



Pànjūn

R U L E B O O K

China, 1571. Despite initial hopeful beginnings, the Longqing Emperor quickly abandoned his duties as a ruler and decided to give more priority to his personal enjoyment. He started to spend more time outside of the Forbidden City, residing in a Summer Palace away from the capital where he'd enjoy the company of the court ladies and was known to prefer some of the finer Gifts brought to him by his officials.

At the same time, his initially peaceful reign started to show some cracks. Peasants were regularly asked to come to the aid of certain government projects, but as pressure grew, so did the contempt amongst those peasants, which led to revolts.

In Pànjūn, you are going to face a new set of challenges that will allow you to add all kinds of great content and variety to your game. This expansion box contains 4 modules that you can add as you please to your game of Gùgōng. Two of them add new locations to the Board, while the other two will spice up your game in a variety of ways. The next pages will explain all the details of each module.

MOVING YOUR ENVOY BACKWARDS



In this expansion, it is possible that your Envoy moves backwards on the Palace Track. Your Envoy cannot move back further than the starting position.



Even if your Envoy has already reached the Palace of Heavenly Purity, you must move your Envoy 1 step backwards when directed to do so. If you play with the module "the Stairs of the Palace", you must move your Envoy back on the Track that he has previously used.



When your Envoy leaves the Palace, this spot in the Palace becomes available again. Other Envoys who are already present in the Palace remain at their spot and do not move to the newly opened-up position. The open spot can only be taken again by the next Envoy who reaches the Palace from the Palace Track.

THE SUMMER PALACE



The emperor likes to spend some time in the Summer Palace outside of the Forbidden City - a beautiful domain with ponds, gardens, and a palace. Word has it the emperor covets some valuable good which makes it very interesting to pay him a visit.

GAME MATERIALS AND SETUP

Set up the game as you would for the base game, with the following changes:

Game Board “Summer Palace”

Place the Summer Palace Board next to the bottom right side of the main Game Board. Place it on the side corresponding to the number of players, as depicted on the top left corner of the Board. This Board depicts the surroundings near the Forbidden City where the Emperor’s Summer Palace is located, and adds an extra Gift Card location, similar to the 7 Gift Card locations on the main Board.



1 Game Overview Strip

Place the Game Overview Strip with the symbol on top of the Game Overview of the Night Phase at the top right corner of the Game Board. This contains new information for this expansion module.



3 Extra Travel Tokens

Do not use the Bonus Travel Tokens from the base game. Shuffle the 3 new Travel Tokens and the Travel Tokens from the base game. Place the Tokens on the Game Board the same way as in the base game.



3 Extra Gift Cards

Add the extra Gift Card with the + symbols to the 7 Gift Cards from the base game and randomly place all these Gift Cards on the Gift Card locations on the Game Boards. Add the 2 extra Gift Cards with the + symbols to the Gift Cards from the base game. Shuffle



the Gift Cards and place them facedown near the main Game Board as a draw pile. Deal the Start Hand Cards among the players the same way as in the base game.

2 Extra Decree Tiles

Place the extra Decree Tile of level 4 (see number of dots on the back of the Tile) on the appropriate space on the Summer Palace. Sort the remaining Decree Tiles, including the new level 1 Decree Tile, by their level (1, 2, 3). Shuffle the stacks separately and then draw 2 Tiles from each stack, placing them faceup on the appropriate spaces on the main Game Board. Return the unused Tiles to the game box.



20 Neutral Servants

Place 4 Neutral Servants per player on the appropriate space on the Summer Palace Board. Return any remaining Neutral Servants to the game box.



10 Extra Jades

Place the extra Jade on the appropriate space on the Summer Palace.



5 Court Ladies

Place each player’s Court Lady on the appropriate space on the Summer Palace. Return any remaining Court Ladies to the game box.



3 Favorite Gifts

Randomly place 1 of the 3 Favorite Gifts on the appropriate space on the Summer Palace. This is the Emperor’s Favorite Gift throughout the entire game. Return the unused Favorite Gifts to the game box.



GAMEPLAY



PHASE 1: THE MORNING PHASE



There are no changes to the basic rules.

PHASE 2: THE DAY PHASE



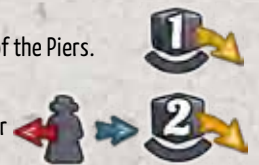
Summer Palace

Exchange your Gift with the most important Court Lady in the Summer Palace and send the most Servants to the Piers on the Ponds of the Summer Palace to


gain different advantages.

When you perform this action, you may either:

- Place 1 Servant from your general supply on 1 of the Piers.
- Move your Envoy 1 step backwards on the Palace Track to place up to 2 Servants from your general supply on 1 or 2 Piers.



Only Servants in your general supply can be placed on the Piers; you may never move Servants onto the Piers from your Servant Pool.

As in the base game, the Summer Palace action can be performed by playing any Gift Card to this area, or by playing one of the new Gift Cards that shows the  icon.



Decrees

There are 2 new Decrees in this expansion module. When taking the Decree action, you can obtain 1 of the 6 Decrees of the main Game Board or the new level 4 Decree on the Summer Palace.



