



RULEBOOK
PROTOTYPE



WARRING STATES

Chaos has erupted on the continent of Shaolia. The lords from each region have risen up to claim the title of emperor. Wars, both large and small are breaking out over the continent.

Now it's your turn, as one of the most talented leaders in Shaolia, to establish a brilliant strategy, build up your territory, and face off against every opponent, with one ultimate goal in mind; become the new ruler of Shaolia!



Shaolia is a fast-paced game filled with deadly tactical and strategic decisions.

In this game, you'll fill your territory using dozens of unique buildings and characters with all kinds of fantastic abilities. Your territory can be a wealthy center for trade, a cultural mecca, a military superpower, or something totally new! It's all up to you.



To our play testers and reviewers from around the world

*Thanks a lot for playing the prototype version of
"Shaolia: Warring States".*

*Both Shaolia:Warring states and this rulebook are prototype
versions. The content, design, and any rules of the game are
subject to change and cards and components may contain small
errors, as they are still a work in progress*

*This Rulebook is written based on a 1vs1 game mode. For
additional rules for a 2vs2 game mode, please refer to page 29.
"Section1. Prepare to play", "Section2. Gameplay" and
"Section3. Card Ability" contain essential rules for the game,
so please make sure to read these sections carefully before you
play your first game.*

*I hope you enjoy this game as much as we enjoyed designing it.
Please feel free to contact us if you have any questions or
suggestions.*

*Best regards,
Bad comet*

1. PREPARE TO PLAY

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- IV. Trade war
- V. The alliance

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1 PREPARE TO PLAY

I. GAME COMPONENTS



Territory board x 4



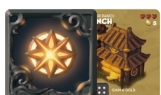
Trading board x 1



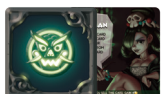
Rule book x 1



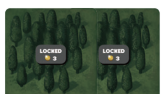
Lv1 card x 48



Lv2 card x 70



Character card x 10



Locked space card x 8



Trading post card x 9



Dice x 10



1 Gold token x 36



5 Gold token x 21



Attack token x 20



Life token x 20



Blockage token x 10



Mineral x 20



Officer x 25



Culture score tracker x 4



Damage counter x 40



First player marker x 1



Player aid x 4

2. GAME SETUP

- 01 Decide which game mode to play. Game setup can vary slightly between "Game Modes". Please refer to the "Game Mode" section (p19~p29) along with this page to prepare the game.

If it is your first game, we recommend starting with "#1 Prelude".

- 02 Each player has 1 **territory board** placed in front of them
- 03 Position the **trading board** on the table as shown
- 04 Place **Lv1 cards and Lv2 cards** as shown. Please refer to the "Game Mode" page you've chosen to prepare the cards applicable for your game.

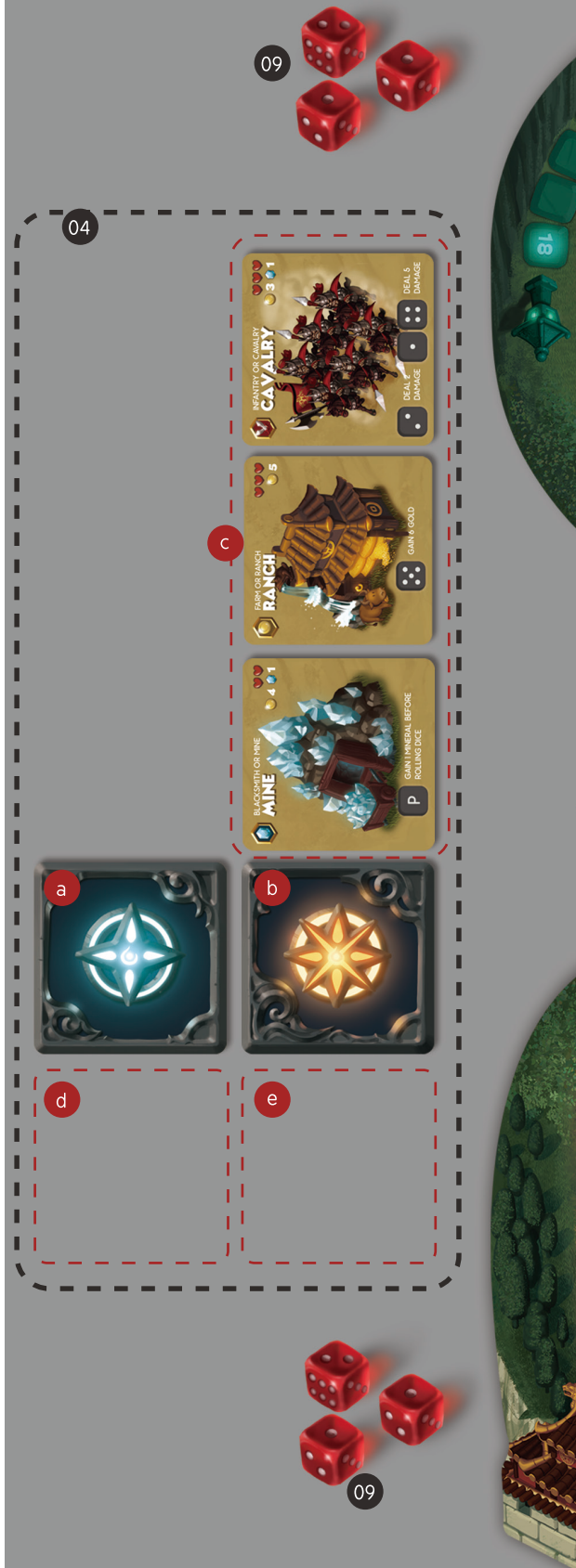
- a Lv1 Card Deck
: Shuffle Lv1 cards and place the deck face down
- b Lv2 Card Deck
: Shuffle Lv2 cards and place the deck face down
- c Lv2 Drafting Pool : Draw 3 cards from Lv2 card deck and place them side by side, face up
- d Lv1 Discard Pile
: Leave some space for discard pile
- e Lv2 Discard Pile
: Leave some space for discard pile

