

桌面
游戏

四大职业

Rulebook

Guanzi said:
"The Gentry, peasants, artisans and merchants,
these four type of people, are the bedrock of the state"
(Guanzi - Xiao Kuang)

"For this reason,
no person occupies two offices;
no officers manages two affairs;
Scholars, farmers, artisans and the merchants keep
separate communities and live in different regions.
Farmers discuss strength with one another;
scholars discuss conduct with one another;
artisans discuss skill with one another;
merchants discuss numbers with one another."
(The Huainanzi - Integrating Customs)

1 Background

There were four major strata in ancient China: scholars, peasants, artisans and merchants. They were the cornerstones of the society and created the prosperity we see in the history of Chinese civilization.

2 Goal

During the game, players will collect people from the above mentioned social classes to make prosperous civilizations. A balanced development is important as the players' final score will be determined by their least developed class.

3 Overview

Four Big Strata is a game for 2-7 players, but may also be played solo against an NPC, Recommended player count is 3-5, and the game takes between 30-60 minutes to play.

4 Components

105 Class cards

(24 Scholars, 24 Peasants, 24 Artisans, 24 Merchants, 9 Emperres)

X24



X24



X24



X24



X9



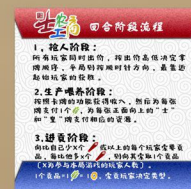
40 Money tokens and 40 Grain tokens
(35 small and 5 big of each)



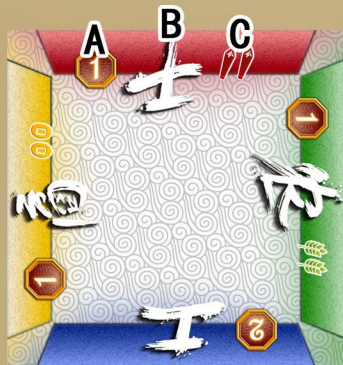
1 Start player marker



7 Reference cards



5 Cards and abilities



Note: When a card is placed face-down, only the upper area is in effect.

A: Score



Each card provides 1-4 points to its class at the end of the game

B: occupation



Scholars, Peasants, Artisans, Merchants and Empresses are placed in separate columns during the game. Collected Empress cards will be placed in other columns at the end of the game.

C: Effect (Phase, Bonus/Cost)

- Production: Gain 1 Grain.
- Production: Gain 1 Money.
- Tribute: Provides 1 Influence.
- Feeding: Discard 1 Grain.
- Feeding: Discard 1 Money.

+ End of game: 1 point to each class.

? + End of game: 2 points to any one class.

士 + End of game: 3 points to the Scholar class.

农 + End of game: 3 points to the Peasant class.

商 + End of game: 3 points to the Merchant class.

士农工商 = Production: Gain 1 Grain for each complete set of one Scholar, Peasant, Artisan and Merchant.

士农工商 = Production: Gain 1 Money for each complete set of one Scholar, Peasant, Artisan and Merchant.

士农工商 = Tribute: Provide 1 Influence for each complete set of one Scholar, Peasant, Artisan and Merchant.

→ At any time: May exchange 4 Money for 2 grain,
 → or 4 Grain for 2 Money.

6 Setup



Setup for three players

- 1 Shuffle the Class cards. Place them face-down in a pile (*Draw Pile*).
- 2 Draw 7 Class cards and place them face-down on the table in easy reach for all players.
- 3 Flip a number of cards face-up equal to number of players (Only flip 5 cards with 6 or 7 players)
- 4 Shuffle the Empress cards. Place them face-up in a pile.
- 5 Place Money and Grain tokens in the center of the table (*Bank*).
- 6 Decide on a starting player who gets the *Start Player* marker. S/he may look at the front of cards in the *Public Display* at any time.
- 7 Keep some space in front of every player for their *Personal Display*.
- 8 Deal 4 Money and 4 Grain to each player. Then player 3/4/5/6/7 then takes 1/1/2/2/2 more resource(s) of their choice.

You are now ready to start the Auction phase (see section 8.2 Auction)

7 Game flow

The game is played over 15 rounds.

Note: There is a slight difference in the prephase in round 7-15. (see section 8.1 Prephase).

Each round consist of one prephase and 3 main phases:

1. Auction
2. Production and feeding
3. Tribute

8 Phases

8.1 Prephase: The current Start player draws 7 Class cards and places them face down in the center of the table (**Round 7-15:** Draw 6 Class cards and 1 Empress card).