Level 1 Decree: Immediately advance your Envoy 1 step on the Palace Track. In each Morning Phase, you may place 1 Servant from your general supply on 1 of the Piers on the Ponds of the Summer Palace.



Level 4 Decree: To obtain this Decree, immediately move your Envoy 3 steps backwards on the Palace Track and remove 1 Servant from your Servant Pool for each of your opponents' Servants already present on that Decree. At the end of the game, score 2 extra VP for every Neutral Servant in your Servant Pool and your general supply, up to a maximum of 12 VP.



Travel

There are 2 new Travel Tokens in this expansion module. The first one mentioned occurs twice.



Place 1 Servant from your general supply on 1 of the Piers on the Ponds at the Summer Palace.



Place 2 Servants from your general supply on 1 or 2 Piers on the Ponds at the Summer Palace.

Favorite Gift

Each time a player places a Gift Card on one of the Game Boards that shows the Favorite Gift of the Emperor, this player **may** score one of the Ponds during their turn (see "Ponds Scoring" below). Scoring a Pond may take place before, after or between the actions.



PHASE 3: THE NIGHT PHASE



After the first 2 steps from the base game, there is an additional step in this expansion module.

Step 3: The Ponds of the Summer Palace

Count the Servants on each Pier. Execute the "Ponds Scoring" (see further) for the Pond with the Pier with the most Servants. In case of a tie, score all the tied Ponds. If there are no Servants on any of the Piers, no Pond gets scored.

When scoring this Pond (see right), you gain your choice of 2 Neutral Servants OR 1 Jade.



END OF THE GAME



After 4 completed Days, proceed to the final scoring as in the base game. Players receive VP for the level 3 **and** level 4 Decrees they own. Additionally, the players that still own their Court Lady score 3 VP.

PONDS SCORING



The Ponds of the Summer Palace get scored:

- At the end of each Night Phase:** Pond(s) with the most Servants on the Pier(s) - see "Night Phase" above.
- Each time a player plays the Favorite Gift (optional):** The active player decides which Pond - see "Day Phase" above.

When a Pond gets scored, the player with the most Servants at this Pier gets the benefit of this Pond. In case of a tie between multiple players, the player with the highest position on the Intrigue Track wins.



The player who gains the benefit returns their Servants from this Pier back to their general supply. Other players, in Intrigue Track order (from high to low), may decide for each of their Servants on this Pier to return them to their general supply or to have them remain on the Pier.

The Ponds of the Summer Palace benefits are:

- Servants:** You gain 2 Neutral Servants from the Pond Supply into your Servant Pool. You may use these Servants during the game to pay the cost of an action, but in no case may



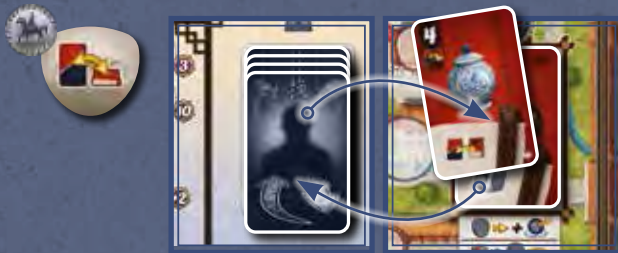
you place one of these Servants on any Game Board. Once spent during an action, Neutral Servants are placed in your general supply and can be gained again just as you would any other Servant. The supply of Neutral Servants is limited.

- Jade:** You gain 1 Jade from the Pond Supply. The Pond's Jade supply is considered to be unlimited. Use Jade from the Jade Square or use replacement components in the rare case that Jade is completely sold out.
- Court Lady:** You gain the Court Lady of your player colour. When performing a Gift Exchange, you may use your Court Lady. After performing the Gift Card's action and/or the location's action as normal, you may again perform the Gift Card's action or the location's action or both. If you do so, return your Court Lady to the Summer Palace. Each time you gain your Court Lady you can use it once. At the end of the game, score 3 VP if you still own your Court Lady (see "End of the Game" above).



In a 1–3 player game the Neutral Servants and Jade are part of a single Pond. When scoring this Pond, you gain your choice of 2 Neutral Servants OR 1 Jade.

Example: During his Travel action, Rafaël collects a Travel Token which allows him to swap 1 Gift Card from his Hand or discard pile with a Card on the Game Board. He chooses a Card from his discard pile which shows the Favorite Gift of the Emperor and swaps this Card with one on the Game Board. He immediately scores the Pond of the Court Ladies because he has more Servants on that Pier than the other players.



THE PEASANT REVOLT

During the Ming Dynasty, peasant revolts were common. Although the Ming Dynasty itself came to power through a peasant revolt, this did not mean that the rulers had any more empathy for the peasants than the previous rulers did.

GAME MATERIALS AND SETUP

Set up the game as you would for the base game, with the following changes:

Game Board “Peasants”

Place the Peasants Game Board next to the bottom left side of the main Game Board. Place it on the side corresponding to the number of players, as depicted on the top right corner of the Board. The Peasants Game Board depicts the countryside outside the Forbidden City, and adds an extra Gift Card location, similar to the 7 Gift Card locations on the main Board.