- 05 Place the **trading post cards** on the empty slots of the trading board, according to the game mode you've chosen
- 06 Each player takes their starting resources, according to the game mode you've chosen.
- 07 Every player should place a **culture score tracker** on their territory board's culture score gauge, to indicate the starting culture score of '0'
- 08 Each player should place 2 **locked space cards** on their territory board. One in the front row and one in the back row as shown.
- 09 Each player takes 3 **dice**
- 10 The first player takes the **first player marker** and places it near their territory board

The "most REGAL" player becomes the first player

- 11 Position the **Gold, Mineral, Officer, Damage counter and Status tokens** in the middle of the table
- f Gold g Minerals h Officers i Damage Counters
j Attack Token k Life Token l Blockage Token

Refer to "Game Mode"







2 GAMEPLAY

I. OBJECTIVE OF THE GAME

There are **two ways to win** in Shaolia.

- or**
- a. Deal 12 damage to your opponent's palace and destroy it
 - b. Achieve a culture score of 18

Palace

You can destroy your opponent's palace by dealing 12 damage here.



Culture score gauge

You'll track your culture score by moving culture score tracker on the gauge.

Territory board

TIP

If any player destroys their opponent's palace or gains 18 culture points, the game is finished immediately. If the first player for the round reaches either conclusion, the game does not continue to complete another player's turn.

II. ROUND

The game is played through multiple rounds. Each round consists of 3 different phases.

1. Purchase Phase

Purchase cards and resources

2. Building Phase

Build the purchased cards on the territory board

3. Action Phase

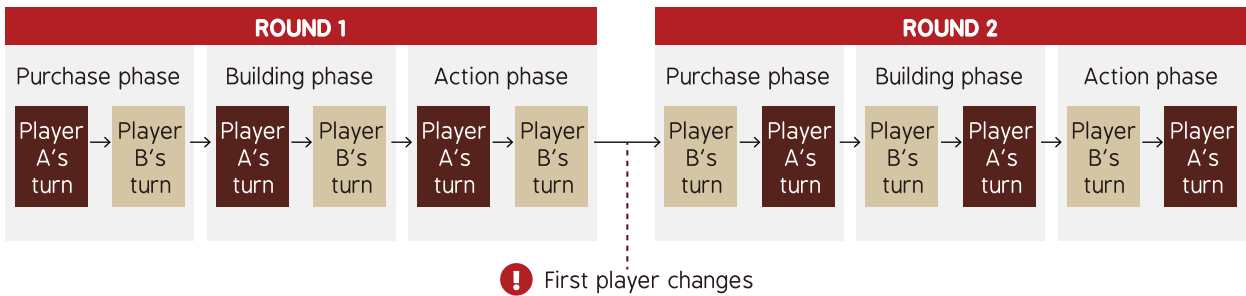
Roll the dice and activate cards built on the territory board

III.ROUND ORDER

The game starts with the first player’s purchase phase. After the first player finishes purchasing, the next player’s purchase phase begins. After each player completes their purchase phase, building phase and action phase in turn, the round is finished.





After a round finishes, the “first player” changes. The “first player marker” is moved to the new first player. The next round begins with a new purchase phase.

TIP Building and action decisions should be made with first player turn order in mind.



IV.PURCHASE PHASE

Players can buy **4 things during the purchase phase** : Lv1 card, Lv2 card, extra dice, or officer. Everything, including purchased cards, are **open information** for all players. Place purchased cards on the table near the territory board, face up.

| | | | |
|---|---|---|---|
| 1. Lv1 Card | 2. Lv2 Card | 3. Extra Dice | 4. Officers |
|  |  |  |  |
| Pay 1 gold and get a Lv1 card from the Lv1 card deck | Discard 3 cards (Lv1 or Lv2) and get a Lv2 card from the Lv2 drafting pool | Pay 4 gold and get an extra die. Each extra die can only be used once and must be used during the next action phase | Pay 1 mineral and get 2 officers. Officerd adjust the number on any die by 1 |

Lv2 Drafting pool

- Draw a card from Lv2 card deck to refill the drafting pool after purchasing
- If you don't like any of the cards in drafting pool, you can pay 1 gold to discard every card in the drafting pool and draw 3 new cards to form a new drafting pool

TIP “Changing drafting pool by paying 1 gold” is a very useful action to remember.

Resources of Shaolia

Gold



5 gold 1 gold

Basic
resource

Mineral



Resource
used in
building or
trading

Officer



Adjust the number on any die by 1
Ex) If you roll a 6 on one die, you can
use an officer to change the 6 to either
a 1 or a 5. If you use two officers, you
can change the rolled 6 to either
a 2 or 4.

V. BUILDING PHASE

During building phase, you will build cards you have purchased during a purchase phase on your territory board.
To use a Lv1 or Lv2 card's ability, it must be built on the territory. There are 3 different things you can do during the building phase.

1) Building

Pay '**building cost**' and place the card on one of the empty spaces on your territory board.
Most Lv2 cards have a '**building condition**' written on upper left side of the card.
You must have at least one of the stated cards built on your territory board to build the Lv2 card.

2) Opening Locked Space

Pay 3 gold and remove one 'locked space card' from your territory board.
You can now build cards on the newly opened space

3) Demolishing

You can remove a constructed card from your territory and place it in the discard pile at no cost.

TIP You can remove as many constructed cards as you want but you can't move them to another space once they've been constructed. So think carefully before you build!

Building condition

To build this card, you must have at least one school or theater built on your territory

Building cost

To build this card, you have to pay 3 gold and 1 mineral

Empty space

Empty spaces are displayed by dark shadow

Locked Space Card

You can open a locked space by paying 3 gold



VI. ACTION PHASE

During each action phase you'll **roll 3 dice** (basic amount) and activate card abilities with the roll's result. Players will use all 3 dice during each action phase, therefore, 3 different card abilities could be activated during every action phase.


TIP You can use more dice if you have bought some extra dice during the previous purchase phase.

Action Command

Indicates the required dice to activate the card's ability. You must spend matching dice to activate it.

