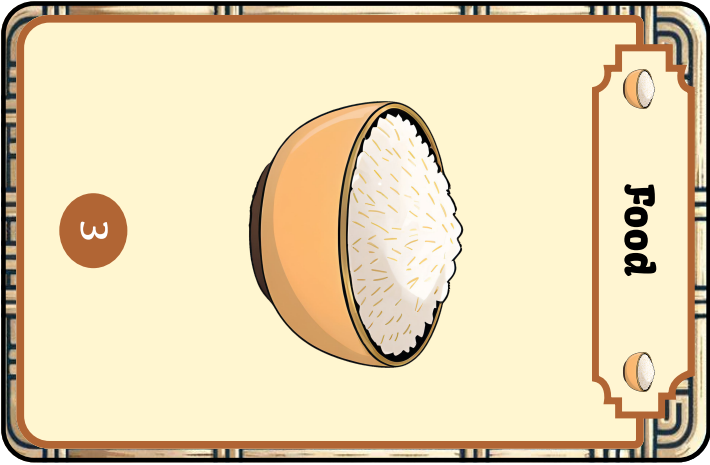
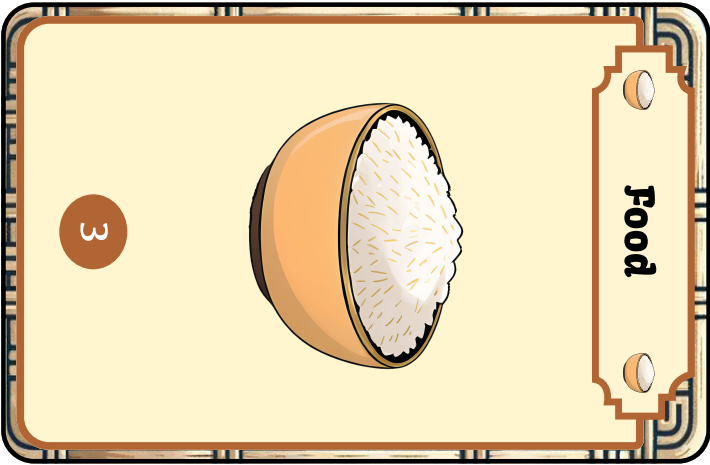
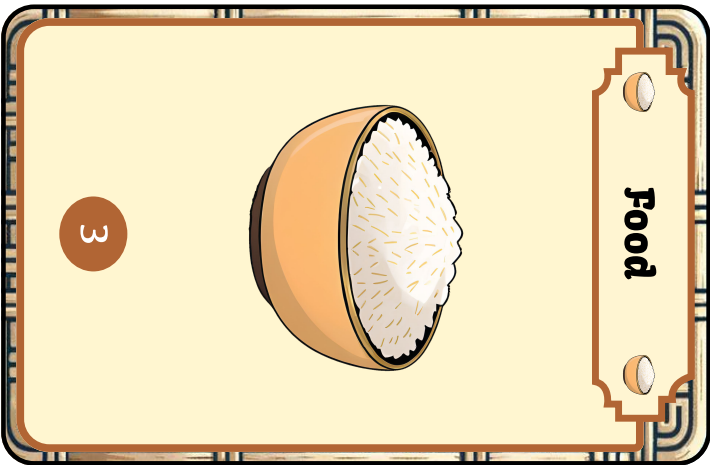
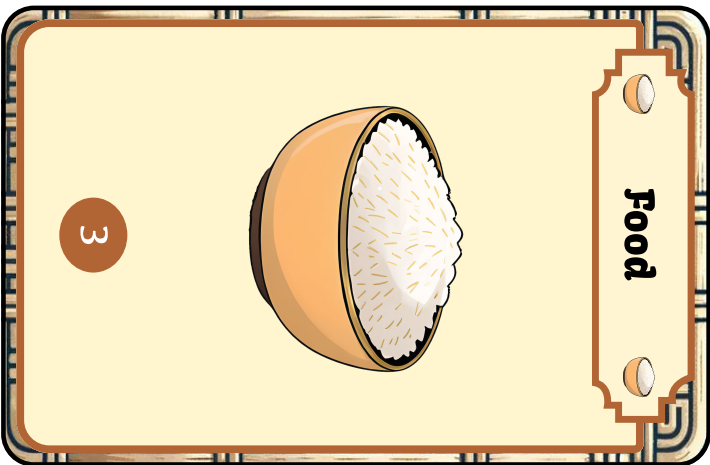
