A GAME BY

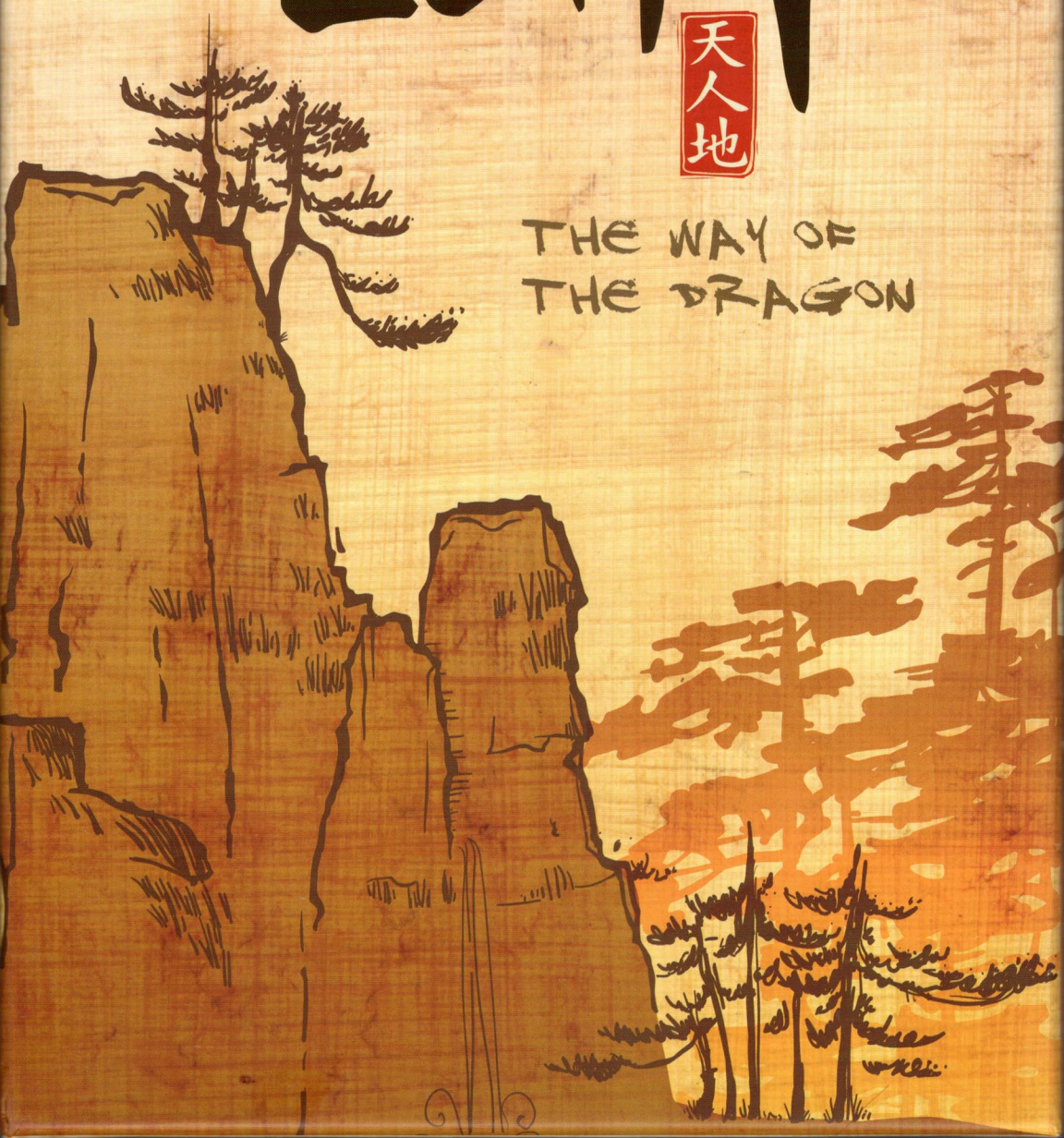
FUXI 伏羲 DOX LUCCHIN PEDRO LATRO

THUNDERGRYPH GAMES

TAO LONG

天人地

THE WAY OF THE DRAGON




天人地

TAO LONG

THE WAY OF THE DRAGON

天人地

RULEBOOK

A GAME BY

FUXI 伏羲 DOX LUCCHIN PEDRO LATRO

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TAO LONG

THE WAY OF THE DRAGON

天人地

"There was something formless and perfect before the Universe was born. It is serene. Empty. Solitary. Eternally present. It is the mother of the Universe. For lack of a better name, I call it the Tao."

