

In the Year of the Dragon

SoloPlay™ Rules

(Original game design by Stefan Feld, Ravensburger Spieleverlag © 2007)

Additional rules 2010 SoloPlay™

Introduction: The game In the Year of the Dragon was designed for 2-5 players. The SoloPlay™ rules have been designed to give a single player the opportunity to play a game with a similar level of challenge. The following rules have been play-tested extensively to ensure that the game is balanced and is as true as possible to the original concept. It is assumed that the player has a good knowledge of the original rules to be able to play this variant.

Game Play Goal: To score the most victory points during the game to meet a scoring goal.

Components needed:

1. 3 scoring markers (1 for the active player and 2 for the game (person selection markers (PSM)))
2. 3 person markers matching the scoring colors chosen
3. 3 player decks (active player deck is complete, 2 game player's decks are minus the "any person" cards (2), active player has 11 cards and each game deck has 9.
4. 3 dragon figures with stands matching colors chosen
5. 7-8 action cards depending on if the expansion is being used
6. 12 event tiles
7. 12-18 palace floors (no limit)
8. Person tiles as follows:
 - a. 2 old and 3 young; scholars, warriors, monks, pyrotechnists, farmers and healers
 - b. 3 each of court ladies, builders and tax collectors
9. 1 large and 2 small privileges (limited)
10. Supply of Yuan (coins), fireworks and rice (no limit)

Game Setup:

1. Shuffle blindly 1 of each person tile (old and young, court lady, craftsman and tax collector, 15 tiles in all) and place onto the game board person selection spaces (top portion of the game board) at random.
 - a. **Requirements:** No 2 like person tiles (old/young) can be within 3 orthogonal (horizontal/vertical) positions of another. Arrange the setup as needed.
 - b. All remaining person tiles are placed onto the player's aid in the noted spaces.
2. Shuffle event tiles and after placing the 2 peace events, place the remaining events without 2 like tiles being next to each other using normal setup rules.
3. Take 4 palace floors and setup 2, 2-level palaces in your play area.
4. Active player selects 2 different persons neither of which can be old, 1 for each palace.
 - a. **Restrictions:**
 - i. The court lady **cannot** be one of those hired.
 - ii. No person can be hired for any of the 1st 3 event tiles (after peace). This may be 2 or 3 separate events. **Example:** You cannot start with a farmer if the drought is 1 or more of the 1st 3 event tiles (after peace).
 - iii. If the craftsman and/or tax collector is/are chosen **subtract 3** points for each chosen. Therefore you may start the game in the negative (-3 or -6).
 - b. Move the person marker the number of spaces corresponding to those chosen.
5. Shuffle the 2 color "game" player decks.
 - a. Turn the top card of one of the decks and place the corresponding PSM on the person tile in the selection area, younger if applicable.

- b. Turn a 2nd card. There are now 2 person cards face up from 1 color deck.
- c. Advance the person marker of the matching color the number of spaces for both of the cards turned over (younger only, if applicable).
- d. Place the turned cards back into the deck and reshuffle.
- e. Repeat the process for the other color game deck.
- f. **Play Note:** The game "players" do not collect person tiles.
6. Shuffle the actions cards and place in the center selection area in a 2/2/3 group setup (2/3/3 if using expansion).
7. Place the active player's scoring marker on the zero position of the scoring track and a gold Yuan coin **above** the person selection area. The gold Yuan will be used to indicate and guide the **active player's** person tile selection.
8. Retrieve 4 value in Yuan
9. The game is setup for play.



Example Setup: As the active player I choose my starting persons 1st. I cannot choose a pyrotechnist, farmer or tax collector as any of my starting persons because those persons would aid me in the 1st 3 events beyond peace. I chose a craftsman and a healer. Since I chose a craftsman I must move back 3 VPs starting at a score of -3. I advanced my marker on the person track. The red "game" player turned a pyrotechnist and a farmer in that order (its PSM is placed on the young pyrotechnist in the person selection area matching the 1st card turned). The green "game" player turned a court lady and a craftsman (its PSM is placed on the court lady). Both game person markers are advanced the total for both turned cards. Note that the warriors are exactly the minimum 3 orthogonal positions distant. The cards turned are put back into the decks and the decks are reshuffled. Game decks are minus the "any person" cards but the active player has a full 11 card person deck.