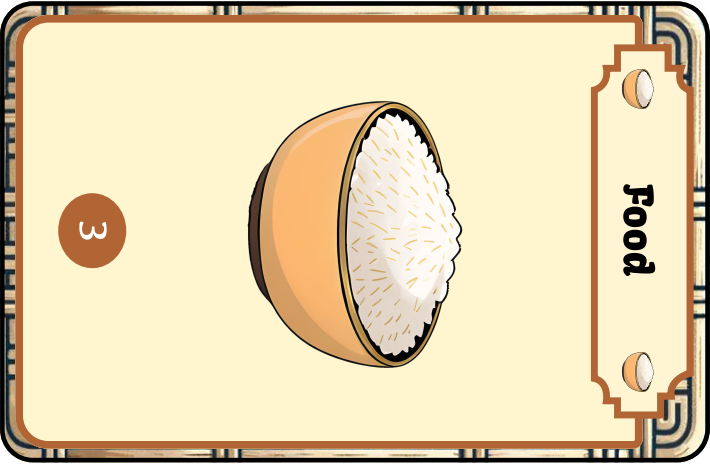
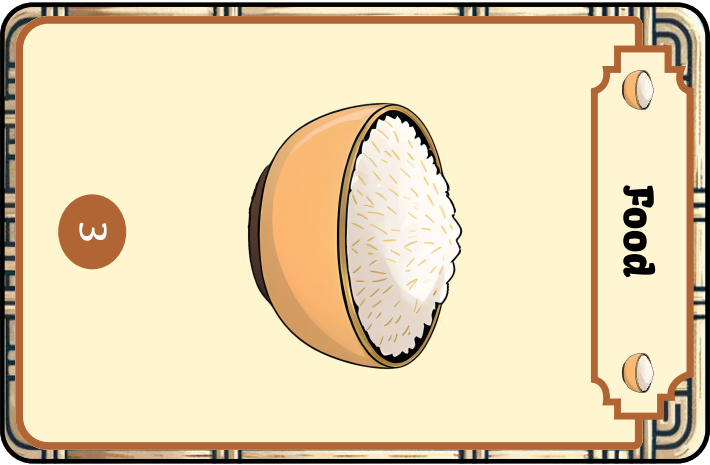
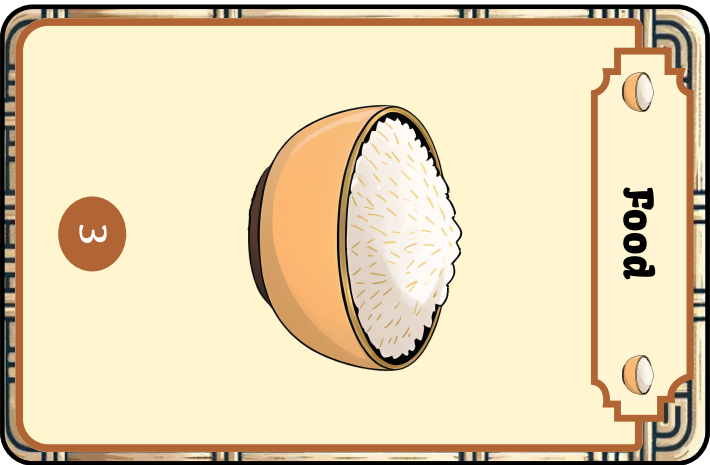
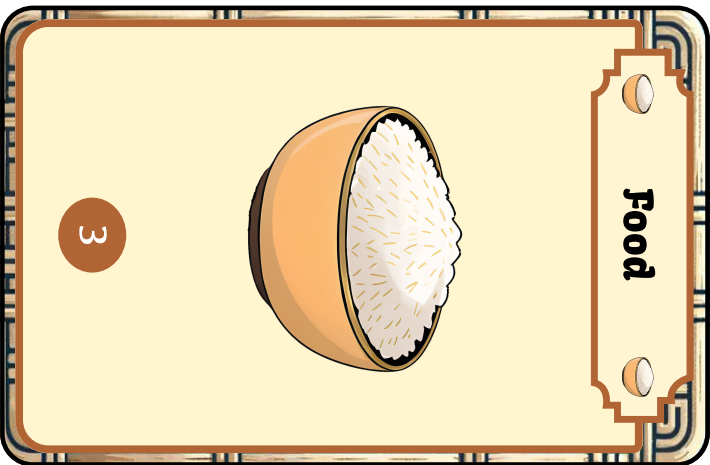
3

