

# The Warring States of China

A game that occurred in ancient China  
Between 3 and 5 players, all about power and war

At the end of the Spring and Autumn Period, Zhao, Wei, and Han jointly destroyed the Zhi, who was also one of the four major clans in Jin . In 403 BC, Zhou sealed the three homes as Major States. 《Mirror》 records: "In the 23rd year of Weilie King of Zhou, firstly sealed Wei Fu, Zhao Ji, and Han Yu as State Presidents...", and the historians used it as the demarcation point between the Spring and Autumn period and the Warring States period.

During the two hundred years before Qin unified the China land in 221 BC, the seven Warring States separated each other and established themselves, fighting each other, invading and annexing each other, and the people of the world were miserable.

The wheels of history always roll forward. Naturally, there are many celebrity anecdotes that we know well and are recorded in the history books one by one. However, it is not known who in fact is writing and rewriting the destiny of the country on this ancient and vast land.

## **Game component**

A map

280 cube markers (4 colors \* 70 each)

164 Event card

56 Characters cards (21 Early +35 Late)

24 Public event card

Several marker clips

2 dice

## **Game Overview**

This game will be played round by round. There will be up to 15 rounds. Each round represents a 10-year decade. The first round begins at 370 BC. After the 15th round, the game will be forced to end. Players will act as secret advisors and aides in the dark, planning different events in each round, affecting the strength of different states in the Warring States on the map, and thus achieve the goal of Characters cards in their hands. If you are dissatisfied with your Characters or you are unable to support it, players can also leave it and look for other Characters. Whenever the goal of a Characters is completed, the player can obtain the victory points brought by the Characters. At the end of the game, the player with the highest victory points is the winner.

## Preparation

Place the map on the desktop with 4 icon on each country's territory, including:  
Soldier icon represent military attributes, using the number of red markers;  
Copper coin icon represent economic attributes, using the number of yellow markers;  
Book and pen represents the cultural attribute, using the number of blue markers;  
Jade Stamp represents the morale attributes, using the number of black markers.

**The maximum value of each attribute(stat) is 10. After reaching 10, it will not go higher anymore.**

**The lower limit of a country's attribute value is 1, after reaching 1, if the property is reduced again, the country will die directly.**

Place the 4 color markets on the map according to this initial attribute table:

Country	Military	Economy	Culture	Morale
齐 Qi	4	5	4	4
楚 Chu	4	4	5	4
燕 Yan	5	4	4	4
韩 Han	4	4	4	5
赵 Zhao	4	4	5	4
魏 Wei	4	5	4	4
秦 Qin	5	4	4	4

From all public events, single out "Prelude of Unify" and "Unify". Place "Unify" facing down, and "Prelude of Unify" on its top also facing down. Afterwards, randomly select 14 from the remaining 22 public events, shuffle and place them back side up on the 2 cards, forming the public event deck.

Shuffle all event cards and place them back side up forming a event deck. Each player draws 5 event cards.

Each player gets some mark clips that are used to mark the country in effect when the event card is played.

Shuffle Early age Characters cards and place them facing down.Each player draws 3 Characters and keep 2 of the 3. Reshuffle all remaining Early age Characters cards and place them facing down, forming a Characters card deck.

## Game starts

The game runs in rounds. In each round (except when "No host" event takes effect), one player is the "Host". In the next round, the players on his left hand will be the new Host.

In the first round, every player rolls 2 dice. The player with highest numbers will be the Host.

In each round, if there is a need to operate in sequence, it starts from the Host and follows a clockwise sequence.

The process of each round is as follows (more detailed explanations of the concepts and each process are given in later parts):

1. Starting with the Host, each player draws event cards to hands, till he has 5.
2. The Host reveals a public event, and apply its effect.
3. The Host can make a small speech, to show his expectations and plans for the situation this round.
4. All players(including the Host) play 1 to 5 event cards from hands, with their backs facing up. Players can choose to give up playing event cards, then discard a character card, draw 3 character cards and keep 1 of them, discard the other 2.
5. From the event cards played, the Host select the event cards according to the certain rules and take into his hands, forming an **event deck** to be executed this round.
6. The Host chooses the event card from the event card he plays, and add them to the **event deck**.
7. Discard all the cards players played that are not in the **event deck**.
8. The Host can rearrange the **event card** in any order he wants, and then play them out one by one.
9. After any event takes effect, if any character goal is reached, the player can play the character card and earn his victory point. Then, the player can draw 2 new character cards, keep 1 of them and discard the other.
10. After all events have taken place, the round ends.
11. By the end of round 6, the Early stage ends. All players should discard their unfinished Early characters. By the start of round 7, all players draw 4 Late characters, and discard 2 of them. Put all the Late characters that are not used face down together, to form the new character deck.