5 Extra Travel Tokens

Do not use the Bonus Travel Tokens from the base game. In addition, remove 1 copy of the following Travel Tokens from the base game:



Shuffle the 5 new (brown) Travel Tokens and the remaining Travel Tokens from the base game. Place the Tokens on the Game Board the same way as in the base game.



3 Extra Gift Cards

Add the extra Gift Card with the + symbols to the 7 Gift Cards from the base game and randomly place all these Gift Cards on



the Gift Card locations on the Game Boards. Add the 2 extra Gift Cards with the + symbols to the Gift Cards from the base game. Shuffle the Gift Cards and place them facedown near the main Game Board as a draw pile. Deal the Start Hand Cards among the players the same way as in the base game.

2 Extra Decree Tiles

Place the extra Decree Tile of level 4 (see number of dots on the back of the Tile) on the appropriate space on the Peasant Game Board. Sort the remaining Decree Tiles, including the new level 2 Decree Tile, by their level (1, 2, 3). Shuffle the stacks separately and then draw 2 Tiles from each stack, placing them faceup on the appropriate spaces on the main Game Board. Return the unused Tiles to the game box.



5 Bid Tokens

When the new level 2 Decree is in the game , place 1 Bid Token per player next to the Game Board. Otherwise, return the Bid Tokens to the game box.



10 Peasant Revolt Tokens

Shuffle the Peasant Revolt Tokens (with values 0/1/1/2/2/3/3/4/4/5) and place them facedown as a draw pile on the appropriate space on the Peasant Game Board. Depending on the player count, a Peasant Revolt occurs when the Track with Tokens is full. A Peasant Revolt can result in an advantage or a disadvantage.



GAMEPLAY



PHASE 1: THE MORNING PHASE



There are no changes to the basic rules.

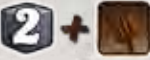

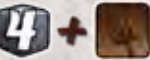
PHASE 2: THE DAY PHASE



Help from the Peasants


Exchange your Gift with the Official of Agriculture and get help from the Peasants (but be aware that they can be a disadvantage to you if they revolt!)

When you perform this action, you may either:

- A. Gain 2 Servants from your general supply and place them in your Servant Pool. 
- B. Move your Envoy 1 step backwards on the Palace Track to gain up to 4 Servants from your general supply and place them in your Servant Pool.  

After that, take a Peasant Revolt Token from the draw pile and place it facedown on the Peasant Revolt Track.

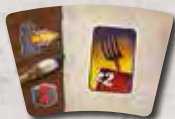


As in the base game, the Help from the Peasants action can be performed by playing any Gift Card to this area or by playing one of the new Gift Cards that shows the  icon.



Decrees

There are 2 new Decrees in this expansion module. When taking the Decree action, you can obtain 1 of the 6 Decrees of the main Game Board, or the new level 4 Decree from the Peasants Board.



Level 2 Decree: Immediately advance your Envoy 2 steps on the Palace Track. Take a Bid Token from the supply. From then on, you may use it in each Peasant Revolt (see further).



Level 4 Decree: To obtain this Decree, immediately move your Envoy 3 steps backwards on the Palace Track and remove 1 Servant from your Servant Pool for each of your opponents' Servants already present on that Decree. At the end of the game, score 2 extra VP for every Gift Card you own.



Travel

In this expansion module, 5 Travel Tokens from the base game are replaced by 5 new brown Travel Tokens with the same actions. When a player collects a brown Travel Token, this player must take the top Peasant Revolt Token from the draw pile and place it facedown on the Peasant Revolt Track.



Gift Card with exotic fruit

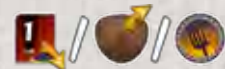
The Peasants cannot accept that the Officials from the Forbidden City exchange expensive Gifts for exotic fruit, while they receive much less for their local agricultural products.




Each time a player places a Gift Card that shows the exotic fruit (a Card with value 1) on one of the Game Boards, this player must take a Peasant Revolt Token from the draw pile and place it facedown on the Peasant Revolt Track.




The Peasants Revolt!

As stated above, a Peasant Revolt Token from the draw pile is added to the Peasant Revolt Track when any of these 3 things happen:



-  Each time a player places a Gift Card with value 1 on one of the Game Boards.
-  Each time a player collects a brown Travel Token.
-  After performing the Help from the Peasants action.

