SESSION REPORT FOR THREE KINGDOMS REDUX (PLAYTEST 188)

GAME SETUP

Criterion Markers:

Combat for Control Han Emperor, Administration for Win Popular Support

Dealt State Enhancement Cards:

Wei: Square-Pallet Chain Pumps, Stable, Weapon Trading Post (Unification), Tax Modification System (Separation)

Wu: Barter Market, Hereditary Army System, Imperial Academy (Unification), Imperial Jade Seal, Puppet Theatre (Separation)

Shu: Harbour, Office of Minister of Finance, Spear Armoury (Unification), Bronze Sparrow, Mobile Siege Tower, Pulp Papermaking (Separation)

During the game, the three states got to draw other state enhancement cards via the Import Technology action. These are listed here for completeness: Wei: Crossbow Armoury, Military Habitation System, Nine Bestowments (Unification), Iron Armour, Battering Ram (Separation)

Wu: Wooden Ox (Unification)

Shu: Training Ground, Garrison (Unification)

Initial Recruitment:

Wei: Cao Cao, Jia Xu, Sima Yi, Yu Jin, Zhang He, Cheng Yu, Guo Jia

Wu: Sun Jian, Ling Cao, Taishi Ci, Zhuge Jin, Chen Wu, Ding Feng, Lu Meng

Shu: Liu Bei, Ma Chao, Zhuge Liang, Jiang Wan, Jiang Wei, Wang Ping, Yan Yan

Crossed out generals are generals not recruited during the draft.

Throughout this session report, you will see boxes similar to this. These boxes contain explanation of the generals' skills or state enhancements' benefits that have been highlighted by superscripts or numberings in circles. (x)

For rules of the game, refer to this link.



STATUS AT THE END OF SETUP

WEI



WU





ROUND 1

CONFLICT PHASE

Select Alliance Action Space

Bid turn order: Wei 1st, Wu 2nd, Shu 3rd

Shu spots the potential of ¹Zhuge Liang with the ²Office of Minister of Finance state enhancement card in hand and chooses to recruits him. Shu therefore proposes "Develop Marketplace or Collect Tax" action space as the alliance action space. Wu's initial recruitment leaves it a little weak on the Administration side, and agrees to the proposal.

L'Izhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

²Office of Minister of Finance (no prerequisite, costs 1 popular support, 1 VP): "Collect tax" immediately after you construct this state enhancement.



Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 6)

- Thang He: At the end of the round when Zhang He is recruited, he receives 1 untrained army and 2 horses. After he takes the "recruit armies action" or "train armies action", he receives 1 horse.
- 2 Sun Jian: When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.
- (7) Sima Yi: When Sima Yi takes the "import technology action", he draws 1 state enhancement card from both the Separation and Unification decks instead.
- 8 Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.
- 9 Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.
- Taishi Ci: If Taishi Ci is not assigned during the Conflict Phase of the round when he is recruited, he receives 1 trained army and 1 weapon of his choice at the end of that round.

Short Analysis of Bidding:

Wei: With the most manpower, Wei dominates bidding in the first two rounds. Although Zhang He's combat is 4 and can be outbid by the likes of Sun Jian and Ma Chao, Wei still wins the action space easily due to its threat of numerical superiority. Wei also keeps ¹Cao Cao to the last as his skill of prevailing ties in bids maintains pressure on the other players.

Wu: Wu's initial recruitment of ²Taishi Ci is geared towards stationing ³Ling Cao at a border location as soon as possible, so as to start activating and taking advantage of his skill. Wu has therefore planned for bidding with only three generals this round, and any action spaces it wins this round is a bonus.

Shu: The alliance action space is important to Shu in early rounds, as it more or less guarantees Shu gets its top priority action space, provided it is able to convince Wu to bid for the alliance action space. In this case, Wu does. Shu also deems the construct state enhancement action as high priority and places a bid of 6 on it. The additional popular supports placed with ⁴Liu Bei act as protection against Cao Cao; Wei would have to assign two generals to the action space to win it.

- 12) ¹Cao Cao: Cao Cao prevails in cases of ties of totals during bidding.
- ¹¹ ²Taishi Ci: If Taishi Ci is not assigned during the Conflict Phase of the round when he is recruited, he receives 1 trained army and 1 weapon of his choice at the end of that round.
- 5 3Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.
- 6 4Liu Bei: If Liu Bei bids for an action space with popular support tokens, 1 of the popular support tokens is returned to Shu's supply after he takes his action or when he returns to Shu's supply.





RESOLUTION PHASE

Action turn order for current round: Wei 1st, Wu 2nd, Shu 3rd Bid turn order for next round: Wei 1st, Wu 2nd, Shu 3rd

Action Taking:

Action luxing.		
State	General	Action Taken
Wei	Jia Xu	Develops farm by 1 level
Wei	Zhang He	¹ Collects 2 untrained armies and 1 horse
Wei	Sima Yi	² Pays 1 rice to flip 2 untrained armies, draws 2 state enhancement cards
Wei	Cao Cao	Collects 1 popular support
Wei	Yu Jin	Pays 1 gold, promotes 1 rank, leaves Yu Jin face down on action space
Wu	Sun Jian	Collects 2 crossbows
Wu	Ling Cao	Collects 1 untrained army
Wu	Zhuge Jin	³ Collects 1 rice and develops marketplace by 1 level
Shu	Ma Chao	Collects 2 spears
Shu	Liu Bei	Constructs ⁴ Spear Armoury
Shu	Zhuge Liang	⁵ Collects 2 gold and develops marketplace by 1 level



¹Zhang He: At the end of the round when Zhang He is recruited, he receives 1 untrained army and 2 horses. After he takes the "recruit armies action" or "train armies action", he receives 1 horse.

¹ Sima Yi: When Sima Yi takes the "import technology action", he draws 1 state enhancement card from both the Separation and Unification decks instead.

³Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

4Spear Armoury (no prerequisite, costs 1 spear + 2 gold, 2 VPs): After you take the "produce spears/horses action" to produce 2 spears, you receive 1 additional spear.

SZhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

Reduce Tribal Relations Level: All states did not take the Improve Tribal Relations action and therefore reduce tribal relations levels by 1.

Receive/Activate Benefits (at end of round after all actions taken):

Wei: Places 2 Wei bid tokens on ¹Yu Jin's general card.

Wei: ²Zhang He receives one-off benefit of 1 untrained army and 2 horses at the end of the round he was recruited.

Wu: ³Taishi Ci receives one-off benefit of 1 trained army and 1 vessel as he was not used on a bid during the round he is recruited.

Shu: Places 4 horses on 4Ma Chao's general card.

¹Yu Jin: At the end of the round when Yu Jin is recruited, place 2 Wei bid tokens on this card. During each Conflict Phase, after the alliance action space has been selected, he may return 1 of these Wei bid tokens to join the alliance.

²Zhang He: At the end of the round when Zhang He is recruited, he receives 1 untrained army and 2 horses. After he takes the "recruit armies action" or "train armies action", he receives 1 horse.

¹Taishi Ci: If Taishi Ci is not assigned during the Conflict Phase of the round when he is recruited, he receives 1 trained army and 1 weapon of his choice at the end of that round.

⁴Ma Chao: At the end of the round when Ma Chao is recruited, place 4 horses on this card. At the end of each subsequent round, he receives 1 of these horses if Shu has at least 2 horses in its supply (they breed).

UPDATE AND MAINTENANCE

Flip criterion markers, Wei receives Han Emperor token, no upkeep required, no military VPs awarded, round track marker advanced to Round 2.

STATUS AT THE END OF ROUND 1



WEI



WU



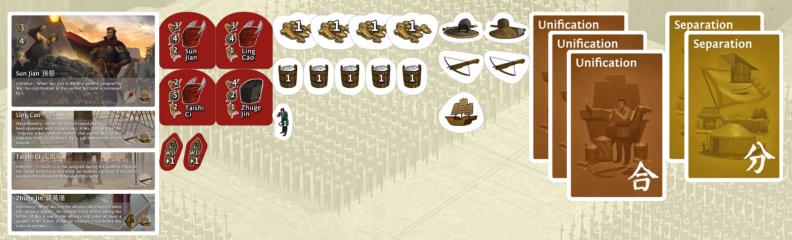
SHU



WEI



WU





ROUND 2

CONFLICT PHASE

Select Alliance Action Space

Bid turn order: Wei 1st, Wu 2nd, Shu 3rd

Wu and Shu are now aware that Wei has recruited ¹Yu Jin. Shu would like to continue activating ²Zhuge Liang's skill but has to balance that against allowing Wei to benefit via it activating Yu Jin's skill. Shu ultimately picks "Develop Farm or Harvest" as the alliance action space, albeit reluctantly, as it deems the former to be more important.