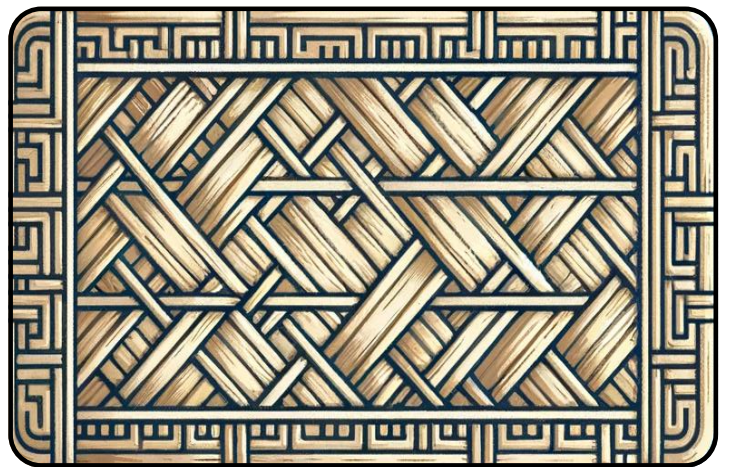
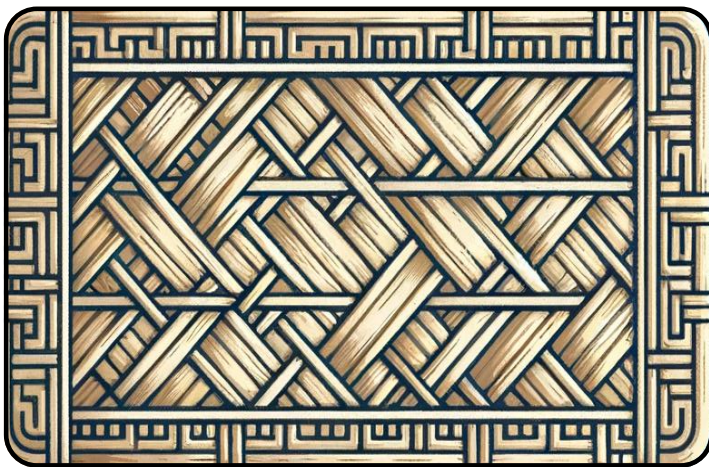
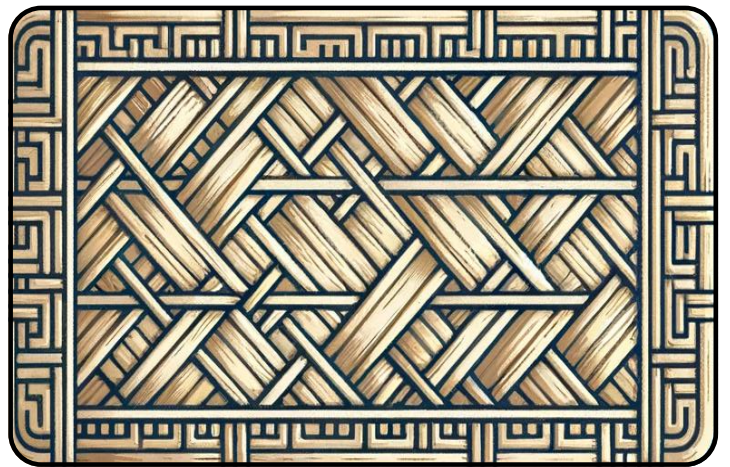
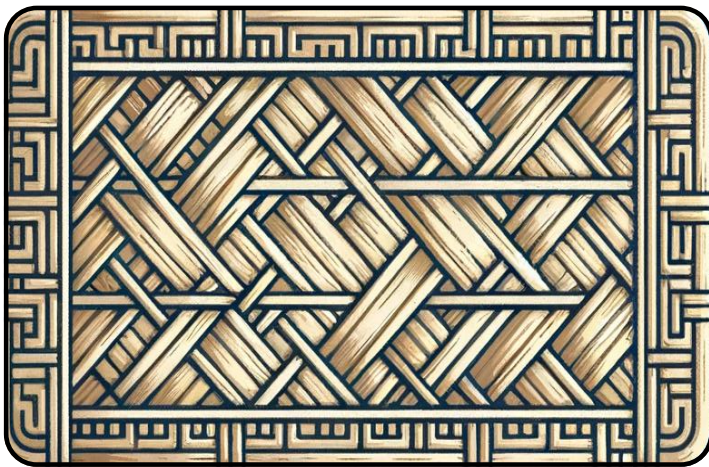