A Peasant Revolt occurs when the Track with Tokens is full, as determined by the player count . At the end of the turn of the player who triggers the Peasant Revolt, reveal the Peasant Revolt Tokens and determine the total of their values. After that, each player chooses a Card from their discard pile and places it facedown in front of them. A player with no Cards on their discard pile cannot join to hold back the Peasant Revolt. Each player with a **Bid Token** may decide to use it, by secretly sliding it under their Card with the +2 side or -2 side faceup. The Gift Cards and possible Bid Tokens are revealed and counted, and the result of the Revolt is determined:



- A. If the total value of the Gift Cards and Bid Tokens is **higher or equal** to the total value of the Peasant Revolt Tokens, the Peasants **fail** in their attempt to Revolt. The player who played the **lowest** value (Card and possible Bid Token; With a Bid Token it is possible to have a total bid lower than 0) takes this Card back into their Hand and may use it again this round. If multiple players have the lowest value, the tied player whose marker is highest on the Intrigue Track may return their Gift Card to their Hand. All other players place their Gift Card back on their discard pile.
- B. If the total value of the Gift Cards and Bid Tokens is **lower** than the total value of the Peasant Revolt Tokens, the Peasants **succeed** in their Revolt. The player who played the **highest** value (Card and possible Bid Token) takes their Card back into their Hand and may use it again later this round. If multiple players have the highest value, the tied player whose marker is highest on the Intrigue Track may return their Gift Card to their Hand. All other players place their Gift Card back on their discard pile AND move their Envoy 1 step backwards on the Palace Track (if possible).

Finally, shuffle **all** the Peasant Revolt Tokens and form a new draw pile.

Note: If a player needs to add one or more Peasant Revolt Tokens to the Peasant Revolt Track when it is already completed, keep the extra Token(s) aside to form a new line of Tokens on the Track after the Peasant Revolt has been executed.

PHASE 3: THE NIGHT PHASE



There are no changes to the basic rules.

END OF THE GAME



After 4 completed Days, proceed to the final scoring as in the base game. Players receive VP for the level 3 and level 4 Decrees they own.

THE STAIRS OF THE PALACE



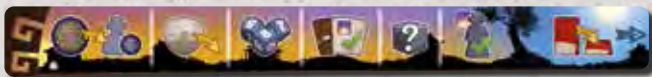
The Censorate Official understands the importance for many inhabitants of the Forbidden City to obtain an audience with the emperor. From now on, you will have to meet some new conditions or pay certain taxes to succeed!

GAME MATERIALS AND SETUP

Set up the game as you would for the base game, with the following changes:

1 Game Overview Strip

Place the Game Overview Strip with the symbol on top of the Game Overview of the Morning Phase at the top left corner of the Game Board. This contains new information for this expansion module.



10 Palace Tracks

Randomly place a Palace Track and a Palace Track beneath the Palace of Heavenly Purity. Your Envoy will advance toward the Palace along one of these 2 Tracks.



GAMEPLAY

PHASE 1: THE MORNING PHASE



Execute Palace Tracks

In each Morning Phase, all players that have an Envoy on a Space with the Morning symbol (only possible on a Palace Track) may now take the indicated bonus or must pay the indicated items (VP, Jade, Intrigue, Servants, etc.).

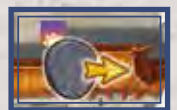
If a player needs to pay an item but is not able to, their Envoy must be moved 1 step backwards on the Palace Track. If their Envoy moves back to a Space on which another item is depicted that normally has to be paid, this item does not have to be paid. An Envoy never has to move more than 1 step backwards during the Morning Phase.

Some Palace Tracks require players to pay a Servant in each Morning Phase after they've reached the Palace. This only applies to players who chose the Palace Track.

When you move your 1st step on the Palace Track, you must decide which Track you want to follow to reach the Palace. Once you are on one of the Palace Tracks, you cannot switch to the other Track. Only if and when your Envoy moves back to the starting position, you are again free to choose either Track for your next step.

The Palace Tracks contain certain conditions that you need to fulfill only at the time you move your Envoy onto or over that Space, even when this movement is the result of a benefit (e.g., as the result of scoring the Wall, a Travel Token or Decree). If your Envoy moves backwards onto a Space with a condition, you still need to fulfill the condition to be able to move him, unless this movement is the result of a penalty (e.g., as the result of a Peasant Revolt).

The Palace Tracks provide a bonus in each Morning Phase or require payment of an item in each Morning Phase, sometimes even when your Envoy has already reached the Palace.



PHASE 2: THE DAY PHASE



The Palace of Heavenly Purity

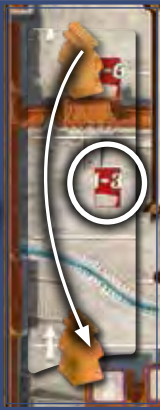
Exchange your Gift with the Censorate Official to progress towards the Palace of Heavenly Purity and obtain an audience with the Emperor before the end of the 4th Day.

The rules from the base game to perform an action remain the same.

Example: Rafaël's Envoy is on the 1st Space of this Palace Track. Rafaël needs to reveal a Gift Card with a value 1, 2 or 3 from his Hand in order to advance his Envoy to the 2nd Space. He reveals a number 2 Hand Card and then moves his Envoy on the 2nd Space.



Example: Rafaël's Envoy is now on the 3rd Space of this Palace Track. He would like to retrieve a level 4 Decree and needs to move his Envoy 3 steps backwards for that. Again, he needs to reveal a Hand Card with value 1, 2 or 3 to move over the 2nd Space. He shows the same Card with value 2 and moves his Envoy 3 steps backwards.



