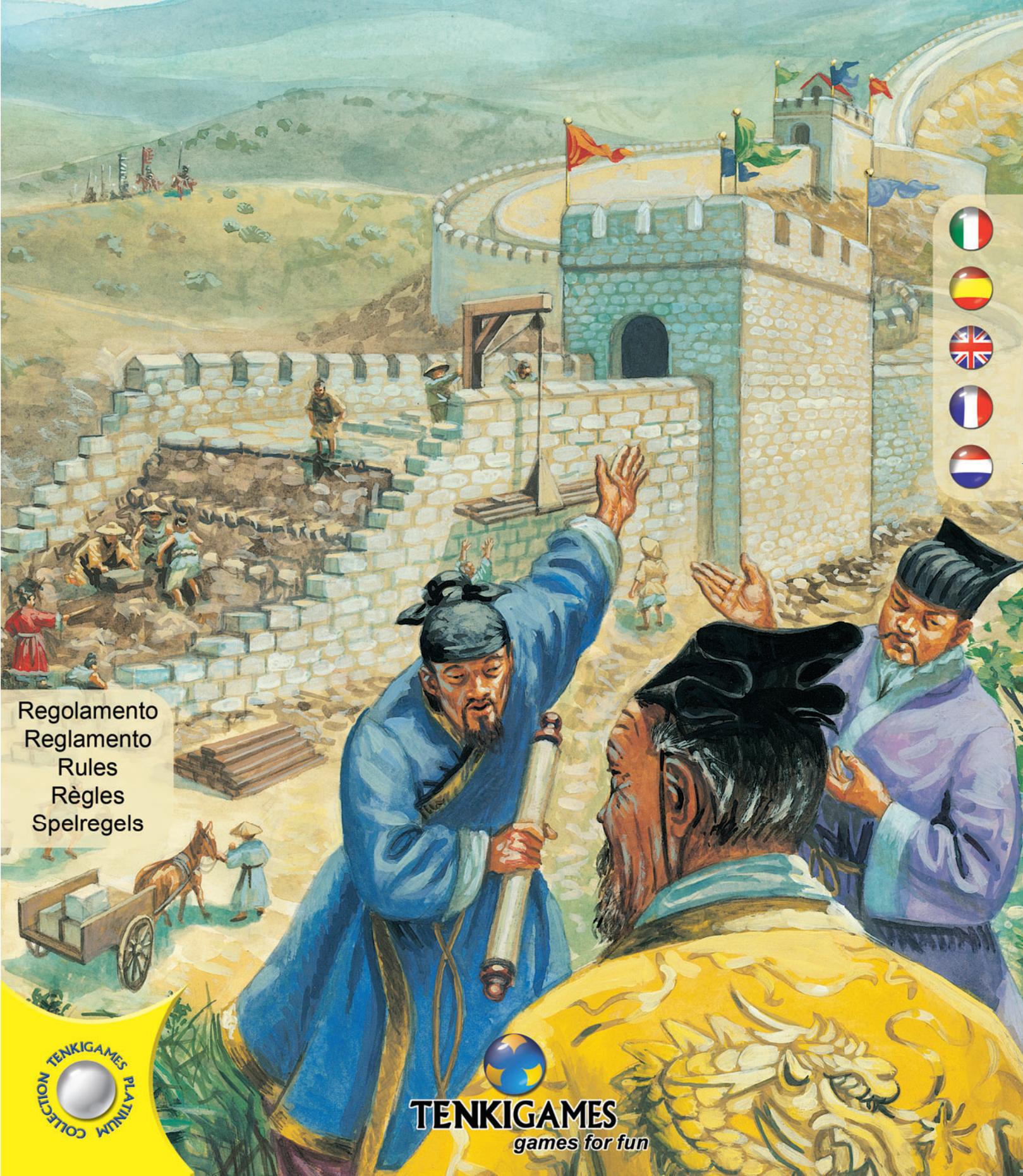


Walter Obert

CHANG CHENG



Regolamento
Reglamento
Rules
Règles
Spelregels



TENKIGAMES
games for fun



CHANG CHENG

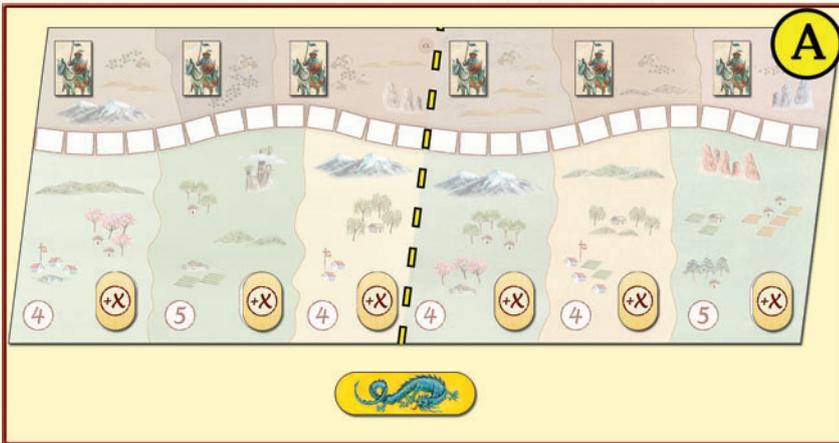
The Great Chinese Wall

More than 2500 years ago, the Emperor of the Qin dynasty decided to protect his prolific provinces of northern China from the frequent barbaric invasions, building and joining several fortified fortresses. So he made an impressive series of defensive walls that stretch for over 6000 kilometers. Armies of slaves and soldiers worked for centuries following and taking advantage of the terrain. Later, the Great Wall, as it was called, was extended and fortified, until it needed an army of a million of men to defend and maintain it. Its decline coincided with the advent of the Mongols, that later ruled the widest empire of human history. They broke the wall and moved around it, conquering the whole Chinese empire. Today the ruins represent one of the most remarkable works produced by men: **Chang Cheng™**, the Great Chinese Wall.

COMPONENTS

- 4 Game Boards (Double sided)
- 1 Scoring Track
- 24 Action Cards in 4 colors (red, green, blue and violet)
- 15 Reputation Counters (Chinese)
- 15 Threat Counters (Mongols)
- 56 Single Wall-Blocks in 4 colors (red, green, blue and violet)
- 4 Double Wall-Blocks in 4 colors (red, green, blue and violet)
- 4 Tower-Blocks in 4 colors (red, green, blue and violet)
- 1 "China" Card
- 3 Emperor cards
- 4 Scoring Pawns in 4 colors (red, green, blue and violet)
- 4 Event Cards
- 1 Rulebook

SETUP



- Choose 2 game boards, among the 4 available, and place them on the table joining them along the short side [Example A];
- Place the "China" Card outside the boards in the same side of the Chinese Provinces;
- Randomly select 6 Threat Counters and place one of them (**face down**) on each of 6 Mongol Regions;
- Randomly select 6 Reputation Counters and place one of them (**face up**) on each of 6 Chinese Provinces;
- Place the scoring track besides the map, so that it is visible to all players;
- Each player chooses a color and takes the 6 Action Cards, the 14 Single Wall-blocks, the Double-block and the Tower-block of the chosen color, then places his pawn on the "0" space of the scoring track;

- The older player will be the first player then the game will proceed clockwise.

Note: the game always starts using 2 game boards then, during the game, additional boards will be added according to the number of players.

GOAL OF THE GAME

Each player has to build parts of the Great Wall to protect the Chinese Provinces competing with the other to protect the richest ones before the Mongol attack.

For each province protected each player will gain Reputation Points. At the same time the players have to consider also the threat coming from the Mongol Territories that, at the end of the game, could cause the loss of the gained point.

When the Great Wall will be completed and the Mongol attack faced, the player with the highest score will be the winner.