Flip cards so that number of face up cards (including any Emperesses) equals the number of players (only flip 5 cards if 6 or 7 players). The Start player may look at the cards' front at any time.

Illustration below:

The Public Display in a four player game, before round 7 (7 cards are drawn from the Draw Pile and 4 cards are flipped face up).



Note: Only flip 5 cards if having 6 or 7 players.

8.2 Auction

8.2.1 Players hide all their Money and secretly prepare a bid in their right hand (can be 0). Players reveal their bids simultaneously, then, from highest to lowest bidder, each player then takes one card from the Public Display. In case of a tie, the player closest to the Start player in clockwise order goes first.

8.2.2 All bidden amounts are placed in the Bank in the center of the table. All cards left in the Public Display after all players have taken their cards are discarded face up.

8.2.3 If a player takes a face down card, s/he may look at its front for free before deciding whether or not to pay 2 Money in order to place it face up in his/her Personal Display.

8.2.4 Face up cards are placed in the column with cards of the same Class (create a new column if there is no other cards of that Class). Face down cards may be rotated and placed in any column in the player's Personal Display. See illustration below.

Place it in the Peasant column



Rotate



Place it in the Scholar column

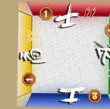


Illustration: The Peasant is rotated to become a Scholar and then placed in the column of Scholars.

Note: The card may not be flipped nor rotated after it's placed.

8.3 Production and feeding

8.3.1 Players receive and discard Resources according to the effect written on each card in their Personal Display (see section 5:C). In addition, players must discard 1 Grain for each card in their display, including any Empress cards.



Emperesses and Scholars cost additional resources in addition to the normal feeding of 1 Grain. Empress cards are available from round 7 and are placed in its own column until the end of the game. After round 15 and before counting the final scores, players assign each Empress card in their possession to a Class of their choice.



Illustration: The player will receive a total of 11 Grain and 4 Money in the Production phase. S/he will then discard 13 Grain and 1 Money (1 Grain for each of the 11 Cards plus the cost of the Empress and Scholars).

At the end of the Production phase, no player can keep more than 10 Resources in total. Players discard excess Resources (Money and/or Grain) before moving on to the Tribute phase.

8.4 Tribute phase

8.4.1 Beginning with the current Start Player and in clockwise order, compare the Influence provided by Scholars and/or Artisans. For every X number of Influence the player has more than another player, s/he receives one resource of his/her choice from that other player. E.g.: In a 4 player game, Shuishui has 9 more Influence than Guo Shanzhu and decides to demand 1 Grain and 1 Money from him. The player that demands tribute also decides what resource(s) to take.

8.4.2 At the end of the Tribute phase, no player can keep more than a total of 10 Resources. Discard any excess Resource(s) to the Bank.

8.4.3 Pass the Start Player marker to the left. That player now becomes the new Start Player and begins the Prephase of the next round.



Illustration:
The 9th Auction phase in a 3 player game. We know this because there's 9 cards in each players' Personal Display.

At any time during the game, a player may:

- exchange Resources with the Bank in a 4:1 ratio.
- flip a card in his/her Personal Display face down to receive 2 Resources of his/her choice from the Bank. The card must be placed in the same Class as it was before flipping (Example: An Artisan flipped face down must be rotated blue side up and placed in the Artisan column).
- Exemption: An Empress flipped face down may be placed in any Class.

Special situations:

- When a player gets all his/her cards face down (by flipping his/her last card or taking another card face down from the Public Display), he/she receives a number of Resources equal to the current round.
- If a player has insufficient Resources to pay cost or tribute AND there are only face down cards in their display, those demands will not be payed.

A face down card in Personal Displays can never be flipped back to the front, so think carefully before flipping any card!

9 Game end

The game ends after the Tribute phase of the 15th round. Players with Empress cards now decide in which Class to place them. S/he may place them together in one Class, or separate them in different Classes.

Every player now counts the total score for each Class in their Personal Display. Then players compare their lowest score with each other, and the player with the highest score among these is the winner! See example of scoring below.

In case of a tie, compare the second lowest Class, third lowest and so on.

Guo Shanzhu's Personal Display at the end of the game



Guo Shanzhu decides to place one Empress card in the column for Peasants and one in the column of Scholars.



Peasants: 8 Scholars: 7 Merchants: 7 Artisans: 10
Final score is 7, and he compares this to the other players.

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