Playing the Game:

1. **Action Phase:** (In order of the person track each "player" chooses an action.)
 - a. The active player can choose any action by placing a dragon on any grouping, paying 3 Yuan to go into a grouping occupied by either or both game dragons.
 - i. All actions are executed normally except for the cost of the privileges.
 1. 3 Yuan for a small privilege
 2. 7 Yuan for a large
 - ii. Place the active player's color dragon onto the action chosen.
 - iii. **Limitation:** The research action (scholar book) cannot be chosen in back to back rounds at any time. You may want to tap or turn a scholar tile to remind you of this.
 - b. The game chooses an action that matches the person tile occupied by the same color PSM in the person tile selection area as follows: (Example: If the PSM is on a ____ then place the matching dragon onto the ____ action)

- i. **Farmer** – harvest action
 - ii. **Pyrotechnist** – firework action
 - iii. **Craftsman** – building action
 - iv. **Tax Collector** – taxes action
 - v. **Scholar** – research action
 - vi. **Monk** – privilege action
 - vii. **Warrior** – military parade action (advance the corresponding person marker 1 space + the number of helmets that the corresponding color's marker may be on)
Example: If the game's "red" PSM is on the younger warrior, the red person marker would be moved 2 spaces forward, 1 the helmet on the action and 1 for the young warrior that the marker is on (this would be 3 spaces if it were the old warrior).
 - viii. **Court Lady** (Great Wall action, if using the expansion) & **Healer**
 - 1. Choose a grouping that is **not occupied** and the 1st matching one in the following sequence:
 - a. Action that aids the current event (not peace)
 - b. Action that aids the next event (not peace)
 - c. Military parade
 - d. Builder
 - e. Privilege
 - f. Taxes
 - g. Any grouping of the active player's choosing
 - 2. **Example:** In the above game photo, the green player would choose the military parade but only if it was an unoccupied grouping since its PSM is on a court lady.
 - ix. **Play Note:** The game players do **not** collect rice, fireworks, Yuan or build palace sections.
 - c. **Active player bonus:** (only if the active player did not pay to get into a grouping)
 - i. If the **game** chooses an action in the grouping that the active player has already selected, the active player gets 1 Yuan unless;
 - ii. The action is the same as the one chosen by the active player then the player can choose between 2 Yuan or 1 VP as a bonus.
2. **Person phase:** (In order of the person track each player "chooses" a person.)
- a. The game selects a person by turning the top card of the matching color deck.
 - i. The matching scoring marker is moved to the **closest** matching person tile to the color's current PSM position in the person tile selection area in the following sequence: (**Reminder:** The game does not collect person tiles.)
 - 1. Unoccupied (In case of a tie, choose the younger person, if applicable.)
 - 2. Occupied by the active player's "coin", collect 1 Yuan
 - 3. Occupied by the other game marker
 - 4. Current position
 - ii. Advance the color's person marker the corresponding number of spaces.
 - b. The active player can choose any person matching a card still in hand.
 - i. **Free Choice:** Any **unoccupied** person tile in the person selection area **within range** (the number of orthogonal positions) indicated by the **number** of the person tile occupied by the active player's coin person marker (**Example:** an old warrior would be 3 spaces). For the 1st turn the player may choose any **unoccupied** person freely.
 - ii. **Occupied Payment:** The active player must pay 2 Yuan or 1 VP to choose an **occupied** person tile within range of the number of the person tile occupied by a game's PSM. If the player's score is not in the positive then the VP option cannot be chosen.

- iii. **Distance Cost:** If the person that the player would like to choose is beyond the range of the current person tile range, the player must "pay" 1VP or 2 Yuan for each space beyond the range.
 1. **Example:** The active player's coin person marker is on the young farmer (4). The player would like to choose the old monk 6 orthogonal positions distant. The player may do so for a payment of 2 VPs or 4 Yuan (or 1VP and 2 Yuan) + an occupied payment, if necessary.
 - iv. **Play Note:** The player must choose a person and may be required to pay VPs or Yuans to choose a person. It is important to plan your person choices to limit costs.
 - c. **Playing an "Any Person" card:** By playing the card, the active player may move to any person tile of the player's choosing **regardless of distance** from the active player's coin person marker's position making an occupied payment, if necessary. Only those still available on the player's aid may be taken.
 - d. **Advance the active player's person marker** the number of spaces of the person chosen, **as long as the person is retained**, and take the available person from the off board supply. (Player's Aid)
3. **Event phase:**
- a. Execute all events normally except for the following:
 - i. **Dragon Festival:** (turn in half of the fireworks rounded up, regardless of result)
 1. Player has 4 or more fireworks = 6 VPs
 2. Player has 3 fireworks = 3 VPs
 3. Player has 1-2 fireworks = 0 VPs
 4. Player has no fireworks = **-3 VPs**
 - ii. **Mongol Invasion:**
 1. Player has 3 or more helmets or has 2 helmets in his possession and has his coin marker currently on a warrior person tile = no penalty, advance scoring track number of helmets in possession.
 2. If the player does not meet one of the previous conditions then he must release 1 person from 1 of his palaces. Released persons cannot be selected later in the game and are placed out of play.
 - a. **Great Wall (expansion):**
 - i. Depending on the occurrence of the Mongol invasion the player will need to build the Great Wall 1, 2 or 3 sections to prevent from having to release an additional person.
 1. 1 section required for an invasion in the 1st 4 events including peace.
 2. 2 sections required for an invasion in the 5th to 8th events.
 3. 3 sections required for an invasion in the 9th to 12th events and for the end of the game.
 - iii. **Contagion:**
 1. Player has 3 or more mortars or has 2 mortars and has his coin person marker currently on a healer person tile = no penalty
 2. If the player does not meet one of the previous conditions then he must release 1 person for each person less than 3 mortars. (**Example:** 1 mortar = release 2 persons) Released persons cannot be selected later in the game and are placed out of play.
 - iv. **Imperial Tribute:**
 1. Resolved normally