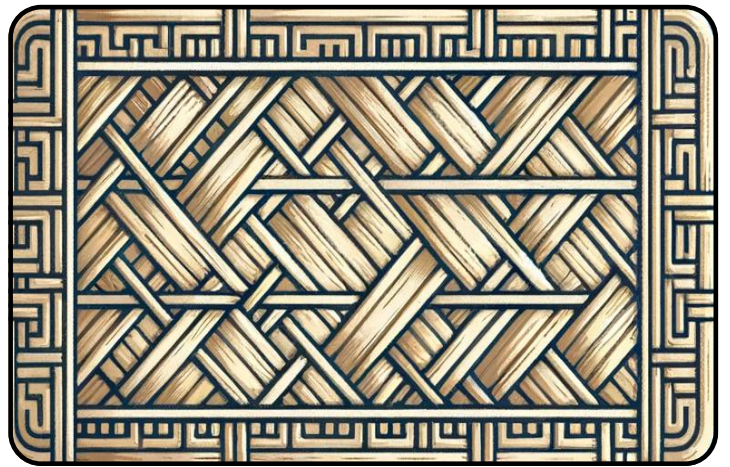
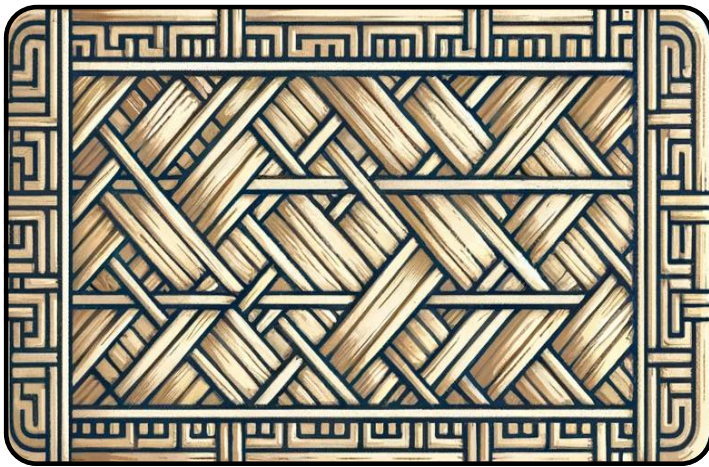
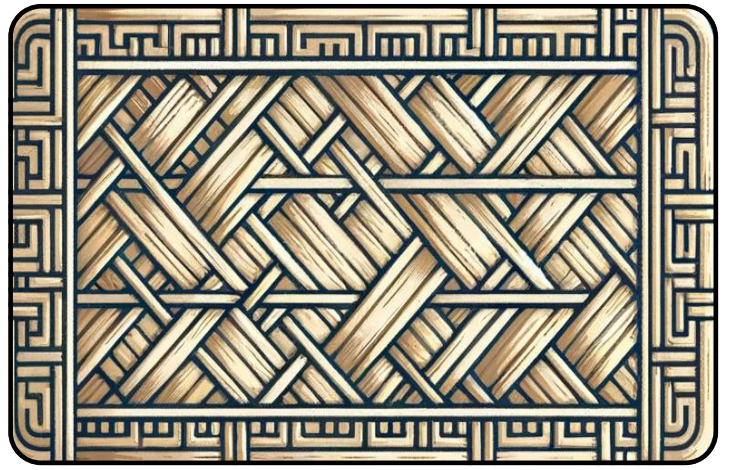
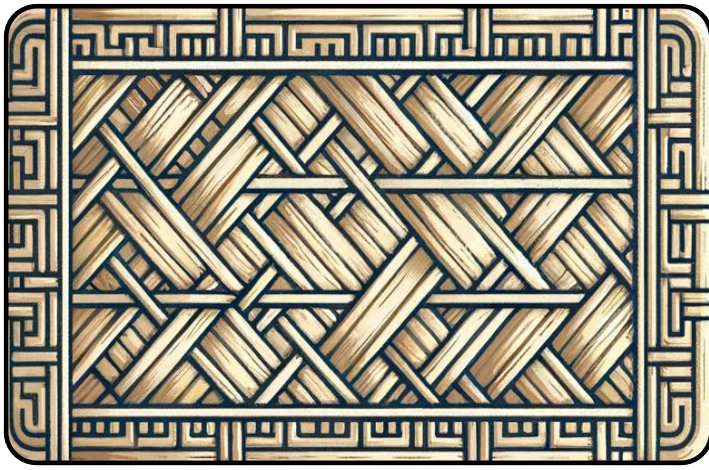
Food