TIP

Physically place matching dice on the action command to prevent confusion.



Card Ability

Applies when you activate the action command
ex) In this case, if you spend die number 5, you'll gain 1 mineral.

TIP

If you didn't get 5 in this case, you can use an 'Officer' to adjust die 4 into 5 and activate blacksmith.

These are some important rules applied on the action phase.

1) Using dice in order

Use die one by one. Apply an effect of a die completely and then use the next one.

Ex) You can spend the first die to gain 2 officers and use the officers immediately to adjust the number of second die.

2) Constraint for multiple activation

Every card can **be activated only once** during a single action phase.

Even for cards with multiple abilities, only one ability can be activated during the same action phase.

3) Basic abilities of the palace

The Palace has **3 basic abilities**. Players can use these abilities any time they want.


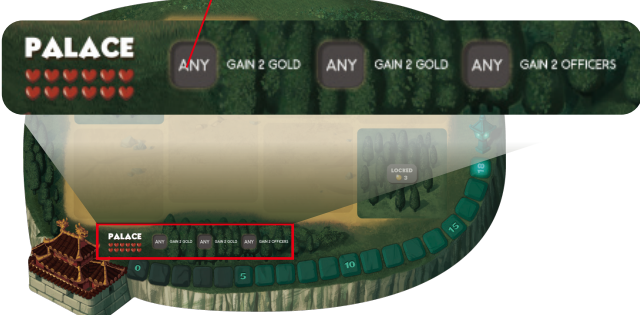
The palace is the only exception to the "constraint for multiple activation" rule. Its 3 abilities can be activated at the same time during the same turn. But even for the palace, activating the same action command multiple times during the same turn is not possible.

One activation per card

You can choose only one ability to activate.

ANY command

Palace has "ANY" command which can be activated with any die number

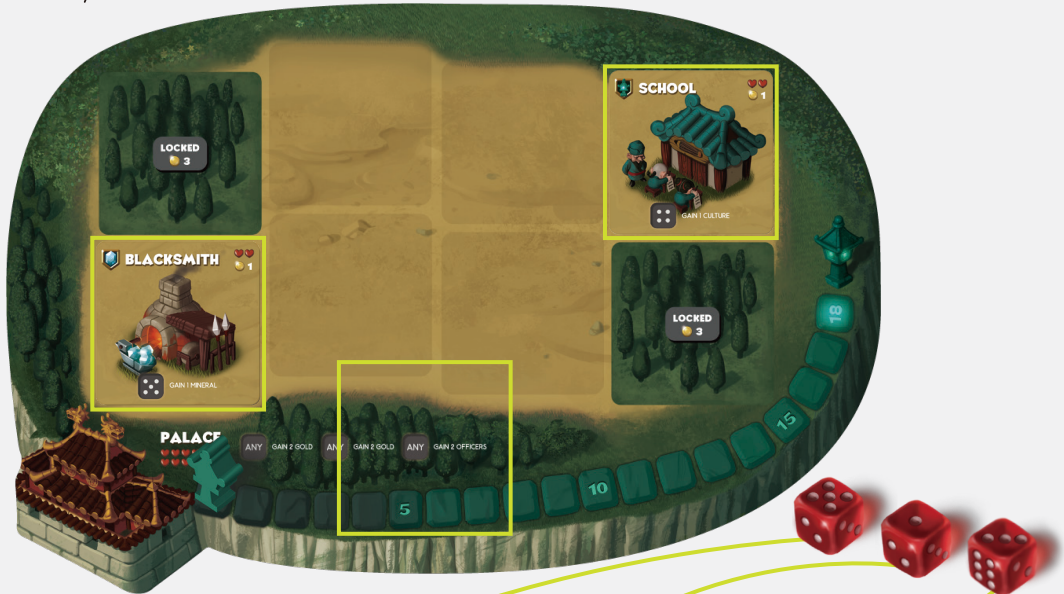



VII.EXAMPLE FOR ACTION PHASE

This is an example action phase for one player.

If you think you have completely understood how an action phase works, you can skip this page.

- 01 This is your action phase turn and you've already built a blacksmith and a school on your territory. You don't have any resources at the beginning of your turn.
- 02 You have rolled 1, 3 and 5



- 03 Since your blacksmith has an action command of 5, you'll spend your rolled 5 to activate it and gain 1 mineral.



- 04 You also want to activate your school, but you don't have a 4. So you'll spend your rolled 1, (which doesn't have any matching action command) and activate the Palace's basic action to gain 2 officers.



- 05 You'll then spend one of the officers immediately to change your rolled 3 into a 4 and spend it to activate school and gain 1 culture score.



6. Now you have spent all of your dice and your action phase turn is over.

3

CARD ABILITY

I. CARD LEVEL

There are 2 different levels of cards that you can build on your territory board.

1) Lv1 card

Basic cards. There are 6 kinds of Lv1 card and 8 cards of each kind, 48 cards in total.

Pentagon emblem for Lv1 card



Front



Back

2) Lv2 card

Advanced cards. There are 19 kinds of Lv2 card and 4 cards of each kind, 76 cards in total.

Hexagon emblem for Lv2 card



Front



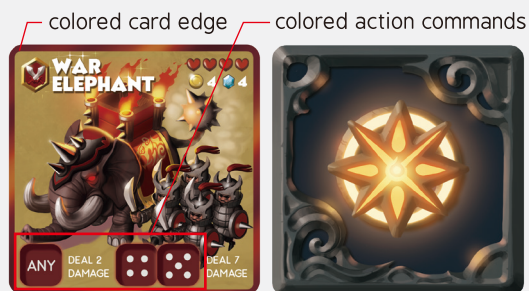
Back

※ Wonder card

Wonder cards are a kind of Lv2 card, but they have more powerful abilities and higher building costs. They are shuffled into the Lv2 card deck.

TIP

Because building a wonder card is very costly, you should think carefully before building one on your territory



Front



Back

II. ACTION COMMAND

There are 4 kinds of action commands in Shaolia.