COMPLETED AND UNCOMPLETED PROVINCES

A Chinese Province is considered **completed** when all the squares of the Great Wall inside the province are covered by the wall blocks. A Chinese Province is considered **uncompleted** when there are squares of the Great Wall not covered by wall blocks.

GAME TURN

During the game, to protect the Chinese Province, each player has 14 Single Walls, 1 Double Wall, 1 Tower and 6 Action Cards. In his own turn, the player:

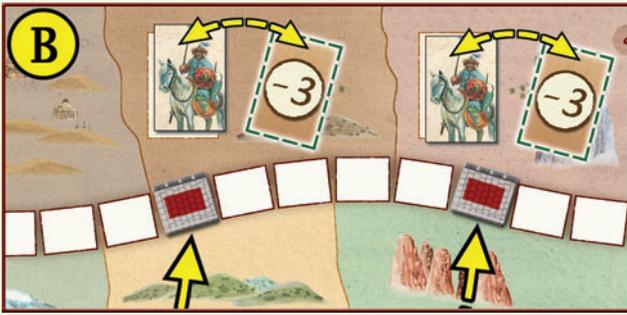
1. Must perform **one** of the following actions:
 - to place **2 Single Wall-blocks** in different Chinese Provinces;
 - to place **2 Action Cards** in different Chinese Provinces;
 - to place **1 Action Card and 1 Single Wall-block** in the same Chinese Province;
 - to place the **Double Wall-block**;
 - to place the **Tower-block**.
2. Verifies if the province is completed. If completed the players score the value of the province and get the Reputation Points (See COMPLETING A PROVINCE).
3. Verifies how many Emperor Cards there are on the board, adding new game boards if needed (see EXPANSION OF MAP).

The game proceeds from a player to another in clockwise direction.

Exception: at the beginning of the game the first player, in his/her first turn, places only 1 Single Wall-block.

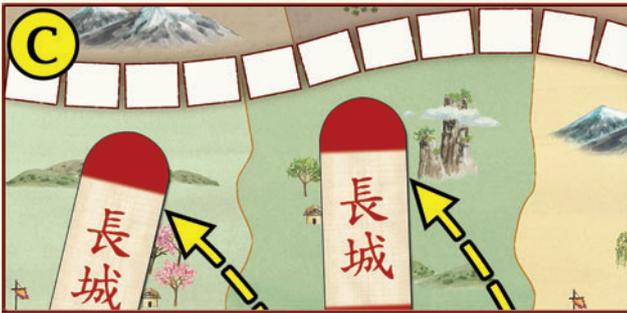


DESCRIPTION OF THE ACTIONS



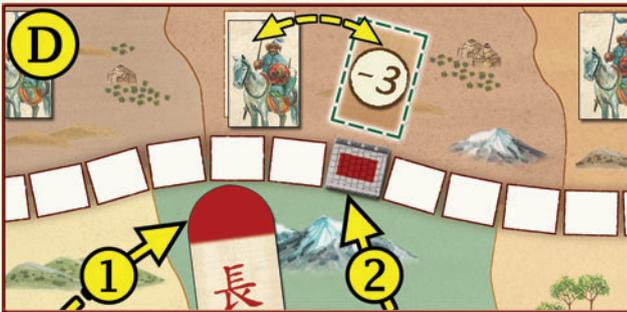
Placing 2 Single Wall-blocks

The player puts two of his own Single Wall-blocks on two empty squares of the Great Wall belonging to two **different** Chinese Provinces [Example B].



Placing 2 Action Cards

The player puts two of his own cards **face down** in two **different** uncompleted Chinese Provinces [Example C].