As expected, Wei activates Yu Jin's skill by returning one bid token on Yu Jin's general card to the general supply and joins the alliance.

Yu Jin: At the end of the round when Yu Jin is recruited, place 2 Wei bid tokens on this card. During each Conflict Phase, after the alliance action space has been selected, he may return 1 of these Wei bid tokens to join the alliance.

²Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.



The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 13)

- ² Sun Jian: When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.
- 6 Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.
- 8 Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.
- Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.



Short Analysis of Bidding:

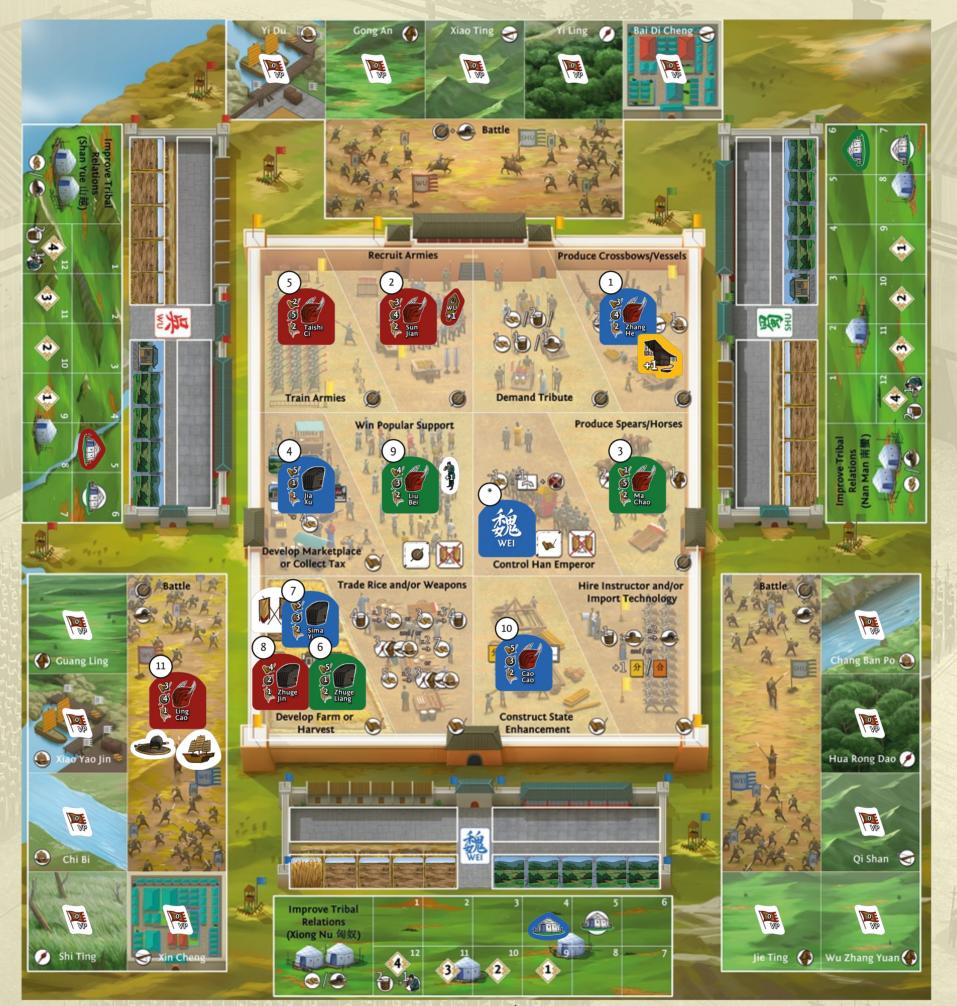
Wei: With the activation of ¹Yu Jin's skill, the "Develop Farm or Harvest" action space becomes a free-for-all action space in the round. Each state just needs to assign a general to it. ²Cao Cao is kept to the last as a threat to the other states, particularly Shu, which it continues to enjoy numerical superiority over.

Wu: Wu enjoys the advantage of placing the final bid this round. It concentrates its efforts on building up its military base this round, as it is combat strong. ³Ling Cao is assigned to a "Battle" action space, winning it easily as he is the last general assigned. Wu's plan of activating/squeezing Ling Cao's skill for the rest of the game has come to fruition.

Shu: Shu needs a pair of horses to start benefiting from 4Ma Chao's skill, and assigns its strongest combat general to the "Produce Spears/Horses" action space. Shu, on seeing Cao Cao still on Wei's hand, does not take the risk of assigning Liu Bei to the "Construct State Enhancement" action space. It assigns him to the safe spot of "Win Popular Support", which depends on the combat criterion this round, instead.

Somewhat surprisingly, no one took any interest in the "Control Han Emperor" action space this round.

- * 1Yu Jin: At the end of the round when Yu Jin is recruited, place 2 Wei bid tokens on this card. During each Conflict Phase, after the alliance action space has been selected, he may return 1 of these Wei bid tokens to join the alliance.
- (10) ²Cao Cao: Cao Cao prevails in cases of ties of totals during bidding.
- 3Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.
- 3 4Ma Chao: At the end of the round when Ma Chao is recruited, place 4 horses on this card. At the end of each subsequent round, he receives 1 of these horses if Shu has at least 2 horses in its supply (they breed).



RESOLUTION PHASE

Action turn order for current round: Wei 1st, Wu 2nd, Shu 3rd Bid turn order for next round: Wei 1st, Wu 2nd, Shu 3rd

Action Taking:

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State	General	Action Taken		
Wei	Zhang He	Collects 2 vessels		
Wei	Sima Yi	Develops farm by 1 level		
Wei	Jia Xu	Develops marketplace by 1 level		
Wei	Cao Cao	Constructs ¹Stable		
Wu	Zhuge Jin	² Collects 1 rice and develops farm by 1 level		
Wu	Sun Jian	Collects 2 untrained armies		
Wu	Taishi Ci	Trains 2 untrained armies		
Wu	Ling Cao	Stations Ling Cao at Xiao Yao Jin with 1 naval unit, flips and places border location token on treasury space		
Shu	Liu Bei	Collects 1 popular support		
Shu	Zhuge Liang	³ Collects 2 rice and develops farm by 1 level		
Shu	Ma Chao	Collects 2 horses		



¹Stable (no prerequisite, costs 1 horse + 2 gold, 2 VPs): After you take the "produce spears/horses action" to produce 2 horses, you receive 1 additional horse.

¹Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

³Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

Reduce Tribal Relations Level:

Shu reduces its tribal relations level by 1. Wei (1/1 Xu) maintains its tribal relations level. Wu (2/2 Ling Cao) increases its tribal relations level by 1.

Ijia Xu: At the end of each even round, if Wei did not take the "improve tribal relations action", Wei's tribal relations level is maintained instead.

¹²Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.

Receive/Activate Benefits (at end of round after all actions taken):

Shu: Shu moves 1 horse from 1Ma Chao's general card to its supply.

¹Ma Chao: At the end of the round when Ma Chao is recruited, place 4 horses on this card. At the end of each subsequent round, he receives 1 of these horses if Shu has at least 2 horses in its supply (they breed).

UPDATE AND MAINTENANCE

Flip criterion markers, Wei returns Han Emperor token to general supply, Wu pays 1 rice for stationed armies' upkeep, Shu pays 1 rice for popular support upkeep, 1 military VP awarded for Wu, round track marker advanced to Round 3.

STATUS AT THE END OF ROUND 2



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WEI

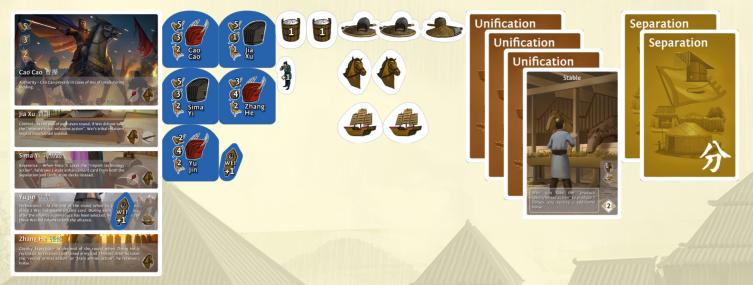


WU





WEI



WU





ROUND 3

CONFLICT PHASE

Recruitment:

Wei: Xiahou Dun, Xun Yu, Zhang Liao

Wu: Huang Gai, Lu Su, Gan Ning, Zhang Zhao

Shu: Chen Dao, Li Yan, Fei Yi, Liao Hua

Crossed out generals are generals not recruited during the draft.