1. Normal command

Can be activated by spending one die



2. ANY command

Can be activated with any rolled number



3. Combo command

Needs two dice command to activate but has a powerful effect



4. Passive ability

Stated by "P" command. You can benefit from the ability without dice

TIP

The word 'activate' is only used when dice are used to trigger an ability. Even if you benefit from a card's passive ability, that doesn't mean that the card has been activated. For example: "4. Passive ability" you can benefit from the Wall card's passive ability (must be attacked first) and also activate the card through normal action command during the same turn.

III. CARD CLASSIFICATION



Depending on their abilities, Lv1 cards and Lv2 cards in Shaolia can be **classified into 6 different classes**

- Gold cards
- Mineral cards
- Culture cards
- Attack cards
- Defense cards
- Trade cards



1. GOLD CARDS

Gold cards produce gold; the basic resource of the game.
Can be identified by the gold coin icon in the upper left corner of the card.



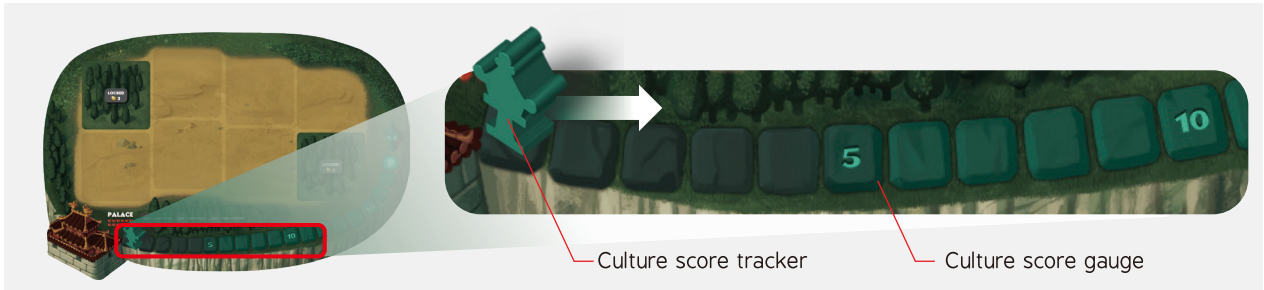
2. MINERAL CARDS

Mineral cards produce mineral, a resource used in building and trading.
Can be identified by the mineral icon in the upper left corner of the card.




3. CULTURE CARDS

Produces 'Culture Score' which is one of two ways to win the game.
As you acquire culture points, move the culture score tracker on the gauge.
Can be identified by the lantern icon in the upper left corner of the card




4. ATTACK CARDS

Attack cards deal damage to cards or the palace on an opponent's territory.
Can be identified by the sword icon in the upper left corner of the card.
Players gain 1 gold as loot every time an opponent's card is destroyed.



ATTACK!



Targeting

The attacking player can choose a target from the cards or palace on an opponent's territory

- ! Every kind of attack targets 1 object in a single activation. You can't apply leftover damage to other targets.

Ex) If you hit farm(2 life) with 5 damage in a single attack, you'll destroy it with 2 damage. But you can't apply the leftover 3 damage to other cards.

Life

Every card has life. (Farm's life is 2).
If accumulated damage is equal to or greater than the card's life, the card is destroyed and moved to the discard pile.

- ! The attacking player gains 1 gold as loot.

Damage counter

If a card receives damage, put a matching number of damage counters on the card to track damage.
Ex) Because the infantry dealt 1 damage, put 1 damage counter on the farm

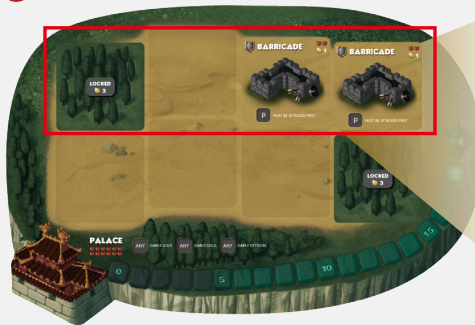
TIP A palace can be targeted just like other cards and rules about attacking are equally applied.



5. DEFENSE CARD

With “Must be attacked first” ability, defense cards keep other cards or your palace safe from incoming attack. Defense cards must be built in the front row of the territory.

! Defense cards must be built in the front row



Barricade

Barricade is a basic defense card. If barricade is on the territory, attackers must destroy the barricade first to attack other cards or the palace.

TIP If there are multiple defense cards on the territory, the attacking player decides which defense card to attack first



6. TRADE CARD

Using the 'Trading Board', trade cards can buy or sell various resources, cards and tokens. Can be identified by the ship icon in the upper left corner of the card.



Market

Market is a basic trade card. When its ability “Trade Once” activates, you’ll choose **one of the trading posts in the trading board** and make a deal

TRADE!



Trading post

If you decide to make a deal with this trading post, you can sell up to 3 of your minerals for 3 gold each



Trading board

There are 8 different trading posts on a trading board. 4 trading posts in the front row are used in every game, and 4 on the back row change depending on the game mode. The Trading Board can only be used with trade cards.

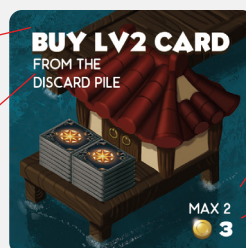
※ Here is an example of using the trading posts for further understanding.

Title

You can buy Lv2 cards if you make a deal with this trading post

Detail

You will buy cards of your choice from the discard pile when you make a deal



Maximum Amount

You can buy up to 2 Lv2 cards

Per Item Price

The price of buying a Lv2 card is 3 gold per card.

IV. STATUS TOKEN

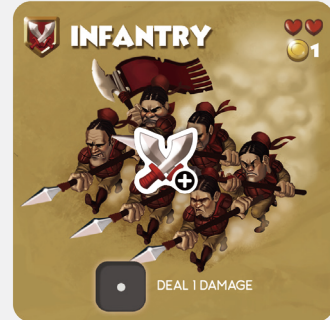
Shaolia has various status tokens that add strategical depth to the game. Status tokens can be acquired by card's abilities or from trading posts.



