



TIANXIA

2-PLAYER MODE

SOLO MODE

2-PLAYER GAME RULES

In a 2-player game you have to use a very simple Bot. Its actions are dictated by a deck of cards. These cards work the same as the Li Mu cards in the solo mode described further in this rulebook.

COMPONENTS



1 Bot Player board (on the back of the Li Mu Player board)



9 Bot cards (for 2-player games)



1 Bot Player aid

GAME SETUP

In step 5. of the Game setup create 4 face-down stacks of Regular Bonus tiles below the Turn Order track. Each stack must have exactly 3 tiles.

After completing the normal setup, do the following:

- Place a 2-player Bot board and a shuffled Bot deck nearby.
- Place all player pieces in a color that was **not used at all** (i.e., not the color that was used on the 4th space of each Palace track) except the Towers and special Palace tokens (Double Tower and bonus Shipping) near the Bot's board.
- Place the Bot's Palace markers on the starting space of each Palace track.
- The Bot starts as the 3rd player in Turn order.
- Bot doesn't contribute to choosing the set of the Building and Starting Supply tiles.



2-player Bot board setup

GENERAL GAMEPLAY

Players resolve their turns as per the normal rules. The Bot competes with players in all aspects of the game, but does not gain any Prestige Points.

IMPORTANT RULES

- The Bot does not collect or spend Coins, Resources and Goods—**all actions for the Bot are free.**
- The Bot **ignores all printed effects** on Ships, Demand tiles, Buildings, and Bonus tiles.
- If the Bot claims a Bonus tile from the Main board, remove that tile from the game.
- When the Bot reaches a step on a Palace track with an available Bonus tile, remove the leftmost tile from the game.
- The Bot does not take Bonus tiles when passing.
- When the Bot must choose on which Palace track it advances and there is a tie, the priority is:



ROUND OVERVIEW

The Bot takes 3 turns, then it passes, but it does not move its Turn order marker, **it remains the last player for the whole game.** During its turn, the Bot performs all possible actions on the leftmost card from top to bottom.

SETUP PHASE

Draw 3 cards from the Bot deck. Place them face down on the Bot Player board and flip the second card face up.

INCOME PHASE


The Bot does not gain any income.

ACTION PHASE

On its turn, the Bot chooses the leftmost card (flips it face up if needed), resolves each segment from the top to the bottom. Then, discards it (*for the list of card effects see Appendix on page 8, note that Bot is called Li Mu*).

If there are no more cards on its Player board, simply skip the Bot's turns for the rest of the round.

ATTACK PHASE

The Bot does not gain any , but its Walls and Soldiers are taken into consideration when awarding Prestige Points to the players. Treat its Soldiers and Walls as per the normal rules when resolving Battles.

CLEANUP PHASE

Return the discarded cards to the Bot deck and shuffle them.

SOLO MODE RULES

Turbulent times present many opportunities for the ambitious. While you may see yourself as one of them, others with more political influence and military expertise will stand in your way. On your path to fame and glory, you now face a formidable rival: General Li Mu of Zhao, a skilled commander with a legendary reputation. To prove your worth, you'll need to demonstrate dedication to protecting the people across all seven kingdoms. Can you earn enough prestige to match Li Mu's legacy?

In these rules “you” refers to the solo human player while “Li Mu”, “he” or “him” refers to the automated opponent.

You play according to the normal rules. Li Mu plays using simplified rules and his actions are dictated by a Li Mu deck of cards. Li Mu is your only opponent, a 2-player Bot is not used in a solo game.

SOLO COMPONENTS



- 1 Solo Player board (on the back of the 2-player Bot board)
- 16 Li Mu cards
- 1 Solo mode player aid
- 1 six-sided die

GAME SETUP

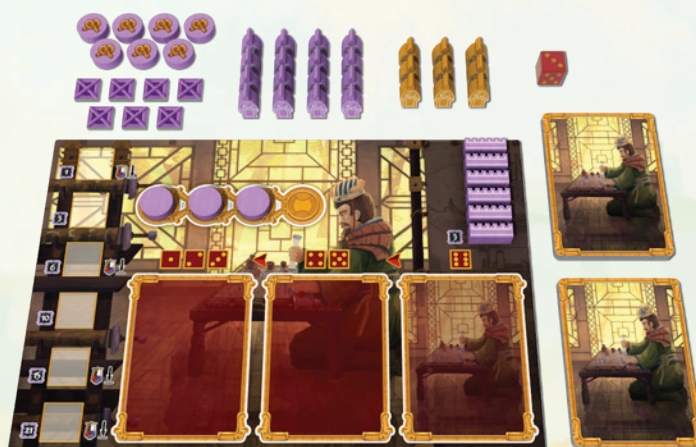
Prepare the game according to the normal rules with following changes:

- In step 5. Create 4 face-down stacks of Regular Bonus tiles below the Turn Order track. Each stack must have exactly 3 tiles.
- Give Li Mu the Solo player board. Then, choose a color for Li Mu and take all components in that color **except** the Towers and special Palace tokens (Double Tower and bonus Shipping).
- Place the Walls on the corresponding spaces of the Li Mu Player board. Do the same with the Action markers, placing them from left to right, leaving the rightmost space empty.
- Place his Palace markers on the starting spaces of each Palace track and a Scoring marker on the “10” space of the Scoring track (same as the player’s markers). Remember to add Neutral markers in an unused color to the 4th step of each Palace track.
- Choose the difficulty level and prepare the Li Mu cards accordingly (see table above). Divide the cards by type (Basic with just a number and Advanced with “A” added to the number) and place them face down in separate stacks. Return the remaining (unused) cards back to the box.

Solo mode difficulty	Cards and additional rules	Nomad attack deck
Easy	Use only 9 Basic cards.	Easy
Normal	Randomly draw 4 Advanced Li Mu cards and remove the appropriate Basic cards (i.e. add cards S01A, S03A, S05A, S06A and remove cards S01, S03, S05, and S06).	Normal
Hard	Randomly draw 5 Advanced Li Mu cards and remove the appropriate Basic cards (i.e. add cards S01A, S02A, S03A, S05A, S06A and remove cards S01, S02, S03, S05 and S06).	
Emperor	Use Basic cards S08 and S09, and all 7 Advanced cards. Advance all Li Mu’s Palace markers by 2 steps. You may score only 3 Objective cards (see <i>Final Scoring</i> on page 6).	

- Give Li Mu 9 more Meeple of an unused color, keep them separate from the Meeple of his color.
- Do not** give Li Mu any Coins, Resources, Goods, Objective cards, starting Supply tile, nor a Starting Building tile.
- Choose a Player board for yourself, you may use either side A or B.
- Shuffle the Starting Building tiles and draw 2, choose one for yourself, and return the other to the box.
- Do not use Starting Supply tiles. Instead, take 2 Coins, 1 Stone, 1 Wood, and 1 Rice.

You are the starting player.



Li Mu board setup

GENERAL GAMEPLAY CHANGES

Li Mu competes with you in all aspects of the game, and scores Prestige Points for Battles and during Final Scoring.

During his turn, Li Mu chooses a card (using a die roll) and performs all depicted actions from **top to bottom**.

IMPORTANT RULES

- He does not collect or spend Coins, Resources, and Goods—**all actions for Li Mu are free.**
- If he passes before you, he becomes the First player in the next round.
- Li Mu **ignores all effects** on Ships, Demand tiles, Buildings, and Bonus tiles (except Jade Figurines).
- Li Mu **collects Jade Figurines** according to the normal rules, meaning that he cannot have two Jade Figurines of the same type, and he advances on the Palace tracks when passing.
- Whenever one of the Li Mu's Workers is pushed off the Barge, he gains 3 Prestige Points.
- If Li Mu must choose on which Palace track it advances and there is a tie, the priority is:



- Throughout the game, you may lose Prestige Points and if you ever reach 0 Prestige Points, you immediately lose the game.

ROUND OVERVIEW

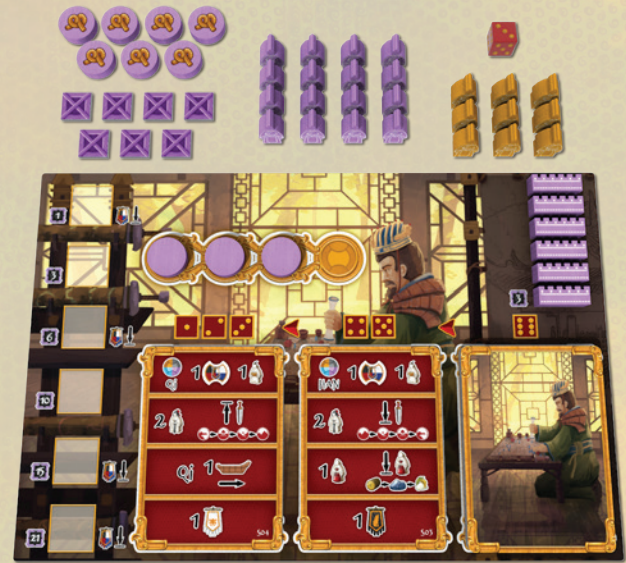
This section contains the changes in the rules for each phase of the game. All of the rules described in the main rulebook apply; however, in some phases there are extra steps as described below.