LAO TSU



Tao Long is an ancient game depicting the tale of how humanity changes from one era to the next.

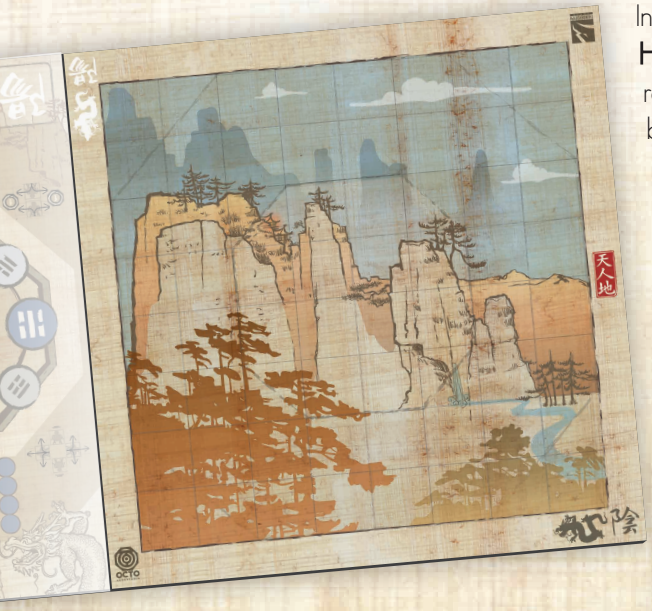
Since the dawn of time, two dragons have influenced humanity's direction. In between eras, they struggle against each other to determine anew which will hold sway over us for the next hundreds of years. One is Tianlong, the heaven dragon. The other is Dilong, the earth dragon. Both are beholden to the Tao, which itself is manifested through the Ba Gua.

The Ba Gua, or "the eight signs", is the wheel of trigrams. Each represents an element formed by a singular combination of two opposites - Yang and Yin, also known as the order and the chaos, spirit and matter, action and reaction, vertical and horizontal, clockwise and counterclockwise, heaven and earth, the father and the mother of everything.

Now the end of an era has come, and once again both dragons will strive to overcome the other whilst bound together by the balance of the Tao. The battle will continue until one dragon, sufficiently weakened, must retire to an alternate dimension. There it will rest for the entirety of the era, biding its time and recovering power for when tides of change come once again.

COMPONENTS

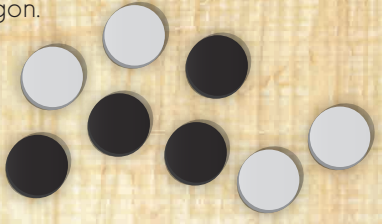
The Rulebook
1 Game Board (1 Board of Ba Gua and 1 Board of Human)
8 Ba Gua stones, 4 black and 4 white
8 Dragon tiles, 4 white and 4 black (each set with 3 segments and 1 head)
8 Water stones
8 Fire stones
1 Distance Ruler
1 Big Rock and Village tile
8 Small Rock and Damaged Small Rock tiles
8 Portal tiles, 2 blue, 2 green, 2 red and 2 yellow
1 Flux coin



In the game board, the **board of Human** is a quadrangular grid representing the world disputed by the dragons. Each dragon is represented by **dragon tiles** placed on the board. Each set of dragon tiles are always arranged sequentially on the board, with the head to the front.

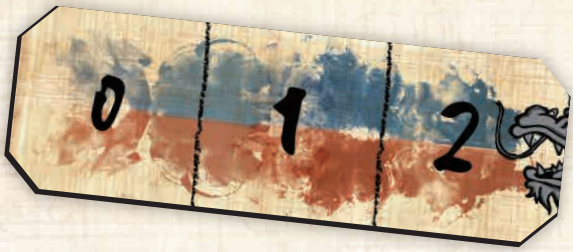


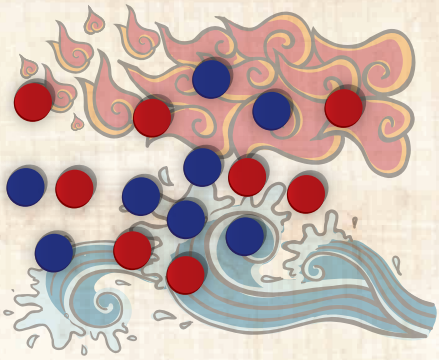
The other part of the game board is the **board of Ba Gua**, with the water and fire meters of each dragon, the lost segments areas and the Ba Gua itself. The dragons' movement is determined by what happens on the **Ba Gua**, on which the energies of the Tao - the **Ba Gua stones** - are manipulated to create the dragon's path. In advanced game modes, the stones' colors refer to each dragon, so that specific combinations of a color on the Ba Gua might affect the respective dragon.