1) Attack token

- Increase attack damage by 1
- Only for one time use

Ex) Since an attack token is applied to the infantry, it deals 2 damage instead of 1. After activated once, the attack token will be removed from infantry.



2) Life token

- Increase a card's life by 1
- Only for one time use
- If applied to a damaged card, the life token repairs the damage by 1

Ex) If applying 2 life token to a farm with 1 damage counter, remove the damage counter first and apply 1 left over life token.



3) Blockage token

- If applied, the card can't use any active ability
- Use rolled dice matching the blocked card's action command to remove blockage token
- Can't block passive abilities

Ex) Since a blockage token is applied to the cavalry, it can't use any of its abilities. You must spend a rolled number 3 die to remove the blockage token and use the cavalry.



TIP You can use the benefit of a passive ability even if the card has a blockage token placed on it.

Status token rules !

- **A maximum of 2 status tokens** of the same kind can be placed on a single card or the palace
- If you acquire status tokens, you have to **place them on cards or the palace immediately**
- If you can't place them immediately, the tokens disappear
- Once a token is placed on a card, it cannot be removed until it has been used, even after a round is finished
- Status tokens can be also placed on the palace

VI. CHARACTER CARD

Character cards are secret cards that can be used as surprising variable factors during the game.

You can skip this guide if you are playing the game for the first time.

How to get

- Each player gets random character cards **at the beginning of the game** as a part of their starting resources.
- The number of the character cards you receive depends on the 'Game Mode' you chose
- Unlike other cards, your character cards **should be kept secret from other players.**

How to use

- You can open and use your character cards **at any time on your turn** during ANY phase.
- If you don't like your character cards, you can **discard(sell) it and gain 4 gold** at any time on your turn.

Effect

There are two types of character cards

1) Immediate type

You'll get the stated effect immediately.
For example, this card will open all locked spaces on your territory when you use the card.



2) Build type

This type of card has action commands and life points. Instead of getting an instant benefit, you can build these cards on your territory at no cost.



Life

Since it has only one life, this card will be discarded when damaged.

TIP

- Using character cards strategically at the right moment can surprise your opponent and give you a large advantage. But if you think your character card doesn't fit your strategy, it is advised to sell it quickly.
- When you discard (sell) character cards, don't show it to your opponent.



4 GAME MODE

I. INTRODUCTION

Shaolia offers various 'game modes' to create a more abundant gaming experience and increase replay value. In this prototype, we offer 5 different game modes. Every game mode is designed to be played multiple times.

If this is your first time playing the game, **we strongly recommend that you play "#1 Prelude"** 2~3 times before trying other game modes to improve your understanding of how to play the game.

II. CUSTOM GAME

In addition to the provided game modes, you can also create your own custom game. Here are some guides for creating custom games.

- Starting Resource : 5 gold and 2 character cards
- Lv1 Cards : Use every Lv1 card (48 cards)
- Lv2 Cards :
 - Select 3 kinds of attack cards
 - Select 3 kinds of culture cards
 - Select 1~2 kinds of defense cards
 - Select 1~2 kinds of gold cards
 - Select 1~2 kinds of mineral card
 - Select 1~2 kinds of trade cards

TIP There are 4 of each Lv2 card. There are 2 of each Wonders card.

- Trading Post Cards : Select 4 trading post cards.



