



YourTurnMyTurn.com: rules Qin

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Rules Qin.....	1
Introduction and objective of the game.....	1
Game play.....	2
1. Found province.....	2
2. Expand province.....	2
3. Create major province.....	3
4. Connect village.....	3
5. Conquer village.....	3
6. Absorb province.....	3
End of the game.....	4

Rules Qin



Introduction and objective of the game

Qin is a game by Reiner Knizia. China, more than 2000 years ago: Welcome to the Era of Warring States! Prepare to colonize the Chinese hinterland, found provinces and absorb remote villages into your empire. As you expand, you build magnificent pagodas as a sign of your authority. The first to build all his pagodas wins the game. But beware - the other players can conquer your provinces and villages, tearing down and replacing your pagodas. Plan your expansion wisely, conquer foreign provinces and establish the glorious Qin Dynasty by building your last pagoda!

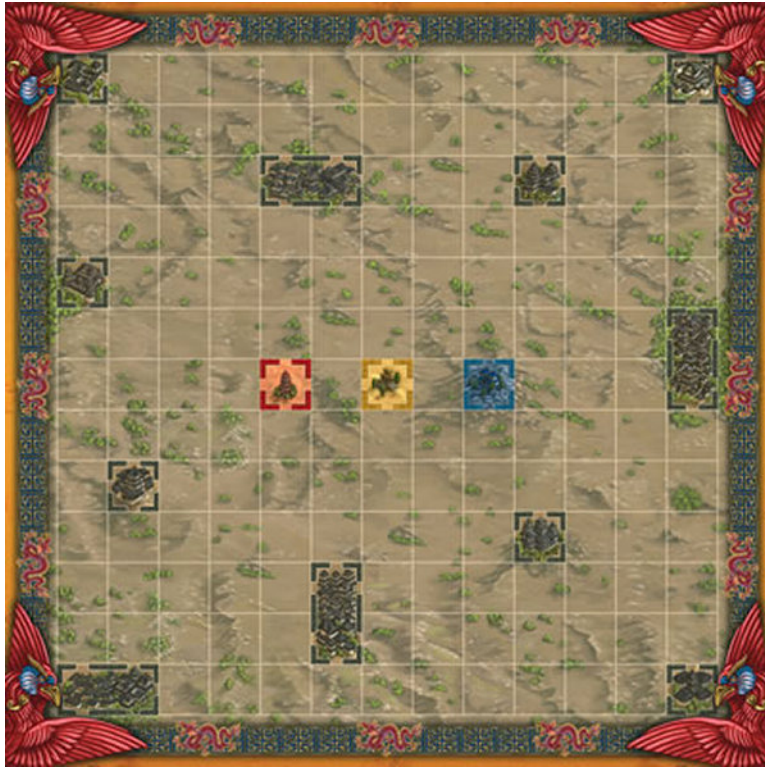
Both players get 24 pagodas each in their own color, white or black.

24 white pagodas  24 black pagodas 

Each player gets 3 random tiles from the total of 72 tiles. Each tile shows 2 province spaces, there are 6 different tiles.



Below the board when the game start. The blue, yellow and red fields are the starting provinces spaces, the dark green fields are the villages and the rest is grassland.



Game play.

On your turn, you choose exactly one tile from your hand and put it onto the grid of the board.

- The tile may only be placed onto grassland spaces (never onto province spaces, villages, or waters).
- At least one province space of the tile must share an edge with an existing province space of any color (villages are not considered province spaces).
- You may rotate the tile (aligning it horizontally or vertically). By placing your tile, you usually trigger one or more events that are carried out automatically on YourTurnMyTurn.com. Below those events are described in more detail.

1. Found province

By placing your tile, you can create new provinces. A province is any contiguous area consisting of 2 or more same-colored province spaces. Onto each newly founded province one of your pagodas is placed as a sign of your authority.



2. Expand province

You expand a province when you place at least one space of your tile adjacent to an existing province of the same color.

3. Create major province

As soon as a province comprises at least 5 province spaces, it ranks as a major province. This will be indicated by a double pagoda. Major provinces can grow to any size but can accommodate a maximum of one double pagoda.



4. Connect village

If, after you have placed your tile, the province or major province of any player shares at least one edge with an unoccupied village, the owner of the province seizes this village and one of his pagodas will be placed onto it (No village can accommodate more than one pagoda).



5. Conquer village

A village can change ownership when several provinces adjoin it. If, in the village's adjoining provinces and major provinces, any player has **more** pagodas than the owner of the village, that player seizes control of it. The previous owner gets his pagoda back and one pagoda from the new owner will be put onto the village.

- When determining the majority, each double pagoda counts as 2 pagodas.
- The pagoda on the village itself does not count.

6. Absorb province

By placing your tile, you can join separate provinces of the same color together, forming a single major province. The player with the highest total number of province spaces in the original provinces seizes control of this new major province (do not count the province spaces on the tile that joined the original provinces together). All dislodged pagodas are returned to their owners.

- You are **not allowed** to join provinces together when two or more players would bring the exact same number of province spaces to the newly created major province (because no owner could be determined).
- Major provinces are safe! They can never be absorbed. You are not allowed to combine two or more major provinces. However, a single major province may still absorb small provinces.

End of the game

The game ends immediately when a player places his last pagoda onto the game board. This player wins! The game also ends when all players have run out of tiles or when there are no adjacent grassland spaces left on the game board where a tile could be placed. In that case, the player who has placed the most pagodas on the game board wins. In the case of a tie, the victory is shared.