Besides movement, the Tao also influences the concentration of **water and fire stones** - lifepoints and stored power, respectively - for each dragon. The **distance ruler** is used to resolve ranged attacks when these elements are expelled. All gain and loss of such stones occurs between the water and fire meter of each dragon and the center of the Ba Gua.





The remaining tiles are set on the board of Human at the beginning of each game, creating unique scenarios to play for each conflict. The **rock tiles** represent insurmountable obstacles and their backs are used for games with special rules. The **portal tiles** enable direct moves from one tile to another, regardless of their position on the board.



ROCK



PORTAL



The **flux coin**, lastly, is only used in advanced game modes, which are covered later in this rulebook.

THE GOAL

天人地

Defeat the opposing dragon by eliminating all of its segments.

THE GOLDEN RULE

天人地

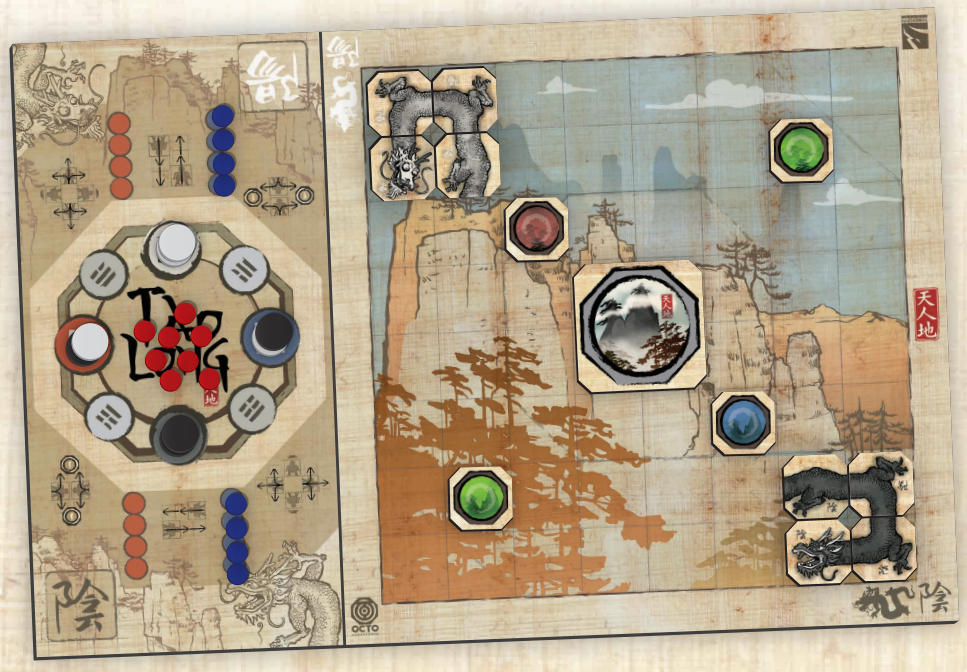
A dragon loses a segment as soon as its water meter - that is, its life – is depleted. Remove the segment furthest from the dragon's head – the tail – and place it on the appropriate area on the board of Ba Gua. When the final segment of a dragon is removed, flip its head, thus marking its defeat.

After removing a segment, if the damage doesn't result in a defeat, the injured dragon's water meter is **immediately** fully replenished, with any remaining damage being applied afterwards.



SETUP

1) Decide between the players who controls each dragon.
2) Place the board within reach of all players, with each dragon's side to the front of its respective player.
3) On the board of Ba Gua, lay 2 white stones on Heaven, 2 black stones on Earth, 1 white stone on top of 1 black stone on Fire and the opposite on Water.
4) Lay 4 water stones on each dragon's water meter on the board of Ba Gua.
5) Lay the fire stones on the center of the Ba Gua.
6) Setup the board of Human according to the selected scenario among those suggested later in this rulebook.



陽



The heaven dragon plays first.



THE GAME TURN

天人地

On their turn, each player completes the following phases:

SPIRIT

陽 "Yang is active, white, order, heaven, the vertical."

Choose a space with at least one stone from one of the eight spaces on the Ba Gua. Collect **all** stones from the selected space and drop them on the following spaces, **one in each**, in a counter-clockwise direction until all collected stones have been dropped. Stone color only affects the game in advanced game modes, which are explained later in this rulebook.

"Every time of change is a disturbance on the previous established order."