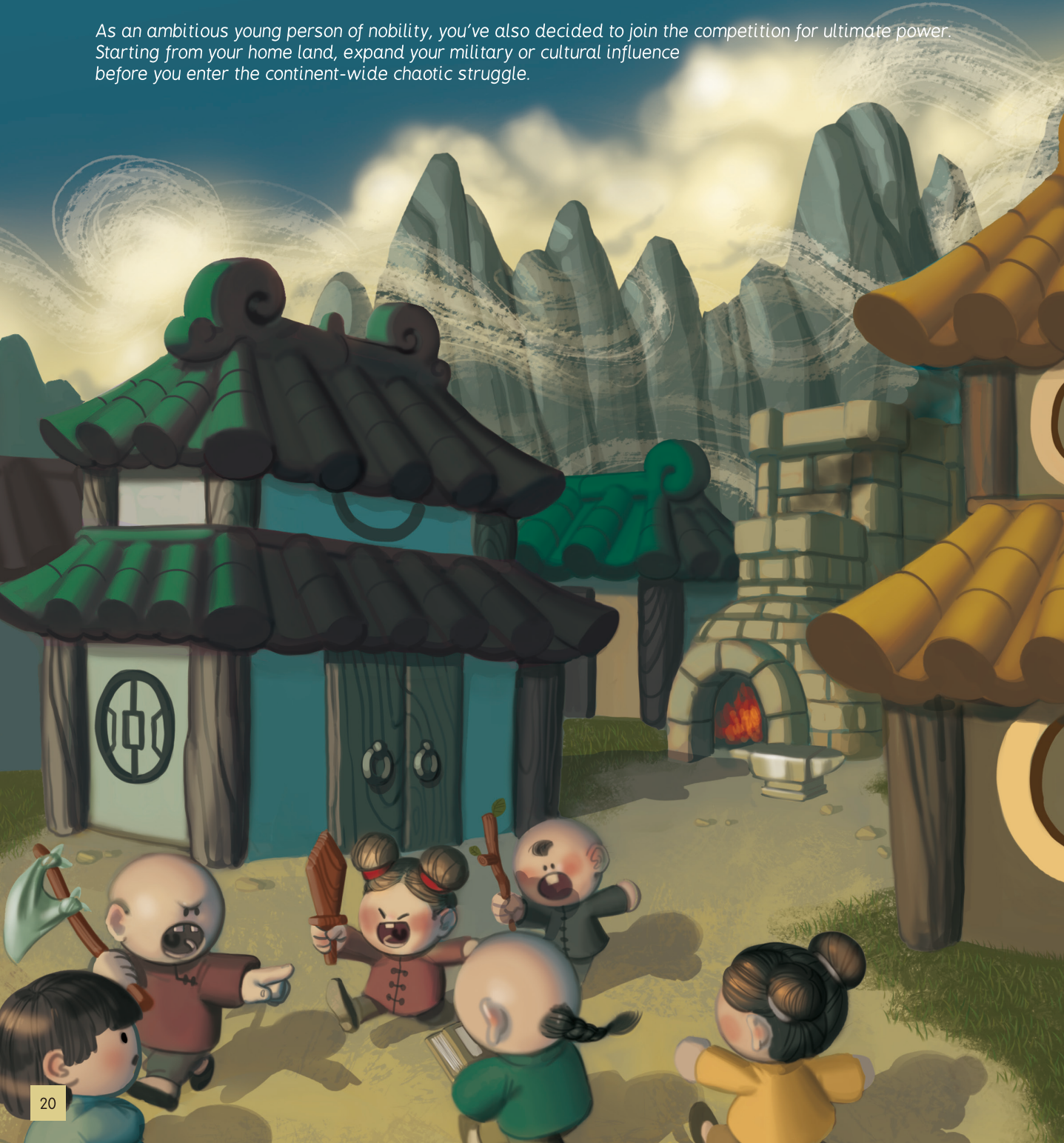
#1 PRELUDE

1 vs 1



The collapse of the Shao Empire started slowly. The Shao Empire ruled the continent for thousands of years and that is why the continent is called Shaolia. The mighty empire started to lose its influence. Every influential person around Shaolia saw this as an opportunity.

As an ambitious young person of nobility, you've also decided to join the competition for ultimate power. Starting from your home land, expand your military or cultural influence before you enter the continent-wide chaotic struggle.



TIP "Prelude" is a introductory game mode. It consists of the minimum number of cards and components. Dive into the world of Shaolia with this game mode!

OBJECTIVE OF THE GAME

- Destroy your opponent's palace by dealing 12 damage or
- Gain a culture score of 18

STARTING RESOURCE

Each player takes 5 gold
No character cards are used in this game mode

CARD SETTING

LV 1 CARD

Use every Lv1 card (48 cards)

LV 2 CARD

Use these Lv2 cards below (32 cards)



Cavalry x 4



Gym x 4



Wall x 4



Port x 4



Temple x 4



Garden x 4



Ranch x 4



Smelter x 4

TRADING POST CARD

No additional trading post cards are used in this game mode.
Only basic trading posts stated on the front row of the trading board are available.



#2 RUSH

1 vs 1



Oak Wilds is an area located on the eastern side of the continent of Shaolia. Because of the mighty mountain range that vertically divides the continent, Oak Wilds has served as the only bridge between east and west since the creation of the continent.

Because of its strategic importance, Oak Wilds quickly became the most sought after land for every ambitious noble person on the continent. The competition has begun. Push your opponent fiercely before others join the competition and become victorious!

TIP

"Rush" is a fast paced game mode. With a higher ratio of attack and culture cards, this game mode will provide you with a more dynamic dueling experience.

OBJECTIVE OF THE GAME

- Destroy your opponent's palace by dealing 12 damage or
- Gain a culture score of 18

STARTING RESOURCE

Each player takes 5 gold and 2 random character cards

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use these Lv2 cards below (43 cards)



Cavalry x 4



Gym x 4



Catapult x 4



Wall x 4



Port x 4



Temple x 4



Garden x 4



Theater x 4



Ranch x 4



Smelter x 4



War elephant x 1



Ancestral valley x 1



Fortress x 1

! Use 1 of each wonders card

TRADING POST CARD Place these cards on the empty slots of the trading board



Buy ATK token



Buy culture



Buy life token



Buy Lv 1 card



#3

1 vs 1



OVERWHELMING POWER

There is an area called King's Rest to the north in Shaolia. In this large moorland, the huge tombs of ancient emperors exist. Local people of King's Rest have strived for a thousand years to guard the tombs, and keep political neutrality.

However any future ruler of Shaolia could not just ignore this sacred land. In order to put this area under your influence you'll need to mobilize an extraordinary power: The Wonders

TIP

Winning this mode without building wonders is harder than in other game modes. Secure resources and build mighty wonders to defeat your opponent!

※ This game mode has an additional way to win: Build 3 Wonders on your territory

OBJECTIVE OF THE GAME

- Destroy your opponent's palace by dealing 12 damage or
- Gain a culture score of 18 or
- Build 3 wonder cards on your territory !

STARTING RESOURCE

Each player takes 5 gold and 2 random character cards
Each player takes 1 wonder card of their choice

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use these Lv2 cards below (42 cards)



Gym x 4



Catapult x 4



NEW Swamp x 4



Port x 4



Garden x 4



NEW Library x 4



Ranch x 4



Smelter x 4



NEW Mine x 4



War elephant x 2



Ancestral valley x 2



Fortress x 2

! Use 2 of each wonders card

TRADING POST CARD Place these cards on the empty slots of the trading board



Sell culture



Buy Lv1 card



Buy turn



Hire assassin

#4

TRADE WAR

1 vs 1



The Silver Coast is one of the wealthiest areas in Shaolia. Merchants from continents across the Middle Sea and caravans from the far west come to the Silver Coast to trade various products and resources.

The result is an ethnically and culturally diverse region. Due to this diversity, it has become very difficult to gain influence over the Silver Coast by conventional means. However, there is one thing valued above all by those along the Silver Coast: Gold



TIP

Earning gold and trading is relatively easy in "Trade War".
Utilizing the trade board fully will be the most important strategy in this game mode.