Select Alliance Action Space

Bid turn order: Wei 1st, Wu 2nd, Shu 3rd

Wei can still activate ¹Yu Jin's skill one more time and Wu and Shu are well-aware of that. Shu is therefore faced with a similar situation as the start of Round 2, i.e. whether to activate ²Zhuge Liang's skill but allowing Wei to benefit by activating Yu Jin's skill. Shu again chooses to the former by picking "Develop Marketplace or Collect Tax" as the alliance action space.

Wei does activate Yu Jin's skill by returning the last bid token on his general card to the general supply and joins the alliance. This will give Wei a healthy lead in the domestic development category, whilst potentially providing it with the resources needed for stationing armies at border locations in later rounds.

Yu Jin: At the end of the round when Yu Jin is recruited, place 2 Wei bid tokens on this card. During each Conflict Phase, after the alliance action space has been selected, he may return 1 of these Wei bid tokens to join the alliance.

²Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 20) Wu decides not to move ¹Huang Gai at the end of bidding.

- (2) Sun Jian: When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.
- ¹Huang Gai: At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.
- 7) Sima Yi: When Sima Yi takes the "import technology action", he draws 1 state enhancement card from both the Separation and Unification decks instead.
- 8 Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.
- 9 Chen Dao: At the end of the round when Chen Dao is recruited, he receives 1 untrained army and 2 spears. After he takes the "recruit armies action" or "train armies action", he receives 1 spear.
- Thuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.
- Thuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.
- 13) Yu Jin: At the end of the round when Yu Jin is recruited, place 2 Wei bid tokens on this card. During each Conflict Phase, after the alliance action space has been selected, he may return 1 of these Wei bid tokens to join the alliance.



Short Analysis of Bidding:

Wei: Wei retains numerical superiority due to Wu's stationing of Ling Cao. It continues to put pressure on the other two states on the domestic development category. It also has an odd untrained army and tries to collect one more from the "Demand Tribute" action space, but is waylaid by Wu. Wei ultimately decides it is too costly to expend two generals on the "Demand Tribute" action space to collect just one untrained army. Instead, Wei uses its last general, Cao Cao, to improve tribal relations.

Wu: Wu's priority this round is the "Construct State Enhancement" action space, which it succeeds in winning. Towards the end of bidding, Wu finds itself with Taishi Ci and not many attractive action spaces to bid for. With also an odd untrained army in its supply, it places Taishi Ci on "Demand Tribute" action space to force Wei to waste one general, or to collect the untrained army to make up a pair. On completion of bidding, Wu has the option of moving 'Huang Gai. However, the only available empty common action space is the "Trade Rice and/or Weapons" action space, which does not provide Wu with much benefit for now. Taking an additional action also leaves Wu out of the alliance in the following round. Wu therefore decides against doing so.

Shu: Blocked out of the "Recruit Armies" action space in previous rounds, Shu makes that its priority this round. ²Zhuge Liang continues to be put to work on the development action spaces. Towards the end of bidding, Shu takes a small calculated risk by placing Liu Bei on the "Win Popular Support" action space. Shu was counting on Wei to use Cao Cao to either support Zhang He on the "Demand Tribute" action space, which was under threat from Taishi Ci of Wu, or to take the "Improve Tribal Relations" action. The small gamble pays off.

- ¹Huang Gai: At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.
- ⁽¹²⁾ ²Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.



RESOLUTION PHASE

Action turn order for current round: Wei 1st, Wu 2nd, Shu 3rd Bid turn order for next round: Wei 1st, Shu 2nd, Wu 3rd

Action Taking:

State	General	Action Space
Wei	Jia Xu	Develops farm by 1 level
Wei	Yu Jin	Develops marketplace by 1 level
Wei	Xiahou Dun	¹Collects 3 horses
Wei	Sima Yi	² Draws 2 state enhancement cards
Wei	Cao Cao	Increases tribal relations level by 2 levels
Wu	Sun Jian	Pays 1 gold, promotes 1 rank, leaves Sun Jian face down on action space
Wu	Zhuge Jin	³ Collects 1 rice and develops marketplace by 1 level
Wu	Lu Su + Huang Gai	Constructs ⁴ Hereditary Army System
Wu	Taishi Ci	Collects 1 untrained army
Shu	Ma Chao	Collects 2 untrained armies
Shu	Chen Dao	Trains 2 untrained armies and 5collects 1 spear
Shu	Li Yan	Collects 2 vessels
Shu	Zhuge Liang	⁶ Collects 2 gold and develops marketplace by 1 level
Shu	Liu Bei	Collects 1 popular support



¹Stable (no prerequisite, costs 1 horse + 2 gold, 2 VPs): After you take the "produce spears/horses action" to produce 2 horses, you receive 1 additional horse.

²Sima Yi: When Sima Yi takes the "import technology action", he draws 1 state enhancement card from both the Separation and Unification decks instead.

³Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

⁴Hereditary Army System (no prerequisite, costs 1 popular support, 1 VP): After you take the "produce spears/horses action" or "produce crossbows/vessels action", you receive 1 untrained army.

⁵Chen Dao: At the end of the round when Chen Dao is recruited, he receives 1 untrained army and 2 spears. After he takes the "recruit armies action" or "train armies action", he receives 1 spear.

⁶Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

Reduce Tribal Relations Level: Shu reduces its tribal relations levels by 1. Wu (1Ling Cao) increases its tribal relations level by 1.

Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.

Receive/Activate Benefits (at end of round after all actions taken):

Shu: ¹Chen Dao receives one-off benefit of 1 untrained army and 2 spears at the end of the round he was recruited.

Shu: Shu moves 1 horse from ²Ma Chao's general card to its supply.

Shu: 3Li Yan constructs 4Harbour.

¹Chen Dao: At the end of the round when Chen Dao is recruited, he receives 1 untrained army and 2 spears. After he takes the "recruit armies action" or "train armies action", he receives 1 spear.

²Ma Chao: At the end of the round when Ma Chao is recruited, place 4 horses on this card. At the end of each subsequent round, he receives 1 of these horses if Shu has at least 2 horses in its supply (they breed).

³Li Yan: At the end of rounds 3, 6, 9 and 12, Li Yan may construct 1 state enhancement.

⁴Harbour (no prerequisite, costs 1 vessel + 2 gold, 2 VPs): After you take the "produce crossbows/vessels action" to produce 2 vessels, you receive 1 additional vessel.

UPDATE AND MAINTENANCE

Flip criterion markers, Wu receives Han Emperor token, Wu pays 1 rice for stationed armies' upkeep, Shu pays 1 rice for popular support upkeep, 1 military VP awarded for Wu, round track marker advanced to Round 4.

STATUS AT THE END OF ROUND 3



WEI



WU





WEI



WU





ROUND 4

CONFLICT PHASE

Select Alliance Action Space

Bid turn order: Wei 1st, Shu 2nd, Wu 3rd

Wu proposes "Construct State Enhancement" as the alliance action space, which Shu accepts readily. Wu would like to put the 'Imperial Academy into play before the next recruitment in the following round, whilst the reason for Shu's enthusiasm is 'Pulp Papermaking.

Imperial Academy (no prerequisite, costs 1 gold + 1 rice, 1 VP): You may draw 1 additional general card or pay 2 rice to receive 1 popular support token during each recruitment of generals.

¹²Pulp Papermaking (prerequisite: have constructed at most 2 state enhancements, costs 2 gold, 1 VP): At the end of the game, you earn 2 VPs if you have constructed the most number of state enhancements, or 1 VP if you tie for the most number.



Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 26) Wu moves 'Huang Gai at the end of bidding to the empty "Control Han Emperor" action space.

- ¹Huang Gai: At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.
- 9 Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.