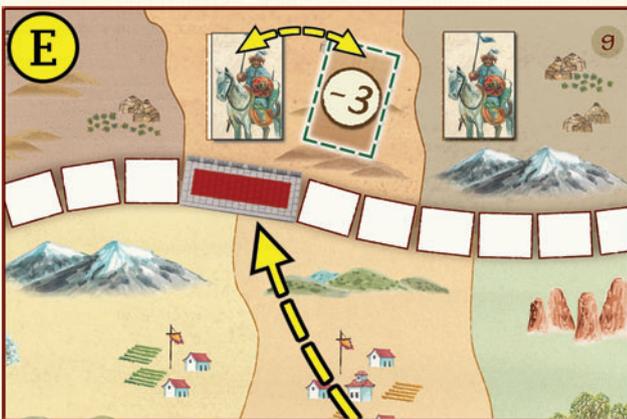


Placing 1 Action Card and 1 Single Wall-block

The player puts 1 of his own cards **face down** in an uncompleted Chinese Province and then 1 of his own Single Wall-blocks on an empty square **in the same province** [Example D].

Attention:

- The Action Card must always be played **before** the Wall-Block.



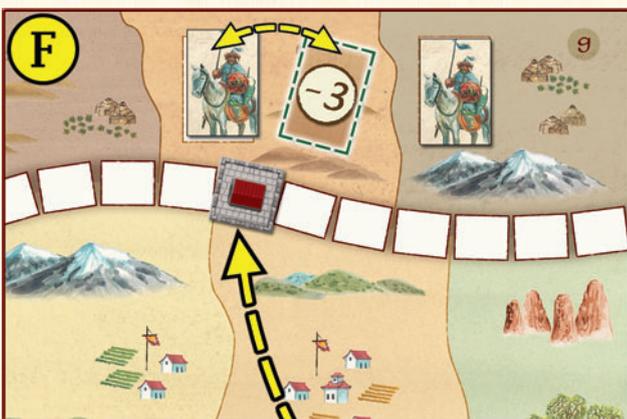
Placing the Double Wall-block

The player put his Double Wall-block in two contiguous empty wall squares of the Great Wall.

The 2 squares can belong to two different provinces [Example E].

Attention:

- Playing the Double Wall immediately gives the player one Reputation Point for each different Chinese Province **and** Mongol Region touched by the Double Wall-block.
- When a province is completed, during the scoring, the Double Wall-block must be considered exactly like 2 adjacent Single Wall-Blocks.
- The Double Wall-block can **not** be destroyed.



Placing a Tower-block

The player put his Tower-block in any empty square of the Great Wall. The Tower can **never** be placed adjacent to another Tower [Example F].

Attention:

- When the Tower is played, if there are one or two empty squares adjacent to it, **one of them is reserved for a Single Wall-block of the player who placed the tower.**
- The Tower protects the player from the Mongol Threat (see MONGOL REGIONS AND FINAL SCORING)
- When a province is completed, during the scoring, the Tower is considered like a Single Wall-Block.
- The Tower can **not** be destroyed.

After placing a Wall Block (Single Wall Block, Double Wall-block or Tower), the player is allowed to secretly see the value of the Threat Counter in the Mongol province that borders with the wall-block just played.



VALUE OF A CHINESE PROVINCE

The value of a Chinese Province is equal to 1 Reputation Point for each wall inside the province (no matter the color and counting any Tower and the Double Wall-blocks), perhaps modified by the Action Cards, plus the value of the Reputation Counter placed in the province. Broken walls are **not** to be considered.

COMPLETING A PROVINCE

Whenever all of the Wall Squares of a Chinese Province are occupied by wall-blocks (counting Tower and Double Wall-blocks), the province is **completed**. The game is temporarily halted and the players calculate the value of the Province and who, among the players, scores the Reputation Points.

The scoring follows this order:

1. The Action Cards are revealed and their effects are resolved according to their priority (see ACTION CARDS).
 2. The player having the majority of blocks in the province (counting Tower or Double Wall-blocks) gains as many Reputation Points equal to the value of the province (see VALUE OF A CHINESE PROVINCE). If two or more players are tied for majority, they all score the full value without dividing the points.
 3. The Emperor Card is placed on the completed province and the Reputation counter is left on the province face up.
- See COMPLETING A CHINESE PROVINCE – EXAMPLE E and EXAMPLE F.

Attention: when a province is completed the game is halted immediately for the scoring. If the player is playing 2 Single Wall-Blocks and placing the first one completes a province, the scoring of the province must be completed before he plays the second Wall Block. After the scoring the game is resumed.

EXPANSION OF THE MAP

When a province is completed, an Emperor Card is placed on it.

The player that places the third Emperor Card adds, in his/her turn, a new Game Board.

He can decide whether to put it on the left or on the right joining it along the shorter side of the already existing Game Boards.

After that the 3 Emperor Cards are removed and placed beside the board.

From this moment all players may put their own wall blocks and Action Cards also on the wall squares of the added game Board.

If there are only two or three players only one additional Game Board can be added. If there are four players, a fourth Game Board may be added after the third board is added and 3 Emperor cards are placed in completed provinces.

ACTION CARDS

Each player has the same set of 6 Action Cards.

Each Action Card shows:

- A number of dots that indicates **the priority according to which the card will be resolved**;
- A symbol that summarize the effect/s of the card;
- A picture that describes it.

When a province is completed, the cards in that province are revealed.

All cards with the same number of dots (priority) are mutually eliminated and immediately discarded without effect. The remaining cards are resolved in growing order of priority (i.e. Card with priority 1, then card with priority 2, etc.).

When the effects of all the cards have been applied the scoring occurs. Finally all used cards are removed from the game.

Attention:

- Some cards have two effects. When these cards are revealed the player can choose **which effect he wishes to apply**.
- During his own turn a player can check his/her Action Cards already placed in other Provinces.



Warrior (priority 1)

This card allows a player who placed it to cancels another Action Card played in the same province. The card will be eliminated from the game. When the Warrior Card is resolved another Action Card, if possible, must always be removed even if it belongs to the same player.



Flood (priority 3)

This is a double Action Card:
A. The province is worth +2 Reputation Points
B. The province is worth -2 Reputation Points



Traitor (priority 2)

This is a double Action Card:
A. One wall-block of the province becomes a "broken wall" (put the block on its side);
B. The player chooses a Mongol province that borders with the Chinese Province in which the card has been played. The Threat Counter in the Mongol Province is removed from the game.



Builder (priority 4)

This is a double Action Card:
A. The province is worth +2 Reputation Points
B. This card is considered to be an additional wall-block **when you determine the majority**.

Attention:

- Broken Walls are not counted when considering majority or during the calculation of the value of the province.
- Double Walls and Towers can not be destroyed.



Master Builder (priority 5)

This card is considered to be two additional wall-blocks when you determine the majority.



Mandarin (priority 6)

This card allows a players to swap any Single Wall-block of this province with any other Single Wall-block in play. The swapped walls can belong to any player. Double Walls, Towers and broken Walls can not be swapped.

If a swapped wall changes the majority in a province already scored, scoring does **not** occur again.

END OF GAME

The game ends at the end of the turn in which all the squares of the Great Wall are occupied (there are no empty wall square on any board).

At the end of the turn the Mongols attack comes and a negative score is awarded for the Mongol provinces (see MONGOLS REGIONS AND FINAL SCORING).

At the end of the negative scoring, the game is over and the player with the highest score of Reputation Points is the winner. If two or more players are even all of them win.

Attention: during the last turns, before the Great Wall is completely built, it might happen that some actions can not be executed because of lacking pieces, Action Cards or available squares in the Great Wall.

During is own turn a player **must always try to perform one of the complete actions described** above (see DESCRIPTION OF THE ACTIONS), **even if it is disadvantageous.**

If he can not do a complete action he has to try to perform it partially.

If a player **can not do any action**, even partially, he must skip the turn.

MONGOL REGIONS AND FINAL SCORING

The Threat Counter placed on each Mongol Region represents the power of the attack coming from that region. At the end of the game the loss of Reputation Points coming from the Mongols attack is calculated as follows:

1. one by one the Threat Counters placed on each region are revealed;
2. For each Mongol Region you must count the wall blocks (including Double Walls and Towers) placed in that region. The player having the majority of blocks loses the amount of points indicated by the Threat Counter.

(See THE MONGOL REGIONS AND FINAL SCORING – EXAMPLE I).

Attention:

- If two or more players have the same number of wall blocks in the Mongol Region, all of them will lose the points indicated on the Threat Counter.
- The Tower protects a player from the loss of points in the Region in which it is placed.



EXAMPLES

COMPLETING A CHINESE PROVINCE – EXAMPLE G

In his turn the Red player decides to play 2 Single Wall-blocks in 2 different Chinese Provinces. With the first Wall Block, a province is completes. The game is halted immediately (before the he plays the second Single Wall-block) and the province is immediately scored.

Resolution of the Action Cards

In this case there are no Action Cards that can modify the majority or the value of the province.

Calculation of the Majority

1. Red player has 2 walls (2 Single Walls)
2. Blue player has 1 wall (1 Single Wall)
3. Violet player has 1 wall (1 Single Wall)

The Red player has the majority of walls so he will receive the Reputation Points coming from this province.

Calculation of the Value of the Province

The value of the province is 6:
- 4 (number of walls in the province) +
- 2 (value of the Reputation Counter).

The Red Player scores 6 Reputation Points and moves scoring pawn forward 6 spaces on the scoring track.



COMPLETING A CHINESE PROVINCE – EXAMPLE H

In his turn the Red player decides to play 1 Action Card (that is added to the other two already in the province) and a Single Wall. The Single Wall completes the province.

The game is halted immediately and the province is immediately scored.

Resolution of the Action Cards

In this case in the province there are 3 Action Cards:

1 Blue, 1 Green, 1 Red.

The cards are flipped and resolved in growing order of priority:

1. The Traitor Card (Green) with priority 2
2. The Flood Card (Blue) with priority 3
3. The Builder Card (Red) with priority 4

The Traitor Card can have two effects: the Green Player decide to apply the effect "A" that allows him to destroy 1 Single Wall at his choice in the Province. He destroys a Red Wall.

Also the Flood Card can have two effect: The Blue player decides to use the effect "A" that allows him to increase the value of the province of 2 points.

Finally, between the two effect of the Builder Card, the Red player chooses the effect "B" that allows him to have an additional virtual Single Wall.

Calculation of the Majority

- Red player has 2 walls (1 Single Wall, 1 Virtual Single Wall. The broken wall is not considered).
- Green player has 2 wall (2 Single Walls).
- Blue player has 1 wall (1 Single Wall).

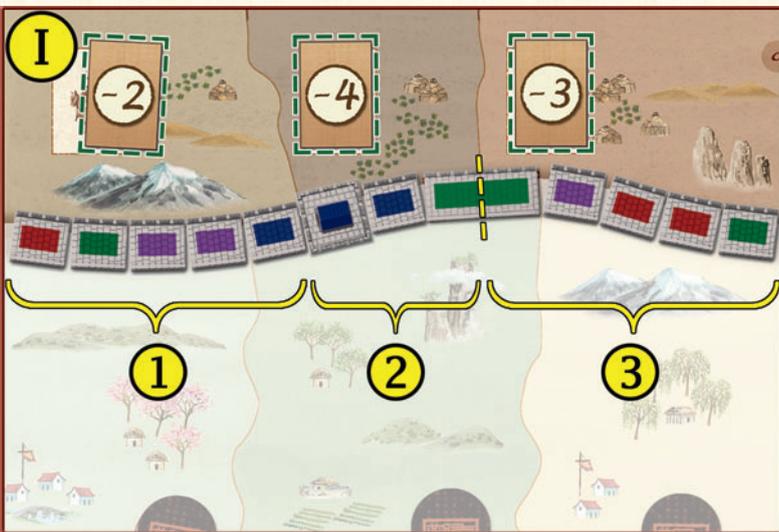
The players Red and Green have the same number and the majority of walls so they both will receive the Reputation Points coming from this province.

Calculation of the Value of the Province

The value of the province is 9:

- 4 (4 Single walls. The broken wall is not considered) +
- 2 (added by the Flooding Card) +
- 3 (value of the Reputation Counter).