PALACE TRACKS ICONOGRAPHY OVERVIEW

Palace Tracks (to place on the left side)



At least 2 of your Servants must be on the Great Wall.



Your Intrigue Marker must be on Space 7 or higher on the Intrigue Track.



You must own at least 1 Decree of the indicated level (2, 3).



You must have unlocked your Double Servant by the Grand Canal action.



You must own at least 5 Gift Cards.



You must own at least the indicated amount of Travel Tokens (3, 4). Double Travel Tokens count as one Travel Token.



You must have claimed at least the indicated amount of Harbour rewards on your Player Board (1, 3).



You must own at least 3 Jade.



You need to reveal a Gift Card with a value in the indicated range (1-3, 4-6, 7-9) from your Hand.

Palace Tracks (to place on the right side)



Advance your Intrigue Marker the indicated number of steps in each Morning Phase (1, 2, 3).



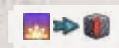
Move your Intrigue Marker the indicated number of steps backwards in each Morning Phase (1, 2, 3).



Receive the indicated amount of Servants from your general supply in each Morning Phase (1, 2).



Remove the indicated amount of Servants from your Servant Pool in each Morning Phase (1, 2).



When you have reached the Palace, remove 1 Servant from your Servant Pool in each Morning Phase.



Receive 1 Jade in each Morning Phase.



Remove 1 Jade from your personal supply in each Morning Phase.



Receive the indicated amount of VP in each Morning Phase (1, 2).



Lose 1 VP in each Morning Phase.

PHASE 3: THE NIGHT PHASE



There are no changes to the basic rules.

END OF THE GAME



There are no changes to the basic rules.

EXTRA DECREES AND NEW GIFT CARDS

2 Extra Travel Tokens

Do not use the Bonus Travel Tokens from the base game. Shuffle the 2 new Travel Tokens with the Travel Tokens from the base game. Place the Tokens on the Game Board the same way as in the base game.



Swap 1 Gift Card from your Hand or discard pile with the top Card of the draw pile. Place the discarded Card under the draw pile.



Flip one of your facedown Travel Tokens of your choice back faceup and immediately use it. Once used, flip it back facedown.

6 Extra Decree Tiles ☺

Choose and place 1 or more new Decrees (of level 1 or 2 (or 4 if you play with the Peasant Revolt or the Summer Palace modules)) on the Game Board before randomly selecting the other Decrees.



Level 1 Decree: Immediately advance your Envoy 1 step on the Palace Track. In each Morning Phase, after executing the other level 1 Decrees, you receive 2 VP if you are in last (or tied for last) position on the VP Track.



Level 2 Decree: Immediately advance your Envoy 2 steps on the Palace Track. From now on, in each of your turns (including this turn), you may take 1 Intrigue Benefit by moving your Intrigue Marker the required number of steps backwards, without the Wall being scored.

General rule for all level 4 Decrees: To obtain this Decree, immediately move your Envoy 3 steps backwards on the Palace Track and remove 1 Servant from your Servant Pool for each of your opponents' Servants already present on that Decree.



Level 4 Decree: At the end of the game, score 2 VP for each Travel Token you still own. Double Travel Tokens count as one Travel Token.



Level 4 Decree: At the end of the game, score 1 VP for each Intrigue you still possess at the end of the game.



Level 4 Decree: At the end of the game, sum the total value of all your Gift Cards, and divide it by 3 (rounded down). Receive that amount in VP.



Level 4 Decree: At the end of the game, no matter what the position of your Envoy is, move it to an available spot in the Palace. If more than one player owns this Decree, the moving order is determined by the Intrigue Track. The player with the most Intrigue goes first.

6 Extra Gift Cards ☺

Remove the following ☯ Gift Cards from the game:



Add the 6 extra Gift Cards with ☯+☺ symbols to the remaining ☯ Gift Cards from the base game. Shuffle all the ☯ Gift Cards and place them facedown near the main Game Board as a draw pile. Deal the Start Hand Cards among the players the same way as in the base game.



This Gift Card always has a **lower** value than the Card that you choose from the Game Board. You may exchange this Card if you first:

- ☯ Remove 2 Servants from your Servant Pool to your general supply;
- ☯ OR discard any other Gift Card from your Hand to the discard pile on your Player Board;
- ☯ OR exchange the Gift Card without performing any actions.

If you choose one of the first 2 options, you may perform the action of the location where you placed this Gift Card twice.



Move your Intrigue Marker 1 step backwards. Choose another player and randomly pick a Gift Card from their Hand. Then choose a Gift Card from your Hand (which could be the one you just took) and give it to that player.



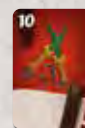
Swap 1 Gift Card from your Hand or discard pile with the top Card of the ☯ draw pile. Place the discarded Card under the ☯ draw pile.



Remove 1 Servant of another player from the Great Wall (if possible) and return it to the Servant Pool of that player. Place 1 Servant from your Servant Pool on the newly opened-up spot on the Great Wall. A Double Servant must be replaced by another Double Servant.



Move your Envoy 1 step backwards on the Palace Track and immediately receive 2 VP.