Short Analysis of Bidding:

Wei: Having not stationed any generals at a border location, and not taking the "Control Han Emperor" action in the previous round, Wei continues to enjoy numerical superiority. It makes full use of this to bully its way this round, concentrating on the two development action spaces. Wei unfortunately lacks the single gold to take the "Control Han Emperor" action space this round, which was still available at the end of bidding. It takes the "Win Popular Support" action space with its last general instead, leaving the "Control Han Emperor" action space for 'Huang Gai to move to.

Wu: In a bad round for Wu, it tries unsuccessfully to sneak the "Develop Farm or Harvest" action space with Huang Gai. It was however, able to activate Huang Gai's skill to move him to the "Control Han Emperor" action space at the end of bidding. Wu was also unsuccessful in its bid for the "Hire Instructor and/or Import Technology" action space, leaving two of its armies untrained.

Shu: Shu, planning to station Chen Dao at a border location, continues with its army recruitment. When the opportunity arises to outbid Wu for the "Hire Instructor and/or Import Technology" action space, albeit at the cost of 1 popular support, Shu takes it with both hands. This leaves Shu well-positioned with two ready army units, for either the "Improve Tribal Relations" or "Battle" action spaces in future rounds.

¹Huang Gai: At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.



RESOLUTION PHASE

Action turn order for current round: Wei 1st, Shu 2nd, Wu 3rd Bid turn order for next round: Wei 1st, Shu 2nd, Wu 3rd

Action Taking:

State	General	Action Space
Wei	Jia Xu	Collects tax by moving 2 flipped marketplace tokens onto treasury space
Wei	Cao Cao	Harvests by moving 3 flipped farm tokens onto granary space
Wei	Zhang He	Collects 1 untrained army
Wei	Xiahou Dun	Trains 2 untrained armies
Wei	Sima Yi	Collects 1 popular support
Wei	Yu Jin	Stations Yu Jin at Chang Ban Po with 2 naval units, flips and places border location token on treasury space
Shu	Li Yan	¹Collects 3 vessels
Shu	Ma Chao	Collects 2 untrained armies
Shu	Liu Bei	Pays 1 rice to flip 2 untrained armies, draws 1 Unification state enhancement card
Shu	Zhuge Liang	Constructs ² Pulp Papermaking
Shu	Chen Dao	Stations Chen Dao at Yi Ling with 2 infantry units, flips and places border location token on granary space
Wu	Taishi Ci	Collects 2 spears and 31 untrained army
Wu	Lu Su	4Constructs 5Imperial Academy, paying 1 less gold
Wu	Huang Gai	Pays 1 gold, promotes 1 rank, leaves Huang Gai face down on action space



Harbour (no prerequisite, costs 1 vessel + 2 gold, 2 VPs): After you take the "produce crossbows/vessels action" to produce 2 vessels, you receive 1 additional vessel.

²Pulp Papermaking (prerequisite: have constructed at most 2 state enhancements, costs 2 gold, 1 VP): At the end of the game, you earn 2 VPs if you have constructed the most number of state enhancements, or 1 VP if you tie for the most number.

³Hereditary Army System (no prerequisite, costs 1 popular support, 1 VP): After you take the "produce spears/horses action" or "produce crossbows/vessels action", you receive 1 untrained army.

4Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.

Imperial Academy (no prerequisite, costs 1 gold + 1 rice, 1 VP): You may draw 1 additional general card or pay 2 rice to receive 1 popular support token during each recruitment of generals.

Reduce Tribal Relations Level: Shu reduces its tribal relations level by 1. Wei (¹Jia Xu) maintains its tribal relations level. Wu (²Ling Cao) increases its tribal relations level by 1.

IJia Xu: At the end of each even round, if Wei did not take the "improve tribal relations action", Wei's tribal relations level is maintained instead.

²Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.

Receive/Activate Benefits (at end of round after all actions taken):

Shu: Shu moves 1 horse from 1Ma Chao's general card to its supply.

¹Ma Chao: At the end of the round when Ma Chao is recruited, place 4 horses on this card. At the end of each subsequent round, he receives 1 of these horses if Shu has at least 2 horses in its supply (they breed).

UPDATE AND MAINTENANCE

Flip criterion markers, Wu receives Han Emperor token, Wei pays nothing, Wu pays 1 rice and Shu pays 2 gold + 1 rice for stationed armies' upkeep, no popular support upkeep required, 2 military VPs awarded for Wei and Shu, 1 military VP awarded for Wu, round track marker advanced to Round 5.

STATUS AT THE END OF ROUND 4



WEI



WU





WEI



WU





ROUND 5

CONFLICT PHASE

Recruitment:

Wei: Pang De, Guo Jia, Li Dian

Wu: Sun Quan, Cheng Pu, Jiang Qin

Shu: Wei Yan, Zhao Yun, Jiang Wei, Zhang Fei

Crossed out generals are generals not recruited during the draft.

During the recruitment, Wu activates ¹Imperial Academy to buy 1 popular support with 2 rice.

Imperial Academy (no prerequisite, costs 1 gold + 1 rice, 1 VP): You may draw 1 additional general card or pay 2 rice to receive 1 popular support token during each recruitment of generals.



Select Alliance Action Space

Bid turn order: Wei 1st, Shu 2nd, Wu 3rd

Wei no longer has the option join the alliance via Yu Jin's skill. Wu and Shu, seeking to slow Wei's domestic development juggernaut, has good reason to pick one of the two development action spaces as the alliance action space. Wu, with 1 border location token on its treasury, chooses the "Develop Farm or Harvest" as the alliance action space. Shu, with 1 border location token on its granary and 2 flipped marketplace tokens, would have preferred the other development action space and agrees grudgingly.

Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 33)

- (3) Sun Jian: When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.
- 6 Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.
- 7 Zhang He: At the end of the round when Zhang He is recruited, he receives 1 untrained army and 2 horses. After he takes the "recruit armies action" or "train armies action", he receives 1 horse.
- Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).
- 2 Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.
- (15) Sun Quan: When Sun Quan takes the "win popular support action", he receives 2 popular support tokens instead.

Short Analysis of Bidding:

Wei: Wei may have its stationed armies upkeep covered, but it is seeking more resources, particularly gold, for constructing state enhancements and controlling the Han emperor. It therefore attempts to make full use of its played 'Stable and conducts some trading via the "Trade Rice and/or Weapons" action space thereafter. When the opportunity to steal the "Control Han "emperor action space comes about, it does so without hesitation!

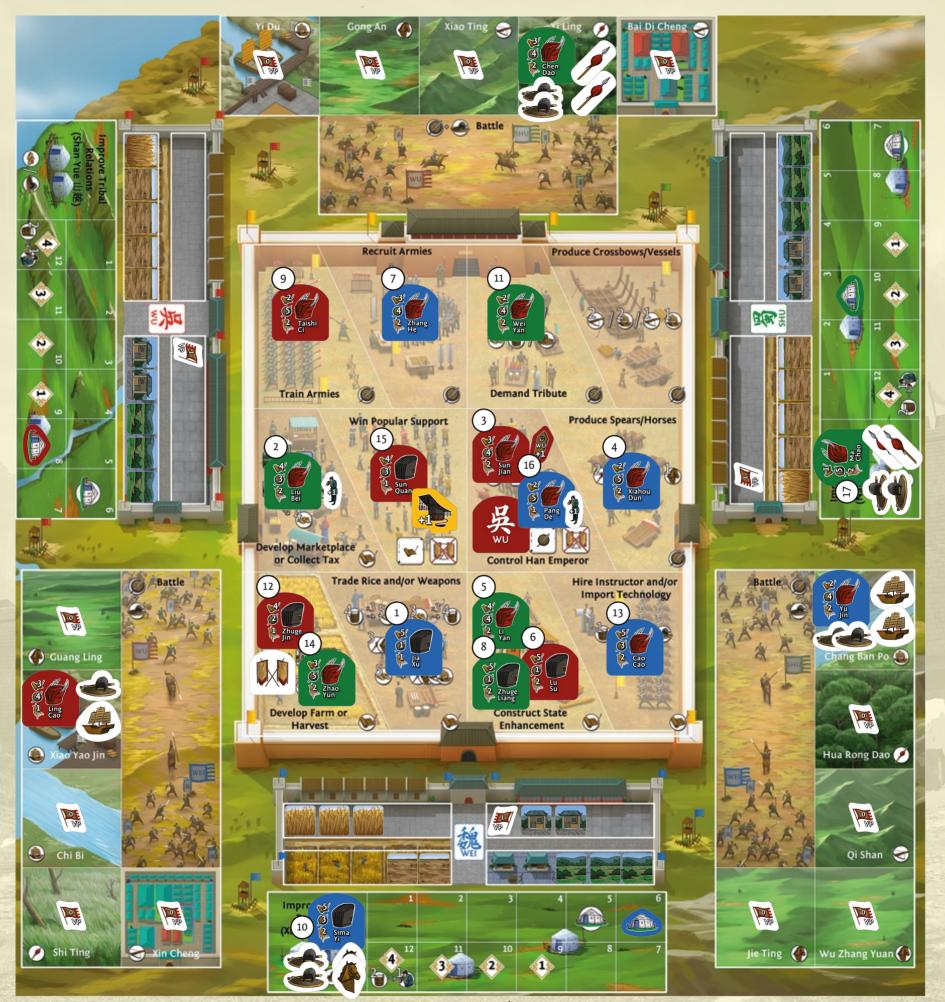
Wu: Wu's priorities are to construct the ²Puppet Theatre before taking the "Control Han emperor" action space. If it succeeded in doing so, Wu would have more or less sewn up the Rank scoring category. Alas, it was not to be, as Shu also has its eyes on the "Construct State Enhancement" action space. Wu would miss the opportunity to play the "Puppet Theatre" due to its prerequisite if it does take the "control Han emperor" action this round, and therefore does not augment Sun Jian's initial bid. A bait that Wei takes.