2. Additionally, the player must give up 1 privilege value for all privileges that the player has in his possession. This can be reducing a large privilege to a small one and/or returning 1 or 2 small privileges back to the supply. So it is possible to lose up to 3 in privilege values in 1 event.
4. **Scoring phase:**
 - a. Score the turn normally after any decay is resolved for all unpopulated palace(s).
5. Continue to play out each round and phase until the last round where a person is not chosen.
 - a. Play note: At the start of round 10 you will need to reshuffle the game decks for each color as all of the cards have been played. For rounds 10 and 11, the persons will be drawn from the top of the re-shuffled decks.

Additional End Game Scoring Adjustments:

1. **Subtract 5** points for each occupied palace over 3. (Example: 5 occupied palaces subtract 10 VPs)
2. Convert any fireworks/rice tokens to 2 Yuan each and score 1 VP for every 3 Yuan.
3. Scoring the person track:
 - a. Score 3 points: If the player is the farthest advanced or in top position of a tied stack.
 - b. Score no points: If the player is the 2nd most advanced position which can be tied for 1st but on the bottom of a 2 marker stack, in the middle of a 3 marker stack or tied for last but on top of the stack.
 - c. **Subtract 1** point for each space different from the leader: If the player ended in 3rd place including the bottom of a stack.

Rating Game Results:

1. 75-79 points – Easy Game Victory
2. 80-84 points – Minor Game Victory
3. 85-89 points – Game Victory
4. 90-94 points – Major Victory
5. 95-99 points – Complete Victory
6. 100+ points – Master Victory

Strategy Session:

1. Managing the choosing of the person tiles is key to controlling the person track and being able to choose the actions needed at crucial moments.
2. There are many different approaches that can achieve victory depending on the order of the events. It is important to determine the best path in the early game and then to adjust if the actions are blocked by the game markers.
3. The person tiles are in limited supply and the 1st 2 chosen can be very important.
4. Since privileges may “decay” with each Imperial Tribute, their ultimate values must be considered.
5. In the end it is points that matter, not completely surviving every event. Balance survival with the best possible scoring method.
6. Getting some bonus VPs/Yuan(s) by choosing actions that the game will select can make the difference in the final scoring.
7. You will need to keep an eye on the person track and ensure that you at least come in 2nd place to not cost yourself the VPs.
8. You may want to consider purposely losing persons to events to empty 1 or more palace(s) near game’s end to eliminate 1 or more palace penalties.

Expansion Additional Rules:

Introduction: The Alea expansion provides additional items (super events and the Great Wall) for the player to contend with. The expansion has been play tested with the SoloPlay variant rules and to a large part just provided additional variation in the play. Where variations are needed, they are noted within the text below. The super event is chosen per normal rules and placed faceup onto the 7th event tile.

1. Great Wall:

- a. An additional action card is added to the action selection area.
- b. **Building Requirement:** To avoid having to release a person during a Mongol invasion the player must have built the wall to a certain point depending on when the event occurred.
 - i. 1 section required for an invasion in the 1st 4 events (including peace)
 - ii. 2 sections required for an invasion in the 2nd 4 events (5th to 8th)
 - iii. 3 sections required for an invasion in the 3rd 4 events (9th to 12th) and at game's end.