SETUP PHASE

1. Prepare the Li Mu deck for the round:

	Easy	Normal	Hard	Emperor
Round 1		5 Basic 1 Advanced	4 Basic 2 Advanced	
Round 2	6 Basic	4 Basic 2 Advanced		7 Advanced 2 Basic (S08 and S09)
Round 3		3 Basic 3 Advanced	2 Basic 4 Advanced	
Round 4				

2. Shuffle the Li Mu deck, place it on a designated space of his Player board. Then, draw 2 cards from the deck and place them face up on the spaces to the left of the deck.



Example: Li Mu's Player board at the beginning of the first round.

INCOME PHASE

Li Mu does not gain any income. Remember to add Neutral Workers to the Barges at the end of the Income phase.

ACTION PHASE

You and Li Mu take actions in alternating order. Li Mu resolves 4 cards (1 card per turn) and then passes on his 5th turn. However, there are effects on cards that may result in passing earlier.

During Li Mu's turn, roll the die to designate which card is resolved: the first or second open card, or the card from the top of the deck. Li Mu performs all of the actions available from the active card, top to bottom, left to right. Li Mu resolves as much as possible from each section of the card. However, if he no longer has an available Action marker, he ignores the top section and moves to the next one.

After resolving a card, discard it. Then, slide the remaining card to the left if needed and draw a new card from the deck to refill the empty space.

If Li Mu advances on a Palace track to a step with Bonus tiles, he takes a tile with a Jade Figurine he does not already have, if such a tile is available. Otherwise, he removes the leftmost tile available on that step. Li Mu ignores all printed benefits on the tracks except the blue track - he gains the Prestige Points printed on steps 5 and 10, when he reaches them.

If Li Mu places a Governor in a region, and there is a Bonus tile with a Jade Figurine (that Li Mu doesn't have on his Player board) available next to the chosen Building, he claims it. Otherwise, if there is a Bonus tile next to the Building, it is removed from the game.

If Li Mu wants to place a Wall **and** a Soldier, they must be placed in the same Wall sector (i.e., if there is a space for a Soldier available, but not for the Wall in the chosen sector, he does not place anything there and move to the next Wall sector on the priority list to check if the placement is possible).

The **secondary color** of Workers that were placed separately during setup is used exclusively **for the Barges**.

When passing, Li Mu takes the tile with a Jade Figurine he does not already have on his Player board, if such a tile is available in the round Bonus tiles displayed under the Round track. Otherwise, he removes the leftmost tile from the display. Then, he gains advancements on the Palace tracks for collected Jade Figurines, the same as a player would, but without paying any costs. For each available advancement, it moves on his lowest track, checking again after each advance.



Then, Li Mu places 2 Soldiers in the sector with the highest Nomad Strength. There is a tie between the two sectors on the right, but the priority list on the card targets the rightmost sector. The Defense marker is set to 2 now.



Next, Li Mu makes a Delivery to the ship in Qi, placing the Delivery marker from the left side and adding his Shipping marker to the Port. Finally, Li Mu advances once on the white Palace track.



When all actions have been resolved, the activated card is discarded, the other card slides to the left, and the empty space is refilled.

ATTACK PHASE

Resolve the Attack phase according to the normal rules. Li Mu gains Prestige Points the same as the player. However, if the Building that belonged to Li Mu is raided (Li Mu's meeple is removed from the map) you lose 3 Prestige Points! Li Mu also does not lose Prestige Points for the excess Nomad Strength if the Chieftain reaches the end of the path.



Example: It is the first turn for Li Mu. He rolled 3, so he resolves the leftmost card.



First, he places an Action marker in Qi, advances on the black Palace track and places a Governor in the Income Building present in that region. He also claims the Bonus tile from the Building since it's a Jade Figurine.

CLEANUP PHASE

- Return Li Mu's Action markers to the Player board.
- Return all cards to their respective decks and reshuffle each deck separately.

END OF THE GAME AND FINAL SCORING

If at any point of the game you reach 0 Prestige Points, you lose immediately.

If you survive until the end of the 4th round you score Prestige Points per the normal rules; however, **there is no limit to how many Objective cards you may score** (unless you are playing at the Emperor difficulty). Li Mu scores Prestige Points for the Palace tracks and Jade Figurines on his Player board.

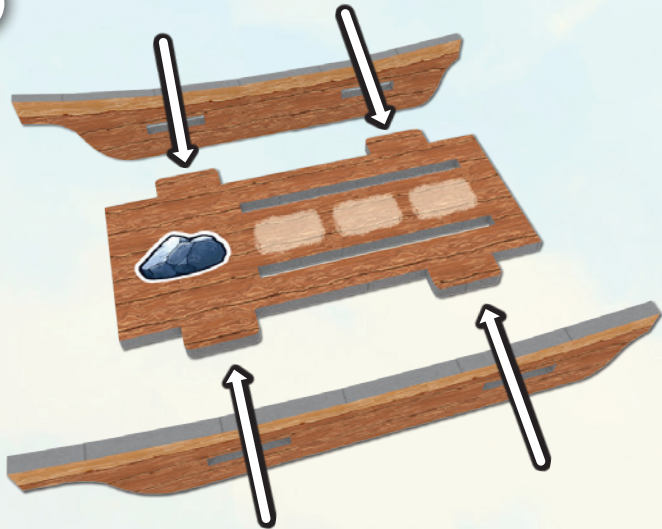
If you have more Prestige Points than Li Mu, you win. Otherwise you lose.