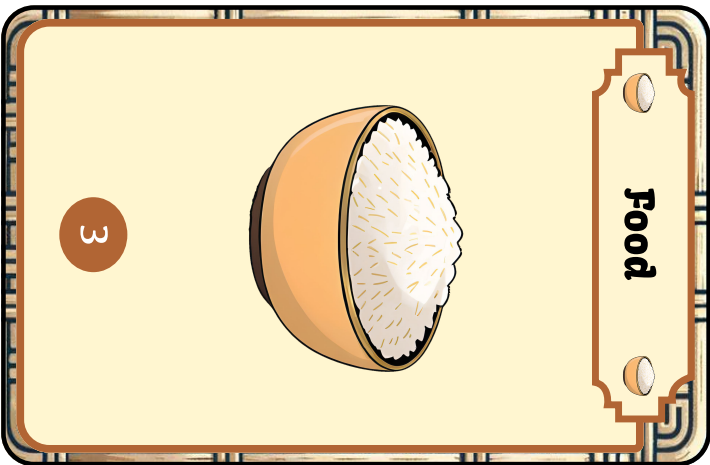
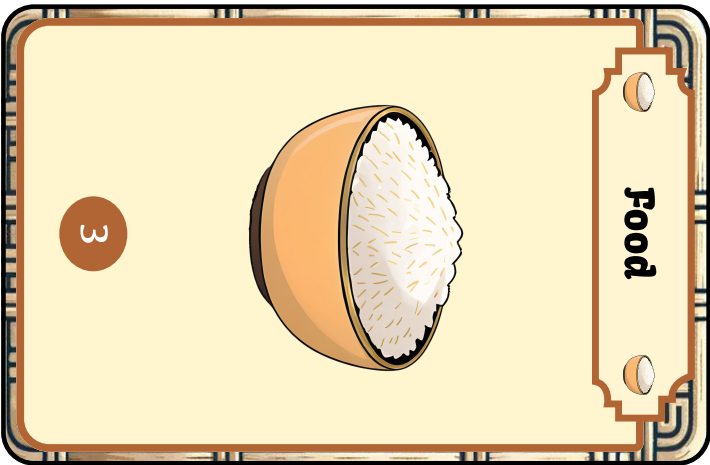
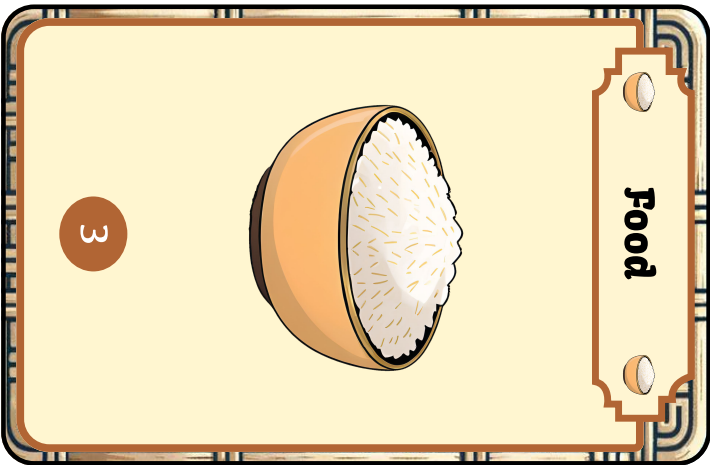
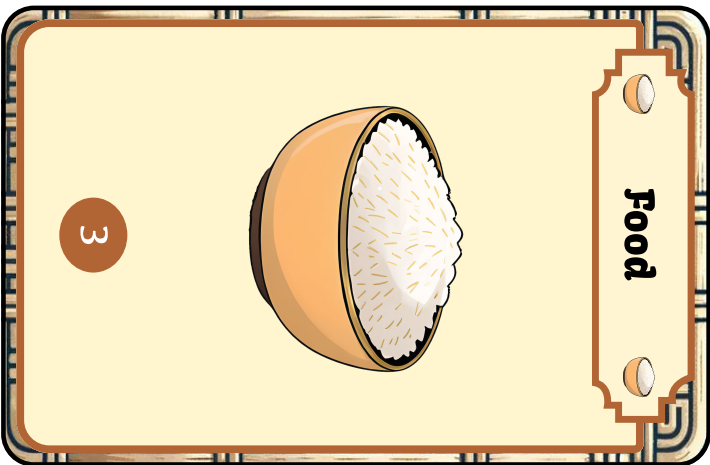