This Gift Card always (the Fruit Basket is no exception in this case) has a **higher** value than any Card you choose from the Game Board. You may thus exchange it with any Card and perform the action of the location where you placed your Gift Card.

VARIANTS FOR EXPERIENCED PLAYERS

- ☯ If you have already played every module of the Gùgōng: Pànjūn expansion box separately, you can make the game even more challenging by combining several modules. You could, for instance, easily combine "The Stairs of the Palace" with the "Extra Decrees and new Gift Cards". All combinations are possible. Experienced players can even play with all 4 modules combined!
- ☯ In the setup you can choose to form a draw pile with the ☯ Cards from the base game at the bottom and the new ☯+☺/☯/☯/☯/☯ Cards on top.

SOLO VARIANT




THE SUMMER PALACE


Setup: Include the 2 Summer Palace Automa Cards in the Automa deck, removing 1 Jade Automa Card. Meng may select the Summer Palace action as his Special Automa Card action (see below).




Also, when playing with the Summer Palace, do not pick the Decree action as the Special Automa Card action.



 **Day Phase:** Meng moves 1 Servant from his general supply to a Pier (see below).




 **Twilight Phase:** If his Envoy is not at the starting position, Meng will move his Envoy back one step to move 1 additional Servant from his general supply to a Pier.

Note: Meng's Twilight actions may give him the last chance to add servants to the Ponds before Night Phase Pond Scoring. During Twilight, if Meng is already in a position to receive the benefits of both ponds, he will not add any more servants to either pond. (This occurs when both ponds have the same number of servants and Meng has the majority at both of them.) This potentially includes refusing the benefit of a Summer Palace Travel Token acquired during Twilight.

 **Special Automa Card action:** Meng will take a special Summer Palace action by moving 2 Servants from his general supply to a Pier. He does not move his Envoy backwards.





Sending Servants to the Piers

When Meng moves any number of his Servants to the Piers, he will choose where to place each one separately, with the following priorities:

-  If Meng does not have the most Servants at either Pier, he will send them to the Pier he is closest to winning.
-  If Meng is winning both Piers, he will send them to the Pier where his lead is the smallest.
-  If Meng is winning or losing both Piers by the same amount, he will send them to the Jade / Neutral Servants Pier.


Scoring Ponds




-  Meng participates in Night Pond scoring normally, receiving the corresponding benefits.
-  Whenever Meng plays a Card matching the Favorite Gift, he will only choose to score a Pond where he has the most Servants (accounting for ties using the Intrigue Track), if there is one. If he has the most Servants at multiple Ponds, he will choose the one where he has the most Servants committed. If he has the same number of Servants at both, he will choose the Jade / Neutral Servants Pond.
-  If he is scoring the Jade / Neutral Servants Pond, he will choose whichever benefit he has fewer of. If he has the same number of both, he takes Jade.
-  If Meng does not get the benefit of the Pond, he will leave his Servants at the Pier, rather than return them to his general supply.

Summer Palace Benefits



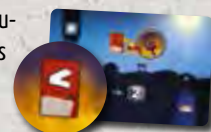
-  Meng may exchange his Servants and Neutral Servants freely. He does not need to plan ahead in how he uses or recovers Servants from his Servant Pool or general supply.


Example: Meng has 5 Servants in his Servant Pool and has 4 Neutral Servants left in his general supply, which means he cannot take the Summer Palace action (he needs at least 1 Servant of his colour in his general supply to perform the action). In this case, he can swap 1 of his Servants from his Servant Pool with 1 Neutral one of his general supply. He can now perform the Summer Palace action and place 1 of his Servants from his general supply on 1 Pier.


-  If Meng has the Court Lady, he will use it on the next Day Phase location action he takes, so long as he can afford to pay the associated cost when repeating the action. If this occurs when using a Special Automa Card, he takes the standard location action and pays normally.


THE PEASANT REVOLT

Setup: Include the Peasant Revolt Automa Card in the Automa deck. Meng may select the Help from the Peasants action as his Special Automa Card action (see below). Also take the Special Automa Token.









 **Day Phase:** Meng takes the Help from the Peasants action normally, gaining 2 Servants and placing a Peasant Revolt Token on the Peasant Revolt Track.

 **Twilight Phase:** If his Envoy is not at the starting position, Meng will move his Envoy back one step to gain 2 additional Servants. This will **NOT** place a Peasant Revolt Token. Also, in the rare case Meng takes a Travel Token with the \triangle symbol in this Phase, you also do **NOT** place a Peasant Revolt Token.

 **Special Automa Card action:** Meng will take a special Peasant Revolt action by gaining 4 Servants and placing a Peasant Revolt Token. He does not move his Envoy backwards.