OBJECTIVE OF THE GAME

- Destroy your opponent's palace by dealing 12 damage or
- Gain a culture score of 18

STARTING RESOURCE

Each player takes 5 gold and 2 random character cards
Each player starts with a market constructed on their territory board

CARD SETTING

LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use these Lv2 cards below (43 cards)



Fleet x 4



Gym x 4



Swamp x 4



Port x 4



Caravan x 4



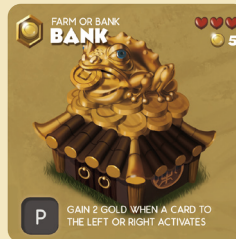
Garden x 4



Theater x 4



Ranch x 4



Bank x 4



Mine x 4



War elephant x 1



Ancestral valley x 1



Fortress x 1

! Use 1 of each wonders card

TRADING POST CARD Place these cards on the empty slots of the trading board



Buy ATK token



Buy culture



Buy life token



Hire assassin



2:2



#5 THE ALLIANCE 2 vs 2



As time passes by without a clear winner of the Warring States Period, various alliances among nobility that share the same vision have started to emerge. Some unite in order to confront a more powerful common enemy and some unite to redeem each other's weaknesses. Even though they all know that they will eventually have to compete against each other, their alliances have flourished.

Now the continent of Shaolia will experience a totally different level of battle as these powerful alliances start to clash.

TIP

'The Alliance' is a standard 2vs2 game in Shaolia. In 2vs2 mode, creating a collective strategy within the team is the most important factor to achieve victory.

OBJECTIVE OF THE GAME

- Destroy **one of your opponents' palaces** by dealing 12 damage or
- Gain **a collective** culture score of 18

STARTING RESOURCE

Each player takes 5 gold and 1 random character card

CARD SETTING

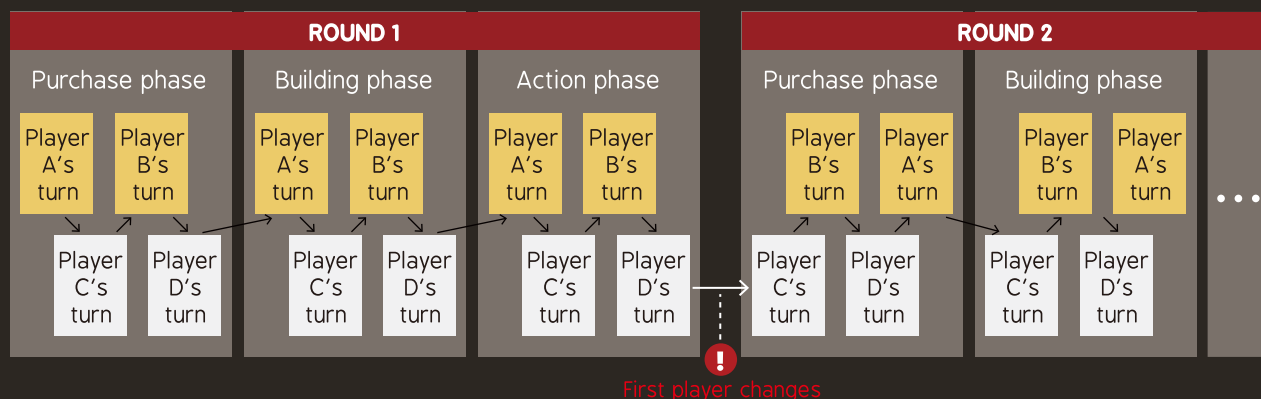
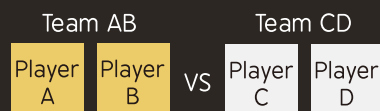
LV 1 CARD Use every Lv1 card (48 cards)

LV 2 CARD Use every Lv2 card (70 cards)

TRADING POST CARD Place 4 random trading post cards on the empty slots of the trading board

2 VS 2 RULES

ROUND ORDER



After Player A's (First Player) turn, a player from the other team (Player C) starts their turn. After every player finishes their turn, next phase begins. The First player changes to **a player on the other team** after a round finishes. Throughout rounds, every player becomes first player in turn.