Shu: Shu would like to "collect tax" to lessen its stationed armies upkeep. It also strings a combo involving the "Demand Tribute" action space. Shu finally has the army units to start improving its tribal relations; Any further wait and Shu may miss out on the Civil Harmony scoring category altogether.

Stable (no prerequisite, costs 1 horse + 2 gold, 2 VPs): After you take the "produce spears/horses action" to produce 2 horses, you receive 1 additional horse.

²Puppet Theatre (prerequisite: ranked not higher than Prime Minister, costs 1 popular support + 2 gold, 1 VP): You prevail in the case of a tie (1st or 2nd) during scoring of the rank category.





RESOLUTION PHASE

Action turn order for current round: Wei 1st, Shu 2nd, Wu 3rd Bid turn order for next round: Wei 1st, Shu 2nd, Wu 3rd

Action Taking:

State	General	Action Space
Wei	Zhang He	¹ Collects 2 untrained armies and 1 horse
Wei	Xiahou Dun	² Collects 3 horses
Wei	Cao Cao	Pays 1 rice to flip 2 untrained armies, draws 1 Unification state enhancement card
Wei	Jia Xu	Trades 6 horses for 14 gold, trades 6 gold for 8 rice
Wei	Sima Yi	Increases tribal relations level by 2 levels
Wei	Pang De	Pays 1 gold, promotes 1 rank, leaves Pang De face down on action space
Shu	Liu Bei	Collects tax by moving 2 flipped marketplace tokens onto treasury space
Shu	Zhao Yun	Develops farm by 1 level
Shu	Ma Chao	Increases tribal relations level by 2 levels
Shu	Li Yan + Zhuge Liang	Constructs ³ Training Ground
Shu	Wei Yan	³ Collects 1 trained army, ⁴ 1 untrained army and 1 crossbow
Wu	Zhuge Jin	⁵ Collects 1 rice and develops farm by 1 level
Wu	Taishi Ci	Trains 2 untrained armies
Wu	Sun Quan	⁶ Collects 2 popular support



¹Zhang He: At the end of the round when Zhang He is recruited, he receives 1 untrained army and 2 horses. After he takes the "recruit armies action" or "train armies action", he receives 1 horse.

²Stable (no prerequisite, costs 1 horse + 2 gold, 2 VPs): After you take the "produce spears/horses action" to produce 2 horses, you receive 1 additional horse.

Training Ground (no prerequisite, costs 1 rice, 1 VP): When you take the "demand tribute action" to receive 1 untrained army, you receive 1 trained army instead.

4Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).

5Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

⁶Sun Quan: When Sun Quan takes the "win popular support action", he receives 2 popular support tokens instead.

Reduce Tribal Relations Level: Wu (Ling Cao) increases its tribal relations level by 1.

Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.

Receive/Activate Benefits (at end of round after all actions taken):

Shu: Shu moves the last horse from ¹Ma Chao's general card to its supply.

¹Ma Chao: At the end of the round when Ma Chao is recruited, place 4 horses on this card. At the end of each subsequent round, he receives 1 of these horses if Shu has at least 2 horses in its supply (they breed).

UPDATE AND MAINTENANCE

Flip criterion markers, Wei receives Han Emperor token, Wei pays nothing, Wu pays 1 rice and Shu pays 1 rice for stationed armies' upkeep, Wu pays 1 rice for popular support upkeep, 2 military VPs awarded for Wei and Shu, 1 military VP awarded for Wu, round track marker advanced to Round 6.

STATUS AT THE END OF ROUND 5



WEI



WU



SHU



WEI



WU





ROUND 6

CONFLICT PHASE

Select Alliance Action Space

Bid turn order: Wei 1st, Shu 2nd, Wu 3rd

Wu plans to go to battle and station army units in this round. To meet the stationed armies upkeep, it needs to "collect tax" for its 2 developed marketplaces. Shu, having collected tax to move 2 developed marketplace tokens into its treasury during the previous round, can resume milking ¹Zhuge Liang's skill if the "Develop Marketplace and/or Collect Tax" action space is chosen as the alliance action space. Wu indeed proposes that and the proposal is accepted by Shu without fuss.



Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 40) Wu moves 'Huang Gai at the end of bidding to the empty "Train Armies" action space.

- (3) Sun Jian: When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.
- 5 Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).
- ⁶ ¹Huang Gai: At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.
- (9) Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.
- 21 Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.
- 2 Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

Short Analysis of Bidding:

Wei: Having snatched the "Control Han emperor" action space from under Wu's nose last round, Wei attempts to leapfrog Wu this round in the Rank scoring category by going for it again. This is also with the view of controlling one of the end-game conditions in a later round.

Wu: Wu is able to guarantee itself of at least the "collect tax" action this round by choosing it the "Develop Marketplace and/or Collect Tax" action space with an eager alliance partner. It also tries to and succeeds in winning the "Construct State Enhancement" action space, after failing to do so the previous round. However, it is for a different purpose this round, as it is unable to make an impression on the "Control Han emperor" action space. At the end of bidding, the opportunity arises for Wu to steal the "Develop Farm and/or Harvest" action space from Wei, albeit at the cost of all of its 3 popular support. It does so nonetheless, as "Sun Quan gives Wu an easier source of popular support.

Shu: Shu is sitting on a small pile of weapons, but lacks gold and rice. Especially so as it also plans to station armies this round. It therefore makes the "Trade Rice and/or Weapons" action space its top priority this round. ²Zhuge Liang's skill also comes in useful resource-wise.

- ¹⁷ Sun Quan: When Sun Quan takes the "win popular support action", he receives 2 popular support tokens instead.
- ⁽¹¹⁾ ²Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.



RESOLUTION PHASE

Action turn order for current round: Wei 1st, Shu 2nd, Wu 3rd Bid turn order for next round: Wu 1st, Shu 2nd, Wei 3rd

Action Taking:

State	General	Action Space			
Wei	Xiahou Dun	¹Collects 3 horses			
Wei	Cao Cao + Sima Yi	Pays 1 gold, promotes 1 rank, leaves Sima Yi face down on action space			
Wei	Zhang He	Stations Zhang He at Guang Ling with 2 cavalry units, flips and places border location token on treasury space			
Shu	Zhuge Liang	² Collects 2 gold and develops marketplace by 1 level			
Shu	Ma Chao	Stations Ma Chao at Jie Ting with 2 cavalry units, flips and places border location token on granary space			
Shu	Wei Yan	³ Collects 1 trained army, ⁴ 1 untrained army, 1 horse and 1 crossbow			
Shu	Zhao Yun	Increases tribal relations level by 1 level			
Shu	Li Yan + Liu Bei	Trades 2 horses and 4 vessels for 14 gold, trades 9 gold for 12 rice			
Wu	Sun Jian	5Collects 2 vessels and 1 untrained army			
Wu	Huang Gai	Trains 2 untrained armies			
Wu	Lu Su	⁶ Constructs ⁷ Barter Market, paying 1 less gold			
Wu	Zhuge Jin	⁸ Collects 1 rice and collects tax by moving 2 flipped marketplace tokens onto treasury space			
Wu	Sun Quan	Harvests by moving 2 flipped farm tokens onto granary space			
Wu	Taishi Ci	Stations Taishi Ci at Xiao Ting with 2 archery units, flips and places border location token on granary space			



Stable (no prerequisite, costs 1 horse + 2 gold, 2 VPs): After you take the "produce spears/horses action" to produce 2 horses, you receive 1 additional horse.

²Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

Training Ground (no prerequisite, costs 1 rice, 1 VP): When you take the "demand tribute action" to receive 1 untrained army, you receive 1 trained army instead.

⁴Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).

shereditary Army System (no prerequisite, costs 1 popular support, 1 VP): After you take the "produce spears/horses action" or "produce crossbows/vessels action", you receive 1 untrained army.

 6 Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.

Barter Market (no prerequisite, costs 1 gold, 1 VP): At the end of each round when you did not take the "Trade Rice and/or Weapons action", you may trade 1, and only 1, weapon for 2 rice.

⁸Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

Reduce Tribal Relations Level: Wei (1 Jia Xu) maintains its tribal relations level. Wu (2 Ling Cao) increases its tribal relations level by 1.

ijia Xu: At the end of each even round, if Wei did not take the "improve tribal relations action", Wei's tribal relations level is maintained instead.

²Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.

Receive/Activate Benefits (at end of round after all actions taken):

Wu: Wu activates ¹Barter Market to trade 1 spear for 2 rice.

Shu: ²Li Yan constructs ³Office of Minister of Finance (Dasi Nong) and "collects tax" by moving 1 flipped marketplace token onto treasury space

Shu deliberated for a long time before deciding to play Office of Minister of Finance. Shu deems the cost of 1 popular support to be overly expensive as it only has 1 flipped marketplace token. Other state enhancement cards in its hand are not playable, due to costs or prerequisites. Shu, however, ultimately decides to play Office of Minister of Finance, as Shu has the 2 bonus points from 4Pulp Papermaking in mind.

Barter Market (no prerequisite, costs 1 gold, 1 VP): At the end of each round when you did not take the "Trade Rice and/or Weapons action", you may trade 1, and only 1, weapon for 2 rice.

 1 ²Li Yan: At the end of rounds 3, 6, 9 and 12, Li Yan may construct 1 state enhancement.

30ffice of Minister of Finance (Dasi Nong) (no prerequisite, costs 1 popular support, 1 VP): "Collect tax" immediately after you construct this state enhancement.

⁴Pulp Papermaking (prerequisite: have constructed at most 2 state enhancements, costs 2 gold, 1 VP): At the end of the game, you earn 2 VPs if you have constructed the most number of state enhancements, or 1 VP if you tie for the most number.

UPDATE AND MAINTENANCE

Flip criterion markers, Wei receives Han Emperor token, Wei pays 1 rice, Wu pays nothing and Shu pays 1 gold + 2 rice for stationed armies' upkeep, no popular support upkeep required, 4 military VPs awarded for Wei and Shu and 3 military VPs awarded for Wu, round track marker advanced to Round 7.

STATUS AT THE END OF ROUND 6



WEI



WU





WEI



WU





ROUND 7

CONFLICT PHASE

Select Alliance Action Space

Bid turn order: Wu 1st, Shu 2nd, Wei 3rd

Wei is in a good position for the domestic development and rank scoring categories. It would have been in a stronger position for the Domestic Development scoring category had Wu not made the last minute bid for the "Develop Farm or Harvest" action space the previous round. To get back on track with the Domestic Development scoring category, it proposes the "Develop Farm or Harvest" as the alliance action space to Shu Shu takes up the offer; it has two developed farm tokens to harvest and could be looking to reduce its stationed armies upkeep by doing so.



Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 46)

- 1 Sun Jian: When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.
- 2 Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

- (4) Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.
- Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).

Short Analysis of Bidding:

Wei: With numerical inferiority this round, Wei bids more prudently, going after the action spaces that are likelier to be of lower priority to the other two states. It does put in a very strong bid for the "Produce Crossbows/Vessels" action space. This is because there is only one border location requiring cavalry units left for it and Wei needs to increase its options along the borders. Wei also deliberately puts in a strong bid for the "Win Popular Support" action space, forcing Wu to have to place two generals, one of which is probably ¹Sun Quan, should it want to recover the popular support it had used up in the previous round.

Wu: Wu has another go at the construct Puppet Theatre before taking the "Control Han emperor" action space plan. Placing first on the "Control Han emperor" action space is sufficient to stave off any lingering hopes that Shu was harbouring for the rank category. Sun Quan is blocked out of the "Win Popular Support" action space and takes the "Produce Spears/Horses" instead, with the similar view of increasing its options along the borders. Wu also decides to spend a general to push its tribal relations level to reach 12 one round sooner, so to be able to buy a popular support for 2 rice every round from hereon.

Shu: With numerical superiority, Shu makes a challenge for the Domestic Development scoring category by bidding for both development action spaces. Shu can enhance its chances of winning the Domestic Development scoring category greatly by developing both its farm and marketplace, but has to watch out for the resources required for its stationed army upkeep. In the meantime, it continues to build up its army units and looks to be in a comfortable position. Shu seems to have given up on the Rank scoring category.

(13) ¹Sun Quan: When Sun Quan takes the "win popular support action", he receives 2 popular support tokens instead.

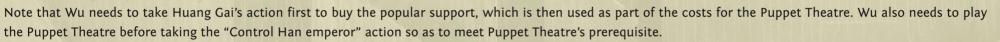


RESOLUTION PHASE

Action turn order for current round: Wu 1st, Shu 2nd, Wei 3rd Bid turn order for next round: Shu 1st, Wei 2nd, Wu 3rd

Action Taking:

State	General	Action Space			
Wu	Huang Gai	Increases tribal relations level by 2 levels, pays 2 rice for 1 popular support			
Wu	Lu Su + Zhuge Jin	¹ Collects 2 rice and ² constructs ³ Puppet Theatre, paying 1 less gold			
Wu	Sun Jian	Pays 1 gold, promotes 1 rank, leaves Sun Jian face down on action space			
Wu	Sun Quan	Collects 2 spears and 41 untrained army			
Shu	Zhuge Liang	⁵ Collects 2 gold and develops marketplace by 1 level			
Shu	Liu Bei	Develops farm by 1 level			
Shu	Wei Yan	⁶ Collects 1 trained army, ⁷ 1 untrained army, 1 horse and 1 vessel			
Shu	Li Yan	Pays 1 rice to flip 2 untrained armies, draws 1 Unification state enhancement card			
Shu	Zhao Yun	Increases tribal relations level by 2 levels			
Wei	Pang De	Collects 2 crossbows			
Wei	Jia Xu	Collects 1 popular support			
Wei	Cao Cao	Develops farm by 1 level			
Wei	Xiahou Dun	Increases tribal relations level by 2 levels			



¹Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

 2 Lu Su: When Lu Su takes the "construct state enhancement action", the construction cost is reduced by 1 gold or 1 rice.

³Puppet Theatre (prerequisite: ranked not higher than Prime Minister, costs 1 popular support + 2 gold, 1 VP): You prevail in the case of a tie (1st or 2nd) during scoring of the rank category.

⁴Hereditary Army System (no prerequisite, costs 1 popular support, 1 VP): After you take the "produce spears/horses action" or "produce crossbows/vessels action", you receive 1 untrained army.

⁵Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.

Training Ground (no prerequisite, costs 1 rice, 1 VP): When you take the "demand tribute action" to receive 1 untrained army, you receive 1 trained army instead.

Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).



Receive/Activate Benefits (at end of round after all actions taken):

Wu: Wu activates ¹Barter Market to trade 1 spear for 2 rice.

¹Barter Market (no prerequisite, costs 1 gold, 1 VP): At the end of each round when you did not take the "Trade Rice and/or Weapons action", you may trade 1, and only 1, weapon for 2 rice.

UPDATE AND MAINTENANCE

Flip criterion markers, Wu receives Han Emperor token, Wei pays 1 rice, Wu pays nothing and Shu pays 1 gold + 2 rice for stationed armies' upkeep, no popular support upkeep required, 4 military VPs awarded for Wei and Shu and 3 military VPs awarded for Wu, round track marker advanced to Round 8.