In order to represent the instability caused by the conflict, **the flow of movement on the Ba Gua must go counterclockwise.**

The **last** space in which a stone is dropped determines the action to be performed during the Matter phase. It is **forbidden** to collect stones from a space that would result in an action that is impossible to complete in the Matter phase, unless there is no other possible option. In this situation, ignore the entire Matter phase and lose 1 lifepoint, by returning one water stone to the center of the Ba Gua.

MATTER

陰 "Yin is receptive, black, chaos, earth, the horizontal."

Resolve the action determined during the Spirit phase. Each action corresponds to a dragon movement and possible effects.

When moving a dragon, follow these steps:

1) Place its head according to the movement performed.
2) Place the tail segment of the dragon on the space where the head was, flipping and turning the tile in order to connect the entire body again.

The actions are the following:

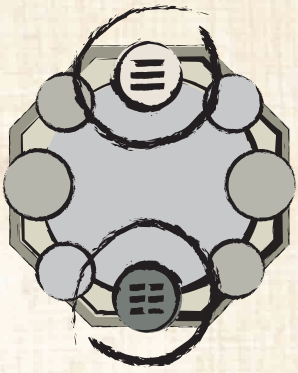
"Heaven is high and vertical, while the earth extends through the horizon."

HEAVEN

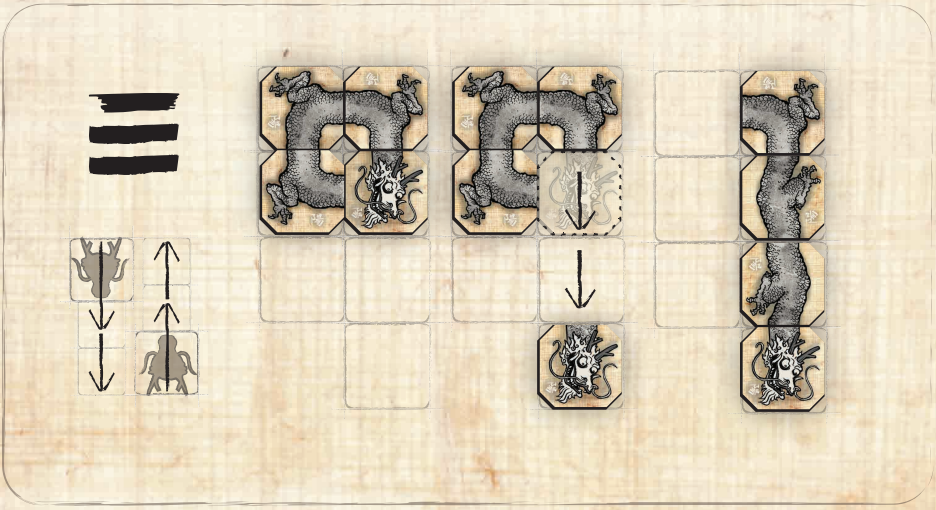


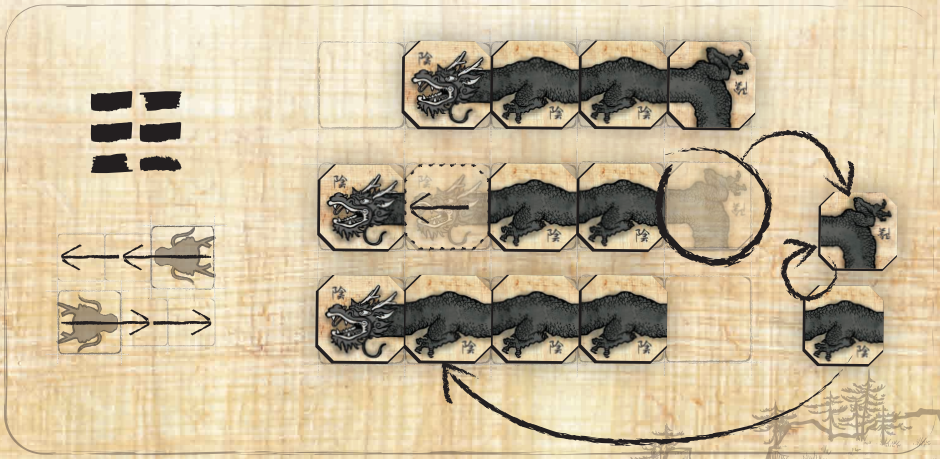
EARTH





Heaven and Earth are the elements in which the Yang and Yin energies are most concentrated. Heaven causes the player to move their dragon 1 or 2 spaces in a straight vertical line. Earth causes the player to move their dragon 1 or 2 spaces in a straight horizontal line.