2. Super Events:

- a. Buddha – player scores the Buddhas like in the end game. (Advanced play may want to cap at 4 VPs max)
- b. Lanternfest – player scores for each person in their palaces.
 - i. The scoring is altered in this variant to 1 VP per person instead of 2 (Advanced play may want to cap at 4 VPs max)
- c. Sunrise – “players” will chose an additional young person to bring into a palace.
 - i. The active player will not use a card and just select one from those still available to place in a palace advancing the person marker the corresponding # of spaces.
 - ii. The game will turn the top card on its decks, advancing each person marker the corresponding number of spaces.
 - iii. When the action takes place the active player's scoring marker is moved back 5 spaces.
- d. Charter – active player selects any person group (scholars, builders etc.) and receives the advantages
 - i. When the action takes place the active player's scoring marker is moved back 5 spaces.
- e. Earthquake – active player loses 2 palace sections. No changes.
- f. Volcanic Eruption – all person markers are moved to zero without changing the order. No changes.
- g. Tornado – all persons are required to discard 2 person cards from the hand
 - i. Active player – no change
 - ii. Game players – do not discard any cards but each game player will not turn any person cards in rounds 10 and 11. So no reshuffling of the decks is needed.
- h. Flood – active player adds his Yuan, rice and fireworks tiles and returns half the total rounded down in any combination. No changes.
- i. Solar Eclipse – execute the 7th event a 2nd time. No changes.
- j. Assassination attempt – active player must discard all privileges and they will not be scored in the 7th round. No changes.

In the Year of the Dragon (SoloPlay Player's Aid)

2010 SoloPlay (BGG User GameRulesforOne)

SoloPlay Rules Brief

(See complete rules for active player details)

Action Phase (in order of person track, game's actions)

1. Depending on the position of the matching PSM the game chooses the following actions.
 - a. Farmer – harvest action
 - b. Pyrotechnist – fireworks action
 - c. Craftsman – building action
 - d. Tax Collector – taxes action
 - e. Scholar – research action
 - f. Monk – privilege action
 - g. Warrior – military parade
 - h. Court Lady – (Great Wall with expansion) & Healer (select an **unoccupied** grouping action from the following sequence):
 - i. Current event action
 - ii. Next event action
 - iii. Military parade
 - iv. Builder
 - v. Privilege
 - vi. Taxes
 - vii. Any grouping of the active player's choice
2. Active player's grouping (as long as player did not pay)? +1 Yuan or +2 Yuan or 1 VP if it is the same action chosen by the active player.

Person Phase (in order of person track, game's action)

1. The game selects persons based on the top card turned of their decks.
2. Move the game's matching PSM to the closest matching person tile to the color's current position (younger in case of a tie) in the following sequence:
 - a. Unoccupied
 - b. Occupied by the active player's coin (collect 1 Yuan)
 - c. Occupied by the other game marker
 - d. Current position

Event Phase (resolved normally except)

1. Dragon Festival: (turn in half, rounded up)
 - a. 4 or more fireworks = 6 VPs
 - b. 3 fireworks = 3 VPs
 - c. 1-2 fireworks = 0 VPs
 - d. No fireworks = -3 VPs
2. Mongol Invasion/Contagion: (requires)
 - a. 3 helmets/mortars needed for respective event or 2 and the occupation of matching person tile during event. Review Great Wall requirements.
3. Imperial Tribute:
 - a. All privileges markers are reduced 1 value before scoring.

End Game Scoring

1. -5 VPs for each occupied palace past the 3rd
2. Score 3 VPs for being furthest on person track, nothing for 2nd or, if in last place, **subtract 1 VP** for each space behind leader.
3. Score 1/2/4 VPs for 4th/5th/6th Great Wall build or lose a person for 2 or fewer.

2
Court Ladies

Cannot be taken in setup

2
Builders

-3 points
if selected in setup

2
Tax Collectors

-3 points
if selected in setup

1
Old
Farmer

Cannot be taken in setup

1
Old
Scholar

Cannot be taken in setup

1
Old
Pyrotechnist

Cannot be taken in setup

2
Young
Farmers

2
Young
Scholars

2
Young
Pyrotechnists

1
Old
Healer

Cannot be taken in setup

1
Old
Monk

Cannot be taken in setup

1
Old
Warrior

Cannot be taken in setup

2
Young
Healers

2
Young
Monks

2
Young
Warriors

Game Ratings: <75 Game Loss / 75-79 Easy / 80-84 Minor / 85-89 Game Victory / 90-94 Major / 95-99 Complete / 100+ Master

Palace Sections
(Unlimited)

Yuan
(Unlimited)

Rice & Fireworks
(Unlimited)

1 Large and 2
Small Privileges
(Limited)