

Yellow & Yangtze

A game for 2 to 4 players by Reiner Knizia. Condensed rules by Eric Postpischil, <https://edp.org>.

Introduction

Goal: Get the highest score. Your score is the number of victory points in the color you have the fewest of.

- Yellow is wild; yellow points will be reallocated to other colors when scoring.

Victory Point Cubes:

- Victory points are counted with cubes: black scrolls, red weapons, blue crops, green goods, and yellow gold.
- Small cubes are one point. Large cubes are five points. Players may trade 5 small for 1 large at any time.
- Once awarded, victory point cubes are kept hidden behind players' screens.

Dynasties and Leader Tokens:

- Each player has a dynasty marked by a lion, a bull, an archer, or a pot. Players are not distinguished by color.
- Each has five leaders (wood tokens): black governor, red soldier, blue farmer, green trader, and yellow artist.
- A leader of the appropriate color in front of a player's screen (not on the board) may count as a tile toward a riot (blue), revolt (red), war (black), or a pagoda (green). Unlike a tile, the leader is not discarded after this use.

Tiles: There are 138 tiles.

- There are 42 black governors, 36 red soldiers, 24 green traders, 24 blue farmers, and 12 yellow artisans.

Pagodas: There are nine pagodas: one yellow and two each of black, red, blue, and green.

Links and States:

- Tiles and leaders with a common edge are **adjacent**.
- Tiles and leaders are **linked** if they are adjacent or are connected through a chain of adjacent tiles and leaders.
- A **state** is all linked tiles and leaders in a group with at least one tile and at least one leader.

Committing Tiles and Leaders in Conflicts:

- During a conflict, a player may **commit** tiles (black in a revolt or red in a war) from behind their screen to the side of the board. (A leader of the appropriate color in front of their screen may count as a tile, as stated above.)
 - Such tiles (or leaders) increase the strength of one party in the conflict (see below).
 - After the conflict, the tiles are discarded. (A leader is returned to its place in front of the player's screen.)
-

Setup

Give each player the leaders and the screen of one dynasty. Leaders are displayed in front of player screens.

Place one black governor tile on each of the seven board spaces marked with a red background.

Shuffle the remaining tiles in the bag.

For two players, if a shorter game is desired, randomly remove 24 tiles from the game.

Each player draws six tiles and puts them behind their screen. (They may view the tiles.)

Deal six tiles from the bag to the spaces in the green scroll in the bottom-right corner of the board.

Choose the starting player randomly. Play proceeds clockwise in turns.

Turns

The active player performs up to two actions on each turn, in any order. Each action may be any of:

- Position a leader.
- Place a tile.
- Discard two blue farmer tiles to cause a peasants' riot.
- Discard two green trader tiles to establish a pagoda.
- Replace up to six tiles from behind their screen.

After the actions, the active player (only) gains victory points for pagodas linked to their matching leaders:

- Each of the active player's leaders earns a point in its color for each matching-color pagoda in its state.
- If there is no matching leader in a state, a black leader does not collect the point (unlike tile placements, below).

At the end of any player's turn, each player refreshes their hand to six tiles by drawing from the bag.

Fill empty spaces in the green scroll from the bag.

Position a leader.

Move one of your leaders (from on or off the board) to a space next to a black governor tile or move it off the board.

- The space must be empty and must not be a river space.
- The placement may not unite states already containing leaders of the same color.

If the leader is put into a state that already has a leader of its color, the new leader attacks the old leader (in a revolt):

- You may **commit** black governor tiles and/or your black leader as described in the Introduction.
- Then the defender may **commit** black governor tiles and/or their black leader as described in the Introduction.
- Each leader's strength is the number of black tiles adjacent to it plus the tiles and leader committed to it, if any.

Yellow & Yangtze

- The attacking leader wins if their strength exceeds the defender's.
- Move the losing leader off the board to in front of its player's screen. (The player may later reuse it as normal.)
- Give the victor one victory point in the color of the conflicting leaders.
- Discard all the committed black tiles. Return committed leaders to in front of their players' screens.

Place a tile.

Put a tile from behind your screen onto an empty space.

- Blue farmer tiles may be placed only on river spaces. Other tiles may be placed only on non-river spaces.
- If the tile is green, you may then choose one of the tiles from the green scroll and put it behind your screen.
- If the tile is blue, you may continue playing further blue farmer tiles within the same action as long as each is played adjacent to the previous and the previous tile does not start a war. (The last tile placed may start a war.)
 - When you play several blue farmer tiles in the same action, a point is given for each as described next.

A war occurs (see below) if the tile unites states containing leaders of the same color. If a war does not start, then:

- Distribute one victory point in the color of the tile:
 - If the tile is placed in a state that contains a leader of the same color, give the point to that leader's player.
 - Otherwise, if the tile is placed in a state with a black governor leader, give the point to that leader's player.
 - Otherwise, do not distribute the victory point.
- If the tile forms a triangle of three adjacent same-color tiles, none of which already supports a pagoda:
 - You may move a pagoda of the corresponding color from next to the board (if available) or elsewhere on the board (otherwise) and put it on the three tiles.
 - (The tiles remain visible and continue to serve their other game functions.)

When a war occurs:

- Put the red unification marker on the unifying tile.
- Starting to the left of the active player and going once around clockwise, each player may **commit** any number of red soldier tiles and/or their red leader (if it is not on the board) to strengthen one warring state of their choice.
- Each state's strength is the number of red tiles in it plus the red tiles and red leaders committed to it, if any.
- The strongest warring state wins. If there is a tie, the active player decides among the tied states.
- Note the greatest strength of any losing state.
- Remove all conflicted leaders and all red soldier tiles from all losing states.
 - For each leader removed, give the player of the same-colored winning leader one victory point in that color.
- Remove red soldier tiles from the winning state to equal (or exceed) the greatest strength of any losing state:
 - Discard all its committed tiles and return all its committed leaders, even if that exceeds the number.
 - The active player chooses further (possibly zero) red soldier tiles to discard to satisfy the required number.
- If a tile supporting a pagoda is removed, remove the pagoda and place it next to the board (available for play).
- Remove the red unification marker. Return all discarded red soldier tiles to the box, facedown.

Discard two blue farmer tiles to cause a peasants' riot.

Discard two blue farmer tiles from behind your screen to the box, facedown.

- A blue leader in front of your screen (not on the board) may serve as one of the tiles, except it is not discarded. Discard any tile from the board to the box, facedown.

- If a riot removes the last black governor leader adjacent to a leader, return that leader to its player.
- If a tile supporting a pagoda is removed, remove the pagoda and place it next to the board (available for play).

Discard two green trader tiles to establish a pagoda.

Discard two green trader tiles from behind your screen to the box, facedown.

- A green leader in front of your screen (not on the board) may serve as one of the tiles, except it is not discarded. Put a pagoda on a triangle of three adjacent tiles of the pagoda's color none of which already support a pagoda.
- If a pagoda of the color is available beside the board, use it. Otherwise, take one from elsewhere on the board.

Replace up to six tiles from behind their screen.

Discard up to six tiles from behind your screen to the box, facedown.

Refresh your tiles by drawing the same number and putting them behind your screen.

Game End

The game ends when a tile should be drawn from the bag but the bag is empty.

Each player freely allocates their yellow points to other colors.

Each player's score is the number of points in the color they have the fewest of.

- In case of ties, use the second fewest, then third, then fourth.