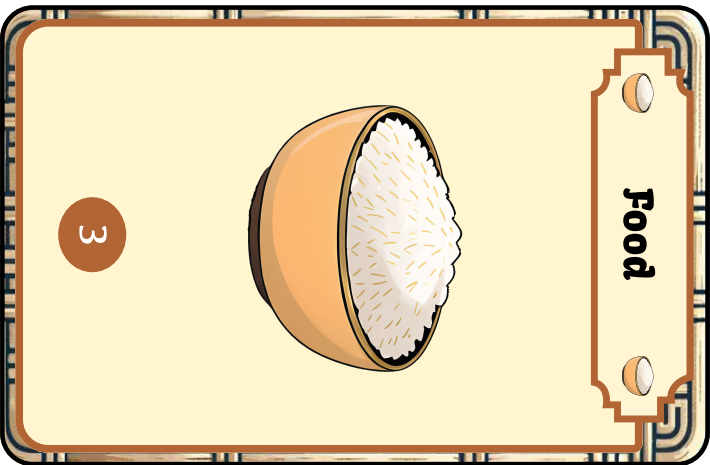
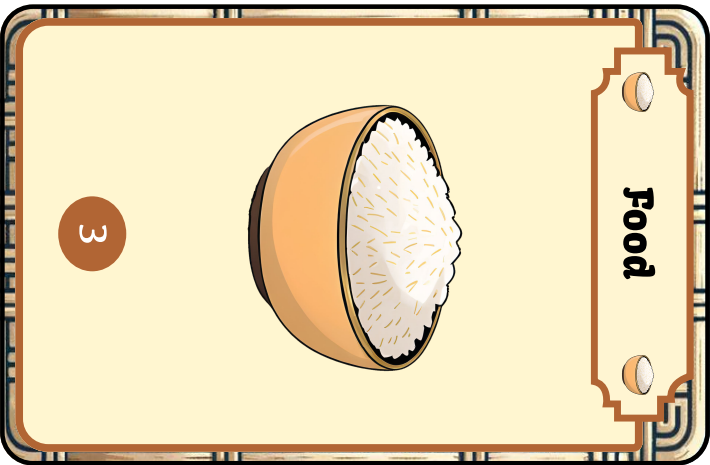
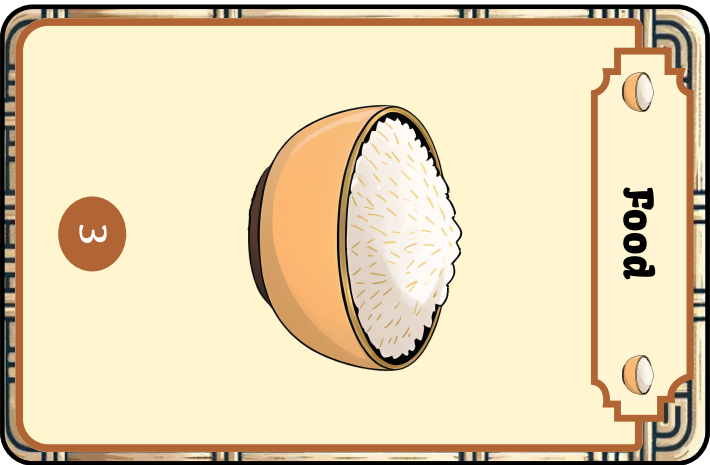
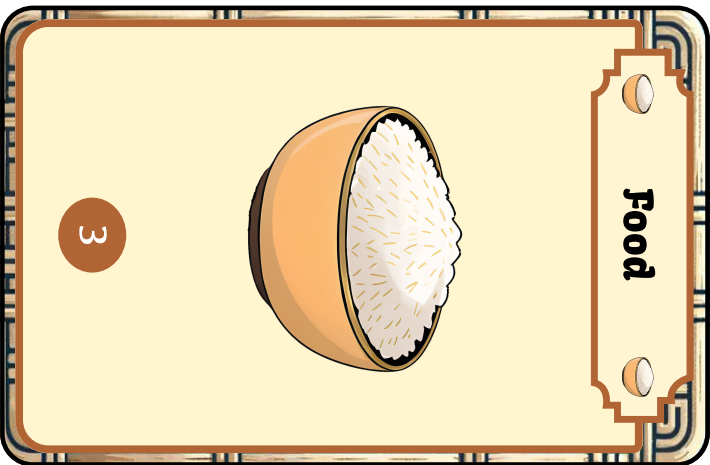