## Public events

At the beginning of each round, public events will take effect first. Public events may affect the attribute values of multiple countries or modify game mechanics. The effect is as follows:

No Host
Reveal Cards
One Card
No War
No Military
No Culture
No Morale
No Economy
Draw New Hero
Discard Hand
Pass One Card Right
Pass One Card Right
Prelude of Unify
Unify
Boost in North
Boost in South
Reduce Economy
Increase Economy
Reduce Military
Increase Military
Reduce Culture
Increase Culture
Reduce Morale
Increase Morale

For the conflicting descriptions of the attributes and the similarities in "Prelude of Unify" and "Unify":

Attribute comparisons are compared in the order of **addition of all attributes**

→**Military** →**Economic** →**Culture** →**Morale**. If all four properties are the same, the two countries will conduct a war. The winner is a stronger country.

For "Reveal Cards":

At this point, the Host can choose among the events that the player explicitly set to play, but then, he loses the power to abandon/additionally select an event card from the event deck.

For "One Card":

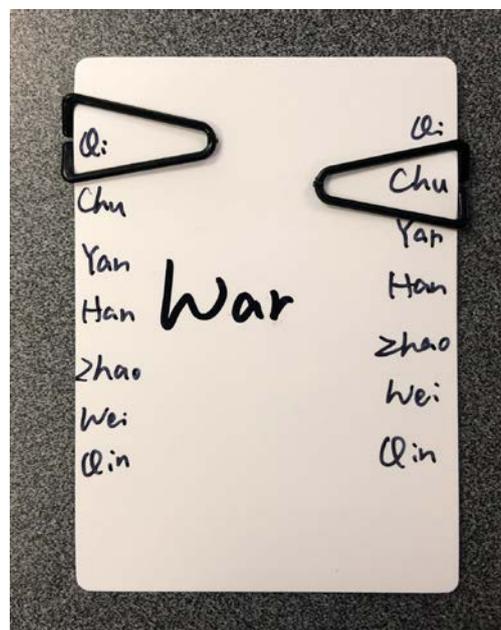
After reading the **event deck**, the Host can select an additional event from his own hand. Then he loses the power to abandon/additionally select an event card from the event deck.

### The speech of the Host:

The Host can freely express his policies and expectations. At the same time, other players can also speak to support or oppose the proposal of the Host. However, remember the Host can choose to discard from or add to the **event deck**!

### Events(general)

For an event, the player needs to use the marker clips to indicate that the event is occurring in which countries.



### Special notes for (general) Event cards:

1. War: when 2 countries occur a war, they use their Military attribute to fight. The Host should roll 1 die for both the countries. Add the result respectively to their Military, the country with higher total wins. The winner will gain 1 economy; the loser will lose all attributes, the amount equals to half of the difference of total (round-off). A tie of total means tie in war. No winner.

Example:

Zhao and Chu is having a war. Zhao has Military as 5 and Chu has 7.

The Host rolls a die for Zhao which results in a 4. Adding 5, it becomes 9.

The Host rolls a die for Chu which results in a 1. Adding 7, it becomes 8.

Zhao with 9 defeats Chu with 8. Zhao gains 1 economy. The difference is 1, 0.5 is rounded to 0. So Chu doesn't have to lose any attribute.

2. A/B events: Players need to select from A/B to take effect.
3. Minority Invasion A: Have a war with Minority troops. Their Military attribute is 5. If win, Economy +2. If lose, all attributes -1.
4. **Note: the pdf version made a mistake here**

Assassination: Throw a die: If the result is 5/6, the target country's emperor is assassinated. All stats of the target country will decrease by half(round-off).

### Draw character card

In step 4 of each round when players should play event cards, every player can give up playing event cards. Then he can discard a character card, and draw 3 cards from the character deck, keep 1 of them in hand.

### The Rule for the Host to choose events from other players:

Each player can play 1~5 event cards.

The rules for selecting event cards are:

If only 1 card is played, the Host must choose it;

If 2 cards are played, the Host chooses 1 of them randomly;

If 3/4/5 cards are played, the Host chooses 2 of them randomly.

When the ally chooses the event card he plays, the card(s) should keep their back side up. The Host can't look it up again, but can still choose freely by memory.

### Discard useless event cards

After the Host takes the event cards from the ones he played to the **event deck**, all played event cards that are not in the **event deck** should be discarded.

### Events take effect

The event cards will take effect as what's written on it. All events should take effect one after another, in the order the Host decided. After each event takes effect, discard it.

### **Complete character card**

Character cards have their goals written. Completing the goal will give the player a corresponding victory point.

### **The end of the game**

When any country unified the country, the game ends immediately. At this point, the victory points are calculated and the player with the highest victory point is the winner.

According to the game preparation, the 16th public event card is "Unify." If there is no unified country within 15 round, the beginning of the 16th round will inevitably end the game.

**Become the most turbulent one in the history, and it will end this troubled period!**