TARRAS

STATUS AT THE END OF ROUND 7



WEI



WU





WEI



WU





ROUND 8

CONFLICT PHASE

Select Alliance Action Space

Bid turn order: Shu 1st, Wei 2nd, Wu 3rd

For this round, there is the risk that Shu manages to win both development action spaces again and be in control of one of the endgame conditions. To prevent that, Wu picks the "Develop Marketplace or Collect Tax" action space as the alliance action space. Wei or Wu may also control an endgame condition by winning the Control Han emperor action space.



BABBAB

Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 52) Wu moves ¹Huang Gai at the end of bidding to the empty Produce Crossbows/Vessels action space.

- ¹Huang Gai: At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.
- 4 Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).
- 6 Sun Quan: When Sun Quan takes the "win popular support action", he receives 2 popular support tokens instead.
- 9 Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

Short Analysis of Bidding:

Wei: Wei is administration strong and has a one-general advantage over Wu. Shu, having given up on the Rank scoring category, leaves the "Control Han emperor" action space open for Wei to bid for first. Wei then retains its administrative strong generals until the end of bidding as protection. Wei also senses the end of the game is nearing, and prepares more trained armies for that eventuality. If the game ends the following round, Wei would gain 2 VPs from holding onto the Han Emperor token at the end of the game.

Wu: Wu realises the construct Puppet Theatre before taking the "Control Han emperor" action space plan was implemented too late. The failure to do so in round 5 is proving to be costly. Wu therefore concentrates on the Civil Harmony scoring category with ¹Sun Quan. ²Huang Gai provides much-needed protection to Sun Quan's bid.

Shu: Shu knows it is definitely out of the running for the Rank scoring category. With sufficient resources in its supply, it pushes the envelope on the military front by bidding and winning the Shu-Wei "Battle" action space, then stationing Liu Bei with two armies. In the meantime, it bids strongly and wins one of the two development action spaces. It can choose to either to maintain its lead over Wei in the Domestic Development scoring category by developing its farm by 1 level, or to reduce its stationed armies upkeep by harvesting.

- (6) ¹Sun Quan: When Sun Quan takes the "win popular support action", he receives 2 popular support tokens instead.
- ³ Huang Gai: At the end of each Conflict Phase, Huang Gai may move with any Han emperor or popular support tokens placed with him, from a common bidding action space to any empty common bidding action space. A tie on the action space he left counts as a loss for Wu.



RESOLUTION PHASE

Action turn order for current round: Shu 1st, Wei 2nd, Wu 3rd Bid turn order for next round: Wei 1st, Shu 2nd, Wu 3rd

Action Taking:

State	General	Action Space			
Shu	Zhuge Liang + Li Yan	Harvests by moving 3 flipped farm tokens onto granary space			
Shu	Liu Bei	Stations Liu Bei at Hua Rong Dao with 2 infantry units, flips and places border location token on treasury space			
Shu	Wei Yan	¹ Collects 1 trained army, ² 1 untrained army, 1 horse and 1 vessel			
Shu	Zhao Yun	Increases tribal relations level by 2 levels			
Wei	Pang De	Collects 2 untrained armies			
Wei	Xiahou Dun	Trains 2 untrained armies			
Wei	Jia Xu	Pays 1 gold, promotes 1 rank, leaves Jia Xu face down on action space			
Wei	Cao Cao	Develops marketplace by 1 level			
Wei	Sima Yi	Constructs ³ Crossbow Armoury			
Wu	Sun Quan	4Collects 2 popular support			
Wu	Zhuge Jin	⁵ Collects 1 rice and develops marketplace by 1 level			
Wu	Huang Gai	Collects 2 crossbows and 61 untrained army			
Wu	Lu Su	Trades 2 spears and 1 vessel for 7 gold, trades 3 gold for 4 rice			



¹Training Ground (no prerequisite, costs 1 rice, 1 VP): When you take the "demand tribute action" to receive 1 untrained army, you receive 1 trained army instead.

²Wei Yan: After Wei Yan takes the "demand tribute action", he receives 1 additional untrained army, as well as 1 weapon of his choice for each border location occupied by Shu (maximum 2 weapons).

³Crossbow Armoury (no prerequisite, costs 1 crossbow + 2 gold, 2 VPs): After you take the "produce crossbows/vessels action" to produce 2 crossbows, you receive 1 additional crossbow.

 14 Sun Quan: When Sun Quan takes the "win popular support action", he receives 2 popular support tokens instead.

⁵Zhuge Jin: When Wu is in the alliance and Zhuge Jin takes the "alliance action", he receives 1 rice before taking the action. If Wu is not in the alliance and takes at most 4 actions in the round, Zhuge Jin receives 2 rice before Wu takes its actions.

GHereditary Army System (no prerequisite, costs 1 popular support, 1 VP): After you take the "produce spears/horses action" or "produce crossbows/vessels action", you receive 1 untrained army.

Reduce Tribal Relations Level: Wei (¹Jia Xu) maintains its tribal relations level. Wu (²Ling Cao) also maintains its tribal relations level and pays 2 rice for 1 popular support.

¹Jia Xu: At the end of each even round, if Wei did not take the "improve tribal relations action", Wei's tribal relations level is maintained instead.

²Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.

UPDATE AND MAINTENANCE

Flip criterion markers, Wei receives Han Emperor token, Wei pays 1 rice, Wu pays nothing and Shu pays 2 gold and 1 rice for stationed armies' upkeep, Wu pays 1 rice for popular support upkeep, 4 military VPs awarded for Wei, 3 military VPs awarded for Wu and 6 military VPs awarded for Shu, round track marker advanced to Round 9.

TARABAS.

STATUS AT THE END OF ROUND 8



WEI



WU





WEI



WU





ROUND 9

CONFLICT PHASE

Recruitment:

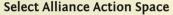
Wei: Xu Chu, Cao Hong, Yang Xiu Wu: Jiang Qin, Gu Yong, Lu Xun

Shu: Pang Tong, Dong Yun, Guan Ping

Crossed out generals are generals not recruited during the draft.

During the recruitment, Wu activates ¹Imperial Academy to buy 1 popular support with 2 rice. This is to cement Wu's first position in the Civil Harmony scoring category.

Imperial Academy (no prerequisite, costs 1 gold + 1 rice, 1 VP): You may draw 1 additional general card or pay 2 rice to receive 1 popular support token during each recruitment of generals.



Bid turn order: Wei 1st, Shu 2nd, Wu 3rd

Wei is in control of an endgame condition via the Rank scoring category. Having taken the "Control Han emperor" action during the previous round, Wei is holding onto the Han emperor token. This implies that if the game ends this round, Wei would gain the 2 VPs that come with the Han emperor token. It is also currently sharing first place in the Domestic Development scoring category with Shu.

With the above considerations, Wu deems Wei to be in a stronger position. Wu tries to use Shu against Wei by choosing one of the development action spaces, "Develop Farm or Harvest", as the alliance action space. It hopes to get Wei and Shu bidding against each other for individual first place in the Domestic Development scoring category. Wu also enjoys two vital advantages this round, numerical superiority and placing bids last.

Bidding

The generals are numbered to show the bidding order, starting with 1 for the first general assigned. (refer to page 59)

- 2 Zhuge Liang: After Zhuge Liang takes the "develop marketplace action"/"develop farm action" and there is at most 2 flipped marketplace/farm tokens on Shu's marketplace/farm development space after he does so, he receives 2 gold/rice.
- 3 Sun Jian: When Sun Jian is the first general assigned by Wu, his contribution to the combat bid total is increased by 1.
- 8 Pang Tong: When Shu is in the alliance and Pang Tong takes the "alliance action", he receives 1 gold before taking the action. If Shu takes 5 or more actions in a round, Pang Tong also receives 1 gold before Shu takes its actions.



Short Analysis of Bidding:

Wei: Wei recruits a combat strong general and goes all out to win the Rank scoring category. This is expected as it can gain 2 VPs from holding onto the Han Emperor token at the end of the game. However, this leaves it somewhat shorthanded on other fronts, and it is only able to ensure 2nd place in the Civil Harmony scoring category. Wei spends gold on its "Improve Tribal Relations" action space to retain the option of bidding for a "Battle" action space, should the opportunity arise, but it was not to be.