HOW TO ASSEMBLE A BARGE

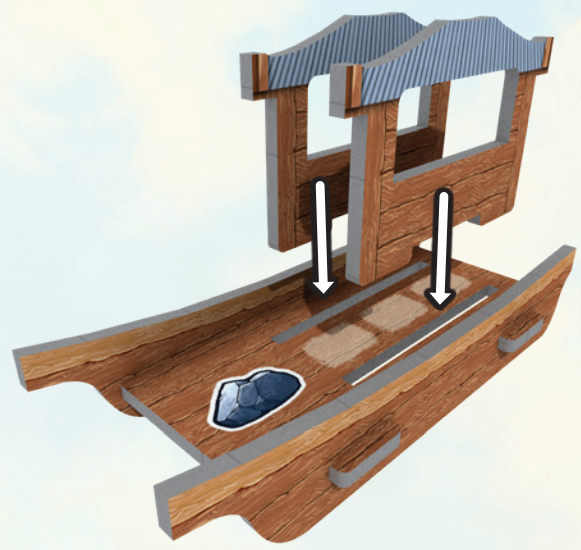
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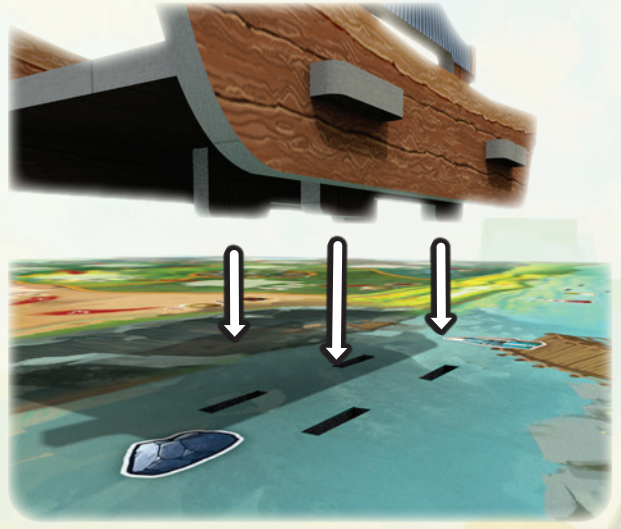
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2-PLAYER AND SOLO APPENDIX

Li Mu actions	
	<p>Li Mu places the Action marker on the Fortify/Train Soldiers space.</p>
	<p>Li Mu places an Action marker in the indicated region.</p> <p>He advances on the corresponding Palace track by one step and places a Governor in the cheapest Building (in case of a tie, break it by choosing the topmost of the tied ones).</p> <p><i>*This line is ignored on Li Mu's 4th turn.</i></p>
	<p>Li Mu places a Soldier in the indicated Wall section(s).</p>
	<p>Li Mu places Soldiers in a Wall section, where the Nomad's Strength is the highest/lowest.</p> <p>If tied, use the priority list from the card.</p>
	<p>Li Mu places Soldiers in a Wall section where the Chieftain is the closest.</p> <p>If tied, use the priority list from the card.</p>
	<p>Li Mu places a Wall in a section that has the fewest built Walls (of any color).</p>

	<p>Li Mu places a Worker in a depicted Barge.</p>
	<p>Li Mu places a Worker in a Barge with the fewest of his Workers. If tied, use the priority list from the card.</p>
	<p>Li Mu places a Delivery marker(s) on a Ship in the depicted Port on the first space(s) from the right/left, starting with the top Ship in the indicated Port. If there are not enough available spaces on the top Ship, he adds a marker on the next Ship in the same Port, if there is one.</p> <p>Li Mu places a Shipping marker in the same Port.</p>
	<p>If this card is resolved in his 3rd or 4th turn, Li Mu passes immediately at the end of the current turn.</p>
	<p>Li Mu advances one step on the depicted Palace track. He ignores all the printed rewards except from the blue track. Li Mu claims only Bonus tiles with Jade Figurines. If there is no such tile, remove the leftmost available tile on that step.</p>
	<p>Li Mu advances on the Palace track that he has advanced on the least.</p>
	<p>Li Mu gains Prestige Points for a specific condition (see the list of icons in the main rules on page 20).</p>