Xanadú

Javier Velásquez Carolina Tobar Santiago Salazar

Azahar juegos

The game

In 1252, Kublai Khan asked the famous chinese architect, Liu Bingzhong, to design his summer palace in Mongolia, and to settle the city of Xanadu ("High City"). Bingzhong distributed his designs among his dearest disciples, so they would build the city. Now, they seek the acknowledgement of their master and the Khan, and will even sabotage their peer´s work to become the best architect of Xanadu.

Components

The game includes:

80 game cards (28 brown, 27 blue, 15 yellow y 10 green)

60 tong bao chips (20 of 1, 20 of 3, 20 of 5)

6 quick reference cards

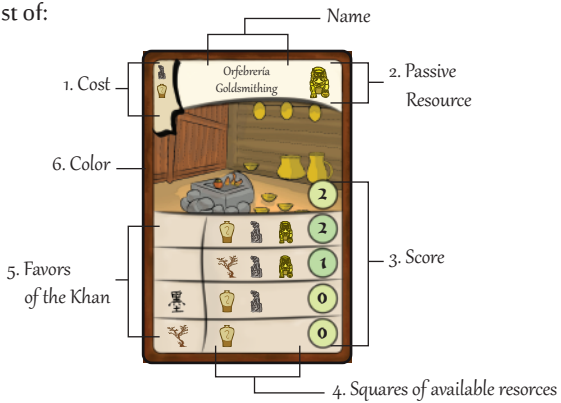
1 instructions manual

Objective and End of Game

The players will compete to earn the highest quantity of tong baos (coins) by selling cards to the Khan. The game ends when there are no more cards left on the deck for the second time, as soon as any player takes the last card. When that happens, all players must sell their remaining built cards on the table and count their chips.

The Game Cards

The game cards consist of:



1. Cost

The resources requirement that a player must meet to build a card (play it to the table)

2. Passive Resource

Some cards give a resource that becomes available at all time for the use of the owner of the card, as long as it remains in play. **It´s worth 1 resource of its kind**.

3. Score

The score of a card is the selling price of that structure. When selling a card to the Khan, he´ll pay the first uncovered price from bottom to top. The price of the card can be raised (upgrade, **green color**), lowered (sabotage, **red color**) or remain the same (trade, **yellow color**). Players´score must be public at all time.

4. Available resources

Each card has 4 squares with available resources, that can be used by any player (including the owner of the card). Only the resources on uncovered squares are available. To take those resources, a player may asign a worker to that square (see Asign Workers and Building Cards, p. 14)

5. Favors of the Khan

The Khan is always eager to help his underlings, offering resources as rewards for their work. Each time a player asigns a worker to a square of resources, the resource to the left becomes available as a passive resource for the owner of the card. This sector most never be covered with a worker.

6. The Colors

Each color of card represents a type of structure and a different arrangement of scores, prices and resources. Here's a brief explanation of the colors available in the game.

Brown:
Base cost: Wood, Clay

They´re the basic resoure trading cards. Their selling price is low, but they offer more resources than other color types. Thay can´t almost never be sabotaged and they give favors of the Khan.

Blue:
Base cost: Silk, Porcelaine, Ink

They have a higher cultural value than brown. Their price raises depending on the building stage, but can be sabotaged. They give fewer resources and favors than browns.

Yellow:
Base cost: Gold, Bronze

They´re luxury and wonder cards. The Khan will pay well if completly built, but they attract saboteurs in search of valuable pieces. They offer few resources.

Green:
Base cost: Jade

They represent the summer palace of the Khan. Kublai will allow the construction of his palace only to those that can give an offering of Jade and he will pay well if it´s not sabotaged before.