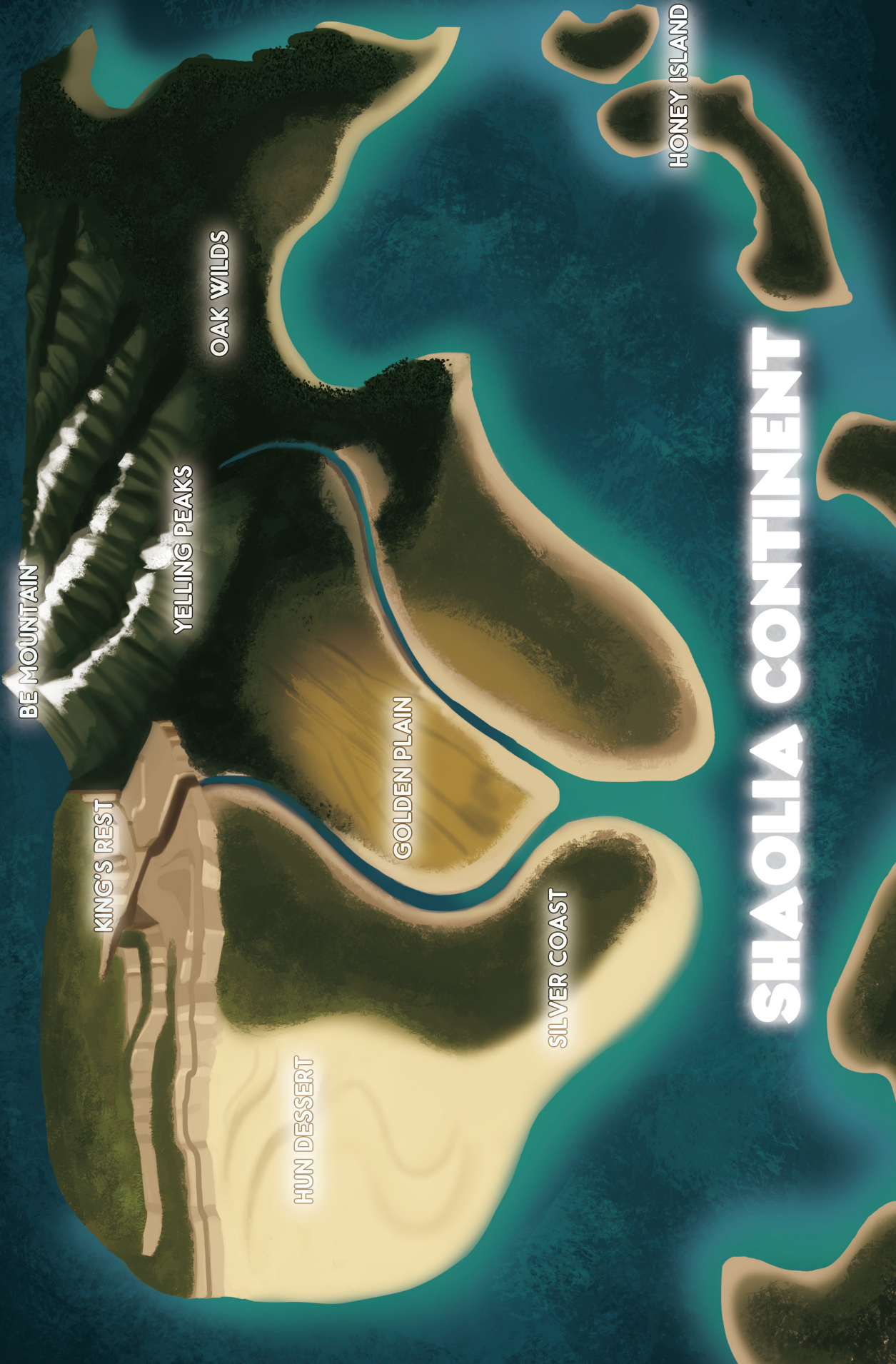
SHARING

1) Sharing resources

- Players of the same team can give their resources (**gold, minerals, and officers**) to their teammate **during a purchase phase** at no cost.

2) Sharing cards

- Players of the same team can also give or receive Lv1 or Lv2 cards **during a purchase phase**.
- In order to share, one of the players of the sharing team **must pay 1 gold**.
- After 1 gold is paid, players can give or receive as many cards as they want.
- Players cannot share character cards or status tokens



5 SHAOLIA ENCYCLOPEDIA



TRADE CARD

It was the people from the far west lands who brought the concept of "Full Time Merchant" to Shaolia. The ancient Shao emperors and politicians hadn't wanted commerce to develop because trading with various nations could result in cultural diversity and diversity is always difficult to control. But as the Shao Empire started to collapse, trading became one of the main factors driving the rapid change in Shaolia.



Port's ability The Port can trade with 2 different trading posts with a single activation. For example, it is possible to buy minerals and sell them for profit with a single die



Caravan's ability The Caravan can buy items for 1 gold cheaper and sell items for 1 gold higher profit while making a trade. For example, it can buy minerals at 1 gold instead of 2.

※ There are 3 trading posts where the caravan's ability is not applied: 'Buy Attack tokens', 'Buy Life tokens' and 'Buy Lv1 cards'

GOLD CARDS

The "Golden Plains" is a breadbasket area located in the south of Shaolia. Due to the abundant resources and wealthy population in this area, Golden Plains was historically the largest source of power in Shaolia. As more and more people declared the start of a new dynasty during the Warring States period, financial businesses such as banks emerged to supply the increasing demand for large-scale funding.



Bank's passive ability The Bank produces gold every time a card to its left or right activates. If cards to the left and right side both activate, you can benefit from its ability twice during a single turn.

MINERAL CARDS

Yelling Peaks is a great mountain range which divides the continent vertically. It is also the biggest mineral producing area. Recently, various kinds of new facilities were invented to boost mineral producing. The purpose of these facilities were to keep up with exploding demand for refined minerals, which are used in the crafting of advanced weapons.



Mine's passive ability The Mine will give you 1 mineral at the beginning of every action phase if it is constructed on your territory

ATTACK CARDS

As the "Warring States" period began, hundreds of philosophical factions emerged to find a way out of this chaotic era. Some of them gathered many followers and their influence grew. The "School of Discipline" was one of the most successful factions in Shaolia. They believed that peace can only be achieved through a strict application of rules and law. In order to apply strict law, a single mighty political power was essential. People influenced by the "School of Discipline" thought unification of the continent by overwhelming military power was necessary. This gave justification to the ambitious people of nobility who tried hard to increase the size of their army.



Gym's ability Gym will place 1 attack token on a card of your choice at the beginning of every action phase, if it is constructed on your territory



Fleet's ability When this ability is activated, the fleet can attack any card or palace directly even if there are defense cards built on the opponent's territory

Catapult's ability Catapult deals 3 damage to defense cards. But it will only deal 1 damage to other types of card or a palace

Catapult's combo ability Catapult's combo ability deals 1 damage to all cards in the front row of the opponent's territory. It will deal up to 3 damage to all cards in the front row if 1 or 2 attack tokens have been placed on the catapult



CULTURE CARDS

Because the continent-wide war resulted in many casualties everyday, a school of people who stood against military actions emerged. Although they did agree on the idea of a 'Unified Shaolia' to achieve true peace, they took a very different approach. They thought improving the average happiness and level of education of common people of Shaolia was the only way to achieve true unification. Although these kinds of scholars traditionally stayed in a gorge of the "Yelling Peaks" mountain area, some ambitious young philosophers started to climb down the mountain to make their theory a reality.



Theater's ability When this ability is activated, you'll gain as much culture score as the number of culture cards (including the theater) you have built on your territory

Garden's passive ability Gain 1 culture score every time a culture card built on your territory activates. The word "Activate" is only used when dice are used to trigger the ability.



DEFENSE CARDS

For the ancient Shao Empire, nothing was more important than protecting the emperor's tombs in the King's Rest area. For this reason, it is still very easy to find huge walls and fortresses throughout the continent. But for thousands of years, Shaolians had few enemies aside from the nomads of the far north. As the Warring states period began, these defensive structures suddenly became very useful for Shaolians to protect themselves against other Shaolians.



Wall's ability A Wall has both passive and active abilities. When the active ability is activated, you'll get 2 life tokens and place them on the cards of your choice. You can either put 2 tokens on a single card, or you split them between 2 different cards.

Swamp's passive ability When destroyed, the swamp places a blockage token on the card that destroyed it.