During a Peasant Revolt

When a Peasant Revolt is triggered, it will be resolved in the following steps:

-  Reveal the Peasant Revolt Tokens to determine the total of their values. You then select a Card from your discard pile as normal.
-  To determine Meng's involvement in stopping the Peasant Revolt, randomly flip the Special Automa Token.
 -  If it lands on this side, search Meng's discarded Cards for the lowest valued one and use that as his contribution (if 2 Cards are tied for lowest value, select 1 randomly).
 -  If it lands on this side, randomly select a Gift Card from all of Meng's discarded Cards and use that as his contribution.
-  If Meng has acquired a Bid Token from the corresponding Decree, randomly flip it to decide its value.
-  Add up all the Gift Card and Bid Token values, compare them to the total value of the Peasant Revolt Tokens, and resolve the outcome as per the normal rules.



THE STAIRS OF THE PALACE



Meng always takes the Track. In the Morning Phase, he receives the bonus or pays the item of the Space he is on as normal. He will always pay the indicated item if he can, and will move 1 step backwards if he cannot. As usual, if Meng has not reached the Palace of Heavenly Purity, he will not score any Palace points, but he will still be eligible to win the game.

EXTRA DECREES AND NEW GIFT CARDS



Meng uses most Card, Decree, and Travel Token abilities as normal. The values of his Cards are always irrelevant but he must pay extra costs on the actions. The following are special case clarifications:

Level 2 Decree: During each of his Day Phase or Twilight turns, Meng will use the additional Intrigue Benefit (once per turn) to either buy Jade or to gain enough Servants to take an action he could not otherwise afford.



Meng will immediately buy Jade as his priority whenever he can afford it.

If he does not have enough Servants for an action and could gain them through the additional Intrigue Benefit OR from spending Travel Tokens, he will use Intrigue Benefits first.

If Meng plays the new value 3 Gift Card which swaps Cards, he will take the action to trade a random Card from his Hand for a random Card from the human player's Hand, if both players have at least one Card in Hand.



If Meng plays the new value 4 Gift Card or the corresponding Travel Token to swap a Gift Card for a new Card from the deck, he will do so by losing a random Card from his Hand and drawing a new one (if no Cards remain in Meng's Hand, he will trade a discarded Card instead).



If Meng acquires this Travel Token, he will flip and reuse his most recently-acquired Travel Token.



Level 4 Decrees



When taking a Decree action, Meng will prefer to take a level 4 Decree, if one is available. When purchasing a level 4 Decree, Meng pays 3 Servants instead of moving his Envoy backwards.

If multiple level 4 Decrees are available, he will obtain the less occupied (cheaper) one. If they have the same number of Servants already present, he will obtain the one on the Peasant Game Board.

Do NOT use this level 4 Decree when playing against Meng; simply remove it from the stack of level 4 Decrees when drawing them during setup.



If you use any or both of these Decrees, and Meng acquires either or both, he will no longer spend Intrigue or Travel Tokens in order to acquire Jade.



EXTRA MATERIALS

Replacement Decree Tile

In the first printing of *Gùgōng*, one level 3 Decree ended up being printed twice, and another one was missing, so we decided to include the missing Decree Tile in this expansion. If you own the first printing of *Gùgōng*, you can use this to add to your game. If you already got this replacement Decree or purchased a copy of the second printing of *Gùgōng*, you can simply discard it or keep it as a spare part.



Replacement Gift Card

In the first printing of *Gùgōng*, 1 of the Gift Cards was erroneously printed twice, and 1 Card was missing. We have included this one as well in this expansion. If you already got this replacement Card or purchased a copy of the second printing of *Gùgōng*, you can simply discard it or keep it as a spare one.



CREDITS

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A word from Andreas Steding: I would like to thank all the testplayers without whose patience this game would not have been possible. In particular Andreas Neuhaus, Matthias Beer, Katrin Böttcher, Jörg Wrobel and Patrick Spies. And a special thank to my wife; it is not always easy to live with a boardgame designer.

If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at gamebrewer.com/customer-service



LIST OF DECREES

Level 1:



Immediately score 2 VP. In each Morning Phase, you may move your Intrigue Marker up 2 steps on the Intrigue Track.



Immediately score 2 VP. In each Morning Phase, you may place 1 Servant from your general supply on 1 of your Ships (or place a new Ship to add the Servant, according to the normal rules of this action). If this is the 3rd Servant on this Ship, you may claim the reward of the Ship's Harbour immediately.



Immediately score 3 VP. In each Morning Phase, you may add 1 Servant from your general supply to your Servant Pool.



Immediately score 3 VP. In each Morning Phase, you may move your Envoy up 1 step on the Palace Track. If your Envoy is already in the Palace, score 1 VP instead.



Immediately score 3 VP. In each Morning Phase, you may swap a Gift Card from your Hand with a Gift Card on the Game Board. Note that this happens after the Destiny Dice are rolled.



Immediately advance your Envoy 1 step on the Palace Track. In each Morning Phase, you may place 1 Servant from your general supply on 1 of the Piers on the Ponds of the Summer Palace.



Immediately advance your Envoy 1 step on the Palace Track. In each Morning Phase, after executing the other level 1 Decrees, you receive 2 VP if you are in last (or tied for last) position on the VP Track.

Level 2:



Immediately score 2 VP. Whenever you perform the Travel action and choose to move your Traveller twice, you may remove 1 Servant fewer to do so.



