

THE GREAT WALL



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All Kickstarter backers who helped us make this game a reality.

All people who spent their time and effort testing, blindtesting and participating in the development of the game.

RULEBOOK

ANCIENT BEASTS

ANCIENT BEASTS EXPANSION

The *Ancient Beasts* expansion adds four legendary entities to the game – the players will try to gain their favor to receive their blessings. This expansion may be added to almost any game mode. (*Ancient Chronicles* excepted)

SETUP

Setup the game as normal, except for the following changes:

- Shuffle the Ancient Beast Tactic cards into the Tactic deck and place the deck in its dedicated slot on the board.
- Shuffle the Ancient Beast Advisor cards into the Advisor deck and deal 2 random face down cards to each player.
- Shuffle the Relic deck, place it somewhere near the board and reveal the first card of that deck.
- Take the Ancient Beast cards and divide them into 4 piles of 3 cards, one pile for each Beast. In each pile, place the cards face up in descending order, with the level 1 card on top.
- In Tea order, each player places 1 Ancient Beast miniature on the board (in a 3-player game, the first player places the first and the last Beast). Each Ancient Beast card indicates the areas where that Beast can be placed.
- You are now ready to start the game.

ANCIENT BEASTS RULES

Ancient Beasts generate passive effects influencing different aspects of the game. Starting at level 1, Each Beast has 3 Power levels which may be upgraded during the game.

USING ANCIENT BEASTS

Ancient Beasts effects are passive and each one of them is described on the corresponding card.

UPGRADING ANCIENT BEASTS

At the start of their turn, an active player may Upgrade any Ancient Beast on the board by paying the required cost displayed on the card of that Ancient Beast. If they do, they replace the current Ancient Beast card with the one showing the next Power level. Then they may immediately move that Ancient Beast (see below).

MOVING ANCIENT BEASTS

Ancient Beasts may be moved in two ways:

- After Upgrading an Ancient Beast, a player may move that Beast to any valid area on the board (indicated on its current Ancient Beast card).
- A player may move an Ancient Beast by using a Relic card. Each Relic card has specific rules.

RELICS

Relic cards provide an additional way to move Ancient Beasts.

Only 1 Relic card may be active at a time. At the end of Summer, right after the Reclaiming Command cards step, draw and reveal 1 Relic card and place it atop the current one, covering it. From now on, the new Relic card is active.

COMPONENT LIST

Depending on your version, your game will contain meeple or miniatures



4 Ancient Beasts



10 Relic cards



8 Tactic cards



12 Ancient Beast cards



12 Advisor cards



1 Stickers Sheet