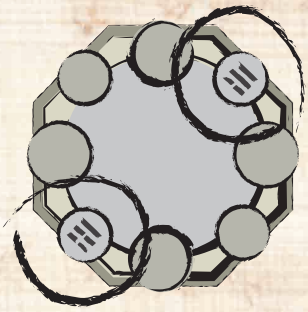




"The sky's movement drives the wind through the grass, as the energy of the earth breaks the thunder from the clouds to the ground."

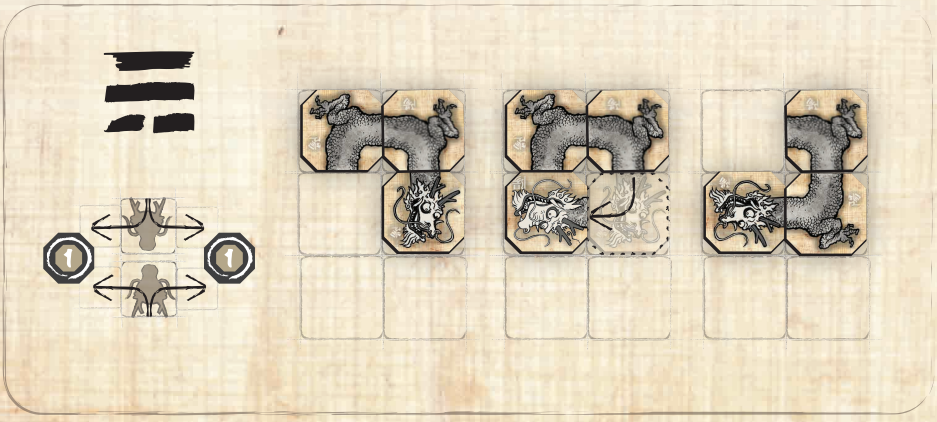
WIND

THUNDER



Wind and Thunder are the elements of change and agility, representing the motion from heaven to earth and vice-versa. Wind causes the player to move by rotating their dragon's head from the vertical axis to the horizontal axis and moving forward 1 space. Thunder causes the player to move by rotating their dragon's head from the horizontal axis to the vertical axis and moving forward 1 space.

After the action, the player **must** perform an extra Spirit phase and, thus, another Matter phase. Additional Wind or Thunder actions as a result of these extra phases **do not** generate further extra phases.







After moving, the player performs an extra Spirit phase.



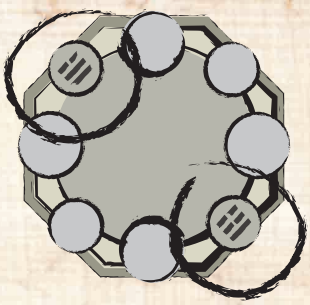
"The margins contain the lake while the sky's reflection make it vast, as the clouds suppress the mountain while the earth spreads its surroundings."

LAKE



MOUNTAIN

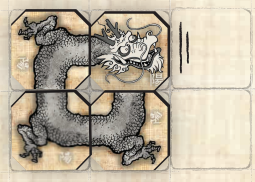




Lake and Mountain are the elements of serenity and quietness, representing the limits set by heaven to earth and vice-versa. Lake causes the player to move their dragon's head 1 space in any direction when facing the vertical axis. When facing the horizontal direction, the player doesn't move their dragon. Mountain causes the player to move their dragon's head 1 space in any direction when facing the horizontal axis. When facing the vertical direction, the player doesn't move their dragon.

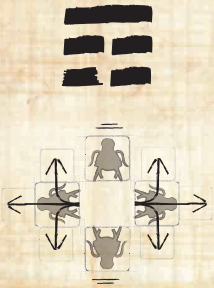


Doesn't Move (horizontal)



Free Move (vertical)





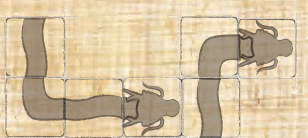
Doesn't Move (vertical)



Free Move (horizontal)



"If you ignore the dragon, it devours you"





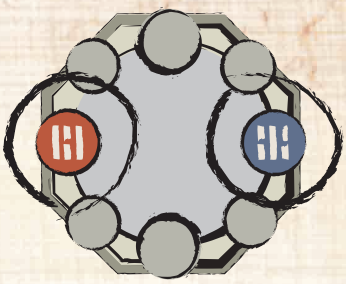
At the end of any Heaven, Earth, Wind, Thunder, Lake, or Mountain action, if the active dragon's head is adjacently facing any part of its opponent, a bite occurs. The bitten dragon loses 1 lifepoint by returning one water stone to the center of the Ba Gua.

天人地