Immediately score 2 VP. Whenever you perform the Jade action, you may remove 1 Servant fewer than indicated. This advantage does not apply to other locations where you can obtain Jade.



Immediately score 3 VP. Whenever you perform the Great Wall action, you may place an extra Servant from your general supply on the Wall. If this completes the Great Wall, score it as usual.



Immediately score 3 VP. Whenever you exchange Gifts, you may now also exchange Gifts of the same value with an Official and perform the action.



Immediately score 4 VP. Whenever you perform the Decrees action, you may remove 1 Servant fewer than indicated.



Immediately advance your Envoy 2 steps on the Palace Track. Take a Bid Token from the supply. From then on, you may use it in each Peasant Revolt (see page 5).



Immediately advance your Envoy 2 steps on the Palace Track. From now on, in each of your turns (including this turn), you may take 1 Intrigue Benefit by moving your Intrigue Marker the required number of steps backwards, without the Wall being scored.

Level 3:



At the end of the game, score 1 VP for every 3 VP you scored during the game, up to a maximum of 10 additional VP. Score this Decree before other level 3 Decrees. Also respect the order of the end scoring as depicted on your Player Board.



At the end of the game, score 8 VP.



At the end of the game, score 2 extra VP for every Jade you own, up to a maximum of 10 VP.



At the end of the game, score 2 VP for each of your Servants on the Decrees, including this one.



At the end of the game, score 2 VP for each Servant next to the Harbour rewards on your Player Board.

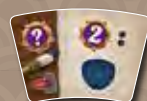
Level 4:



At the end of the game, score 2 extra VP for every Neutral Servant in your Servant Pool and your general supply, up to a maximum of 12 VP.



At the end of the game, score 2 extra VP for every Gift Card you own.



At the end of the game, score 2 VP for each Travel Token you still own. Double Travel Tokens count as one Travel Token.



At the end of the game, score 1 VP for each Intrigue you still possess at the end of the game.



At the end of the game, add the value of all your Gift Cards and score 1 VP for each 3 value.



At the end of the game, no matter what the position of your Envoy is, move it to an available spot in the Palace. If more than one player owns this Decree, the moving order is determined by the Intrigue Track. The player with the most Intrigue goes first.

LIST OF TRAVEL TOKENS



Receive 1 Servant and place it in your Servant Pool.



Receive 2 Servants and place them in your Servant Pool.



Move your Envoy up 1 step on the Palace Track.



Move your Intrigue Marker up 1 step on the Intrigue Track.



Discard a Gift Card of value 7 or higher from your Hand onto your discard pile and receive 1 Jade from the general supply.



Immediately receive 2 VP.



Swap 1 Gift Card from your Hand or discard pile with a Card on the Game Board. If you used a Card from your discard pile, place the new Card into your discard pile as well.



Take 1 of your discarded Gift Cards back into your Hand.



Take 1 Servant from your general supply and place it on 1 of your Ships on the Grand Canal (or place a new Ship and add the Servant, according to the normal rules of this action). If this is the 3rd Servant on this Ship, you may claim the reward of the Harbour immediately.



Place 1 Servant from your general supply on the Great Wall. If this completes the Great Wall, score it as usual.



Return 3 Servants from your Servant Pool to your general supply and receive 1 Jade from the Jade supply in exchange.



This Travel Token counts as 2 Tokens when exchanging Travel Tokens into Servants, VP or Jade. Important: Keep this Token faceup on your Player Board until you exchange it for its benefit.



Place 1 Servant from your general supply on 1 of the Piers on the Ponds at the Summer Palace.



Place 2 Servants from your general supply on 1 or 2 Piers on the Ponds at the Summer Palace.



Swap 1 Gift Card from your Hand or discard pile with the top Card of the ☯ draw pile. Place the discarded Card under the ☯ draw pile.



Flip one of your facedown Travel Tokens of your choice back faceup and immediately use it. Once used, flip it back facedown.

BONUS TRAVEL TOKENS

These are special Bonus Travel Tokens that are best used with experienced players. Only add them to your game once you have played *Gùgōng* a couple of times. Do NOT use these Tokens if you play with any of the *Pànjūn* expansions modules. Please note that these Bonus Tokens are not immediately placed above your Player Board. As long as they are not, they can NOT be exchanged for Travel Benefits, nor do they count towards your Travel Token limit.



Place this Travel Token and 1 Servant from your Servant Pool next to your Player Board. For the rest of this Day Phase, all Gift Cards you play have an added value of +1. At the end of the Day Phase, place this Token facedown above your Player Board as usual and return the Servant to your general supply.



Place this Travel Token and 1 Servant from your Servant Pool next to any action field of your choice. For the rest of this Day Phase, you receive 1 VP each time any other player performs this action, and that player loses 1 VP. At the end of the Day Phase, place this Token facedown above your Player Board as usual and return the Servant to your general supply.



Place this Travel Token and 1 Servant from your Servant Pool next to any action field of your choice. For the rest of this Day Phase, each time any other player performs this action, you may “follow” and perform it too. At the end of the Day Phase, place this Token facedown above your Player Board as usual and return the Servant to your general supply.