Wu: Wu shifts its focus from the Rank scoring category to the two borders. With numerical superiority, if Wu manages to win both "Battle" action spaces and stations at both borders, and the game ends this round, then Wu can score maximum points in the Border scoring category. Should the game not end this round, it has sufficient resources to pay for its stationed armies upkeep and claw back the military VPs gap developing between it and the other states. Towards the end of bidding, it takes out bids from Shu and Wei for the "Hire Instructor and/or Import Technology" and the "Construct State Enhancement" action spaces respectively.

Shu: Shu hires an administrative strong general in Pang Tong to try and win the Domestic Development scoring category. It puts in bids with its administrative strong generals on the two development action spaces. Wei, somewhat surprisingly, does not offer much resistance. Perhaps it is pre-occupied with the Han emperor... With its remaining combat strong generals, it bids for and wins the Shu-Wei "Battle" action space, thus guaranteeing itself of at least one border victory. As Shu needs to push its tribal relations level to the maximum of 12, it has insufficient manpower to make a bid for the Shu-Wu "Battle" action space.



RESOLUTION PHASE

Action turn order for current round: Wei 1st, Shu 2nd, Wu 3rd Bid turn order for next round: Shu 1st, Wu 2nd, Wei 3rd

Action Taking:

State	General	Action Space				
Wei	Pang De + Xu Chu	Pays 1 gold, promotes 1 rank, leaves Pang De face down on action space. Game end condition triggered				
Wei	Cao Cao	Collects 1 popular support				
Wei	Sima Yi	Pays 2 gold and increases tribal relations level by 2 levels				
Shu	Zhuge Liang	Collects tax by exchanging 1 flipped marketplace token for 4 gold				
Shu	Pang Tong	¹Collects 1 gold and develops farm by 1 level				
Shu	Li Yan	Stations Li Yan at Qi Shan with 2 archery units, flips and places border location token on treasury space				
Shu	Wei Yan	Pays 2 gold and increases tribal relations level by 2 levels				
Wu	Sun Jian + Jiang Qin	Stations Sun Jian at Chi Bi with 1 naval unit, flips and places border location token on treasury space				
Wu	Lu Su + Sun Quan	Stations Lu Su at Bai Di Cheng with 1 archery unit, flips and places border location token on granary space				
Wu	Zhuge Jin	Draws 1 Unification state enhancement card				
Wu	Huang Gai	Constructs ² Wooden Ox				



There is always the possibility that a state may not take the action it won the bid for. In this case, Wei may choose not to take the Control Han emperor action that it won. If indeed so, then the game will continue for another round. The determination of Bid turn order for the following round is still carried out because of this possibility.

The sum total of gold and rice is the tie-breaker for the game if there are any ties in scores at the end of the game. Aware that the game end condition has been triggered, Wu maximises its gold and rice by stationing only 1 archery unit with Lu Su. It therefore returns the crossbow to its supply and able to activate the ³Barter Market later to trade it for 2 rice.

Pang Tong: When Shu is in the alliance and Pang Tong takes the "alliance action", he receives 1 gold before taking the action. If Shu takes 5 or more actions in a round, Pang Tong also receives 1 gold before Shu takes its actions.

¹ Wooden Ox (prerequisite: have stationed at least 3 army units, costs 1 gold + 1 rice, 1 VP): Collect 1 farm token from the general supply and place it on your granary.

³Barter Market (no prerequisite, costs 1 gold, 1 VP): At the end of each round when you did not take the "Trade Rice and/or Weapons action", you may trade 1, and only 1, weapon for 2 rice.

Reduce Tribal Relations Level: Wu (¹Ling Cao) maintains its tribal relations level. Wu chooses not to pay 2 rice for 1 popular support as it has already has sufficient popular support to claim individual 1st position in the Civil Harmony scoring category. Sum total of gold and rice is the tie-breaker for the game if there are any ties in scores at the end of the game.

¹Ling Cao: At the end of each round after Ling Cao has been stationed with a naval unit, if Wu did not take the "improve tribal relations action" that round, Wu's tribal relations level is increased by 1 (or maintained at 12) instead.

Receive/Activate Benefits (at end of round after all actions taken):

Wu: Wu activates ¹Barter Market to trade 1 crossbow for 2 rice.

Wu: 2 Jiang Qin receives one-off benefit of 1 untrained army and 2 vessels at the end of the round he was recruited.

Shu: 3Li Yan constructs 4Garrison.

Barter Market (no prerequisite, costs 1 gold, 1 VP): At the end of each round when you did not take the "Trade Rice and/or Weapons action", you may trade 1, and only 1, weapon for 2 rice.

²Jiang Qin: At the end of the round when Jiang Qin is recruited, he receives 1 untrained army and 2 vessels. After he takes the "recruit armies action" or "train armies action", he receives 1 vessel.

³Li Yan: At the end of rounds 3, 6, 9 and 12, Li Yan may construct 1 state enhancement.

Garrison (no prerequisite, costs 1 army, 1 VP): After you take the "win popular support action", you may train 1 untrained army.

UPDATE AND MAINTENANCE

Update and maintenance is not carried out because the end game condition has been triggered.

STATUS AT THE END OF ROUND 9



WEI



WU





WEI



WU





FINAL SCORING

Scoring Categories	Wei	Wu	Shu
Military	16	13	18
Border	0	5	2
Border Location	2	4	4
Domestic Development	2	0	5
Civil Harmony	6 (4 + 2)	9 (4 + 5)	4 (4 + 0)
Rank	10 (5 + 5)	5 (3 + 2)	0 (0 + 0)
Han Emperor Token	2	0	0
State Enhancement	4	5	10
Deficit Token			0
Total		41	43

Military: Read off military VP track for each state.

Border: Wei loses both borders (0 VPs); Wu wins both borders (5 VPs); Shu wins one border and loses the other border (2 VPs).

Border Location: Count number of flipped over border location tokens on each state's treasury and granary.

Domestic Development: Wu is individual third (5 levels; 0 VPs), Wei is individual second (7 levels; 2 VPs) and Shu is individual first (8 levels; 5 VPs).

Civil Harmony: Shu is individual third on level 12 (4 VPs for level 12 + 0 VPs for third), Wei is individual second on level 12 + 2 popular support tokens (4 VPs for level 12 + 2 VPs for second), Wu is individual first on level 12 + 4 popular support tokens (4 VPs for level 12 + 5 VPs for first).

Rank: Shu is individual third on Governor rank (0 VPs for rank + 0 VPs for third), Wu is individual second on Duke rank (3 VPs for rank + 2 VPs for second), Wei is individual first on Emperor rank (5 VPs for rank + 5 VPs for first).

Han Emperor Token: Wei holds onto Han Emperor token (2 VPs). Note that update and maintenance is not carried out once the end game condition has been triggered, so it is the previous round's winner of the "Control Han emperor" action space that gains these 2 VPs.

State Enhancements: Each state totals up the VPs on their respective played state enhancement cards, including any bonus VPs from their played Separation deck cards. For example, Shu played ¹Pulp Papermaking and manages to construct the most number of state enhancements, thereby earning it 2 bonus VPs.

Deficit Tokens: Nil for all states.

Pulp Papermaking (prerequisite: have constructed at most 2 state enhancements, costs 2 gold, 1 VP): At the end of the game, you earn 2 VPs if you have constructed the most number of state enhancements, or 1 VP if you tie for the most number.

Final Analysis

Wu wins two of the four comparative scoring categories (border, domestic development, civil harmony and rank), but still finishes last, primarily because it has fallen too far behind in the military VPs and did not make up for it with more state enhancements.

Wei wins one of the four comparative scoring categories and has the Han emperor token but finishes second. Indeed, it is just one development level away from winning the game.

Shu wins just one of the four comparative scoring categories but enjoys a healthy lead on the military VPs track. Its decision to station Liu Bei in the penultimate round was possibly the winning move of the game. Shu's other decision to play the ¹Office of Minister of Finance in round 6, despite its limited benefits at the time of its play, was also critical as it more or less guarantees the 2 bonus VPs from ²Pulp Papermaking.

Office of Minister of Finance (no prerequisite, costs 1 popular support, 1 VP): "Collect tax" immediately after you construct this state enhancement.

¹Pulp Papermaking (prerequisite: have constructed at most 2 state enhancements, costs 2 gold, 1 VP): At the end of the game, you earn 2 VPs if you have constructed the most number of state enhancements, or 1 VP if you tie for the most number.

Shu takes a narrow 1 VP victory!