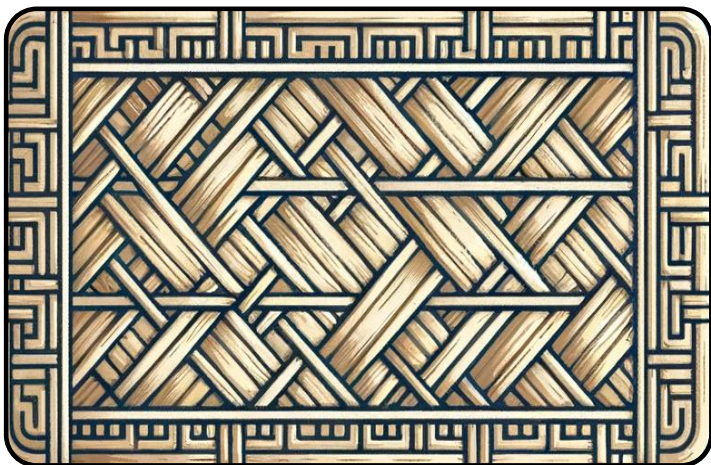
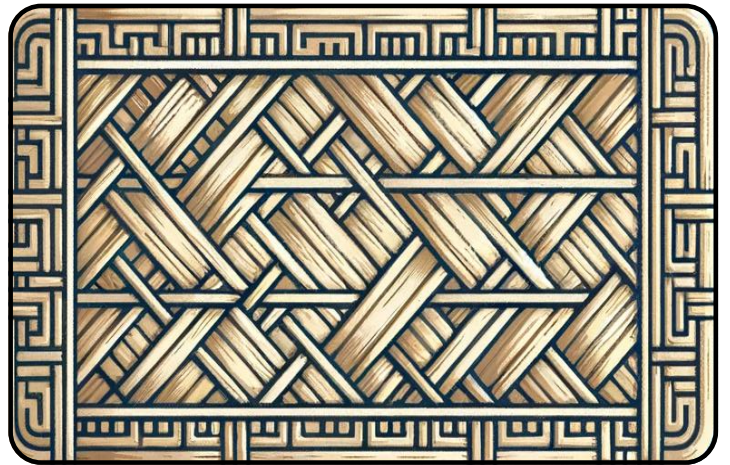
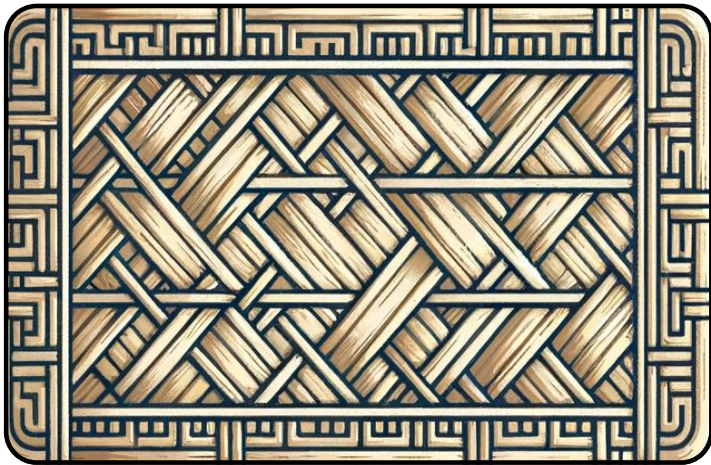
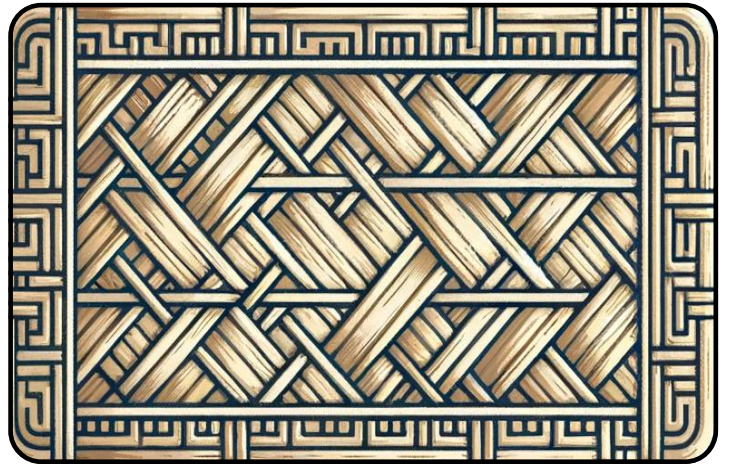
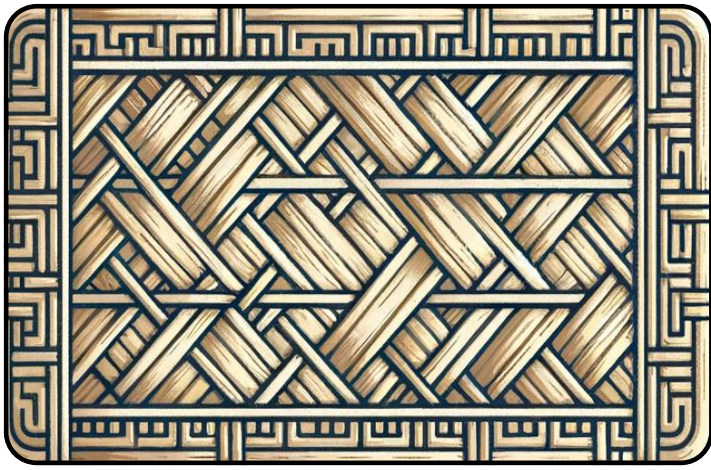
3