Start Building

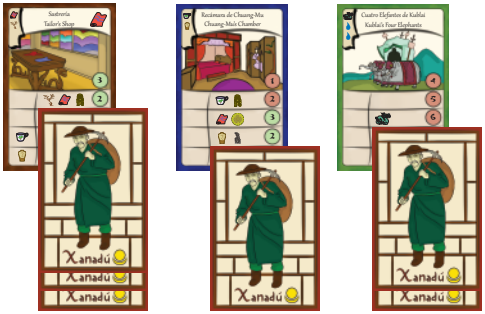
To begin playing, deal 7 cards to each player and choose by any means the starting player. Then, each player must choose a brown card form his hand and play it face-down on the table (if the player doesn´t have a brown card, he can play blue instead; in the rare case he doesn´t have blue either, he can start with yellow). The cards are revealed at the same time and the starting player begins his turn.

The Turn

In his turn, players can perform three actions: sell cards to the Khan, assign workers and build cards, and take cards from the deck. Also, a player can pass and only take cards. Feel free to play clockwise or counter-clockwise, but always in the same direction.

1. Selling cards to the Khan

Before doing any other action, the active player may sell one or more built cards that he owns to the Khan. If he chooses to do so, he must sum up the scores of the cards (see Score, p. 11), and take that number in tong baos (coins). Then he must discard that card and all workers over it to a discard pile, face-up. A player may sell cards of 0 value. If all cards in the game are sold, each player must choose a brown card and play it simultaneously, as if beginning a game.



Example 1:

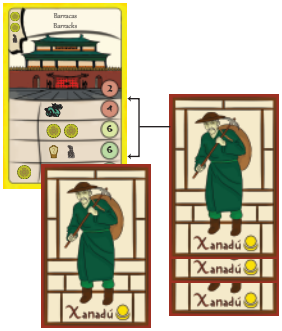
Alexander begins his turn with three built cards. Thus, he decides to sell the Tailor's Shop (2) and the Four elephants of the Khan (6). Then he takes a number of tong baos that sum up 8 and discards both cards and the five workers over them.

Alexander prefers not to sell Chuang-Mu's Chamber, waiting to see if he can first raise its score to 3.

2. ASIGN WORKERS AND BUILD CARDS

Once the player has sold his cards, he may play to the table as many workers as he can (cards face down), and asign them to an available resources square of any card on the table, covering the space that has the available resources and the score, **but not the favors of the Khan**. A worker can occupy **only one square at a time** and they're **placed from bottom to top**.

Taking Resources: When a space containing a required resource for building a card is covered, the player must say it out loud. If a square has more than one resource required for a building, he can take all of them.



Example 2:

Caroline wants to build the Meeting Room, which requires one Jade, two Bronzes and one Stone. For that purpose, she places three workers over Alexander's Barracks, reducing its scoring value from 6 to 2.

After building, she can keep placing workers on other cards only to raise or reduce their score value.

Building: A player may play one, **and only one** card to the table, regarded he managed to get all required resources to pay for the cost on that turn. The cost can be payed with passive resources, favors of the Khan and resources gathered by worker placement. **It´s nos permitted to assign workers to a card just builded.**

Upgrade, sabotage, or **trade**: After building, a player may assign workers to other cards, his or another player´s, to just affect their scoring value.

Forced selling: If when asigning workers a card remains with no more available squares (as in Example 2), then that card must be sold inmediatly for the score value shown over the card´s illustration. In this case, the owner of the card will not receive the benefits of selling cards when drawing for new cards at the end of the turn (see Drawing Cards, p.15).

Built cards limit: At any time, a player may only have a limited number of cards built in play on the table. It´s important that a player frees space in his playing area in the selling phase to allow other cards to be built. This limit depends on the number of players.

2-4 players: 5 cards **5 players:** 4 cards **6 players:** 3 cards

Note: It´s highly recommended that a player discloses which resources he´s after before asigning workers, to encourage discussion. All player can comment at all time.

3. Draw Cards

After building, the player can draw cards from the deck, following this rule: he takes 1 if he didn´t sell any cards at the beginning of the turn, 3 if he sold some in the beggining of the turn (no matter how many he sold), or until filling his hand with 7 if he passed. He will end his turn and the next player will take the role of active player and begin his (for ending the game, see page 9)