Both the Red and the Green Players scores 9 Reputation Points and move forward their scoring pawns of 9 spaces in the scoring track.



SCORING THE MONGOL REGIONS - EXAMPLE I

Once the Great Wall is completed, the game is over and the Mongol Regions are scored. This is an example of scoring for three regions (1,2,3).

All the Threat Counters are revealed (face up) and the Regions scored one by one.

Region 1

The power of the Mongol attack in this Region is equal to the value of the Threat Counter (-2).

The Violet Player has the majority in this Region (Violet Player 2 – two single walls, Green Player 1 - one single wall, Blue Player 1 - one single wall) so he suffers the attack.

The Violet Player loses 2 Reputation Points and moves backward two spaces on the scoring track.

Region 2

The power of the Mongol attack in this Region is equal to the value of the Threat Counter (-4). The Blue Player has the majority in this Region (Blue Player 2 – one single wall and the Tower, Green Player 1 – half of a double wall).

Even if the Blue player has the majority of wall in the region he is protected by the tower so he does not lose any Reputation Point.

Region 3

The power of the Mongol attack in this Region is equal to the value of the Threat Counter (-3). The Green and the Red Players have the majority in this Region (Red Player 2 – two single walls, Green Player 1 – one single wall and half of a double wall, Violet – one single wall). The Red and the Green Players have the same number of walls and the majority in the region so they both suffer the attack.

The Red and Green Players lose 3 Reputation Points each and move three spaces backward on the scoring track.



OPTIONAL RULES FOR 2 PLAYERS

Set up the game as described above in the "SETUP" section. Put the 12 Single Wall-blocks of a third (neutral) color near the Game boards.

At the end of his own turn, after the normal action, each player can place **if he wants to do so**, 1 Single neutral Wall-block respecting the following rules:

- If he placed two Action Cards or two Single Wall-blocks, he cannot place the neutral block in a third province. The neutral wall must be placed in one of the two provinces where he placed the cards or the blocks;
- If he placed a card and a Wall Block in a province, he cannot place the neutral block in the same province;
- If he placed a Tower or a Double Wall-block in a province, he cannot place the neutral block in the same province.

Exception: at the beginning of the game the first player, during the first turn, places only 1 Single Wall-block of his color.

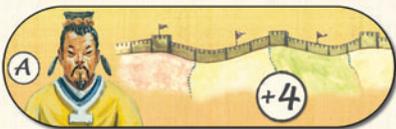
OPTIONAL RULES

EVENT CARDS

These cards introduce additional conditions and opportunities of scoring Reputation Points and allow new strategies.

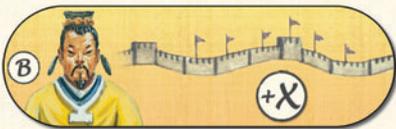
There are 4 Event Cards: the players, at the beginning of the game may decide to choose or pick up randomly up to 2 of them. Once chosen, put the cards, face up, on the table, clearly visible to all players then the game proceeds following all the rules described above.

The effects of the Event Cards (apart from the Observers Card) will be applied at the end of the game after the scoring of Mongol Regions.



(A) Diplomacy Card

The player that has at least one wall block in most of the provinces at the end on the game will gain 4 Reputation Points.
If two more players are even all of them will score 4 points.



(B) Dominance Card

Every player, at the end of the game, will check what is the longest uninterrupted sequence of wall blocks (counting Tower and Double Walls as 2 single wall blocks) and will gain 1 Reputation point for each wall square occupied by his pieces of wall.
Broken walls cannot be part of a sequence and do not count as part of a chain of walls.



(C) Imperial Reward Card

Every player gains 2 Reputation Point for each Action Card not played.



(D) Observers Card

Every time a Great Wall square is occupied the Threat Counter of the neighboring Mongol Region is revealed and will remain visible for the rest of the game.

Note: if the optional rules are used, after the Mongol Region scoring the players will also apply the variations according to what is indicated on the Event Cards.

CREDITS

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