

## Preparations:

The game is played using the rules for 3 players with the following changes:

- Markers for the 3rd player are placed below the board; they belong to the EMPEROR, who will be under control of each player at the end of their turns.
- The score marker for this color is not used.
- The EMPEROR is given a hand of **3 open cards**.
- Each player takes a set of 3 Special Action cards.
- The Influence cards are placed within easy reach.

## Changes to the Gameplay:

- Every time a player places a marker on the board he will keep ONE of the cards played. The card is placed face up on the table.
- As soon as a player has at least the same number of cards as his opponent of the type just kept will he take the corresponding **Influence card** and keep it face up on his side of the table.
- At **the end** of a player's turn he will control the EMPEROR: Using the Emperor's cards the player **may** place **one** marker according to the rules. After placement used cards will be replaced from the **closed** deck.
- The EMPEROR may **only** place a marker in an **empty** province if no other placements are possible.

## Scoring:

- Points for the Emperor's houses are given to player who controls the Influence card in the corresponding color.

*Example: Player A has 5 houses in Chu and the purple Influence card. Player B has 1 house in Chu and the Emperor has 2 Houses. Player A score 8 points for 1st place. The Emperor in 2nd place score 5 points which goes to A. Player B score 2 points for 3rd place.*

- No points are awarded for the Emperor's Advisor's or the longest chain.

## Game End:

The deck may need to be reshuffled, to allow the final Emperor player a full hand of cards.

## Special Action cards:

The 3 cards may be used during a player's turn to perform special actions. Each card may only be used once after which it is removed from the game.

- "**The Emperor places first**": The player may place a marker for the Emperor at the beginning of his turn instead of doing it at the end.

- "**2 different provinces possible**": The player may place two of his markers in different provinces of any color by playing the cards needed for the placement.

- "**Exchange one card**": The player may exchange one card from his hand with any one card from the open display. The Emperor's cards can NOT be taken.