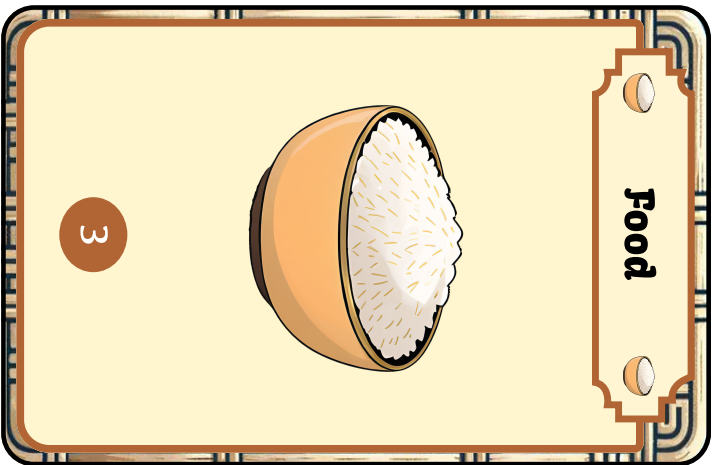
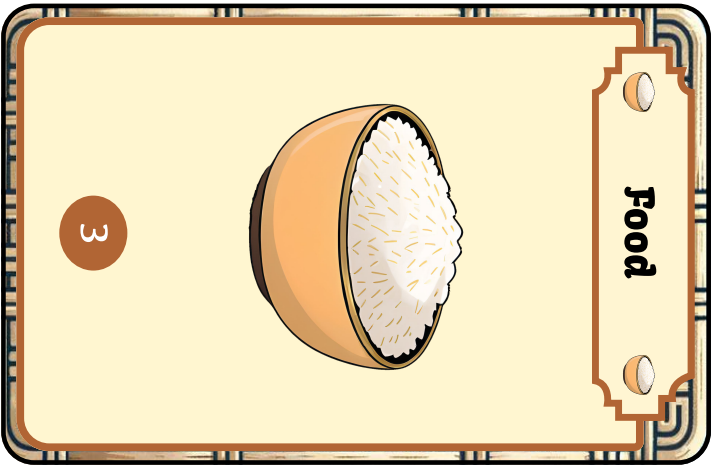
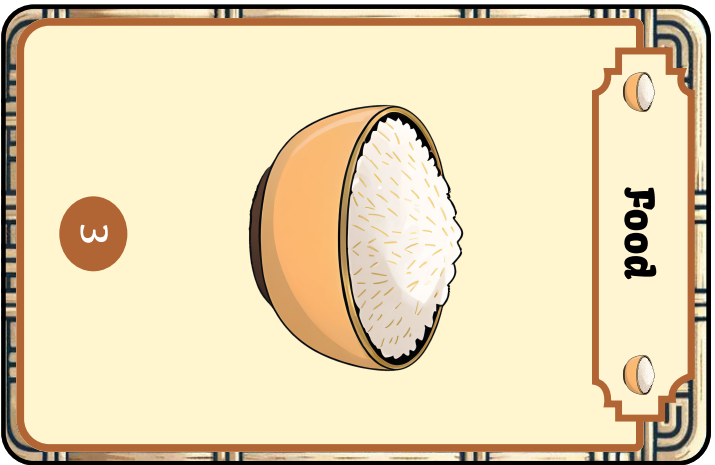
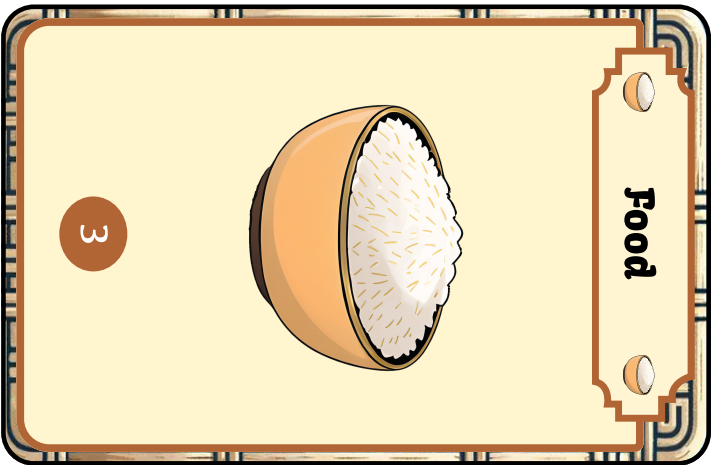
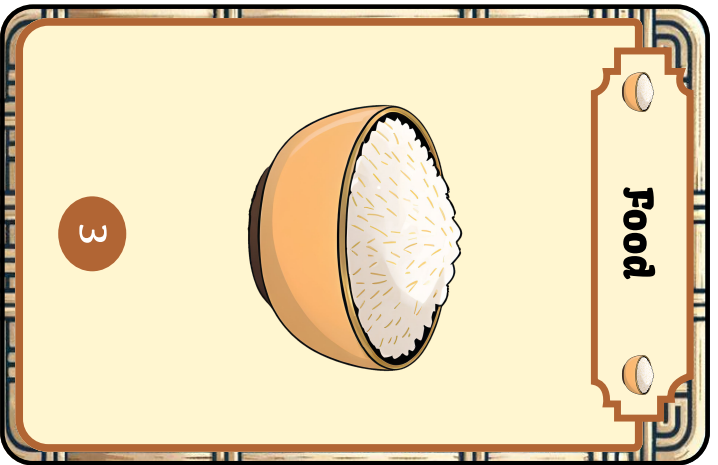
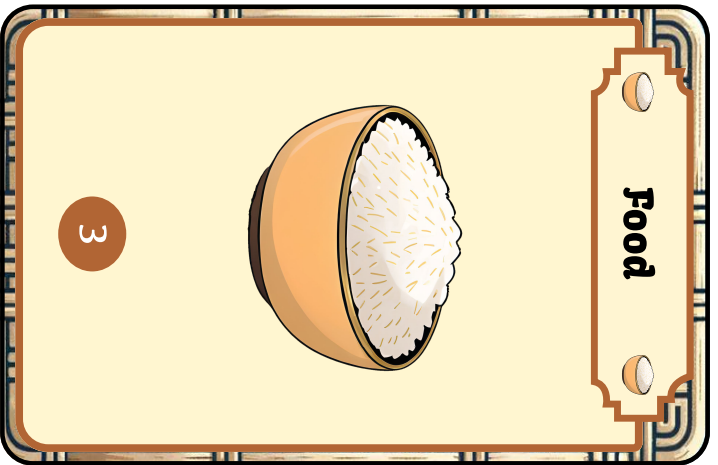












Emperor

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

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

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.

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.

End-Game Scoring

Resources are only worth points in your Stockpile.



7 points



5 points



4 points



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

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.

End-Game Scoring

Resources are only worth points in your Stockpile.



7 points



5 points



4 points



3 points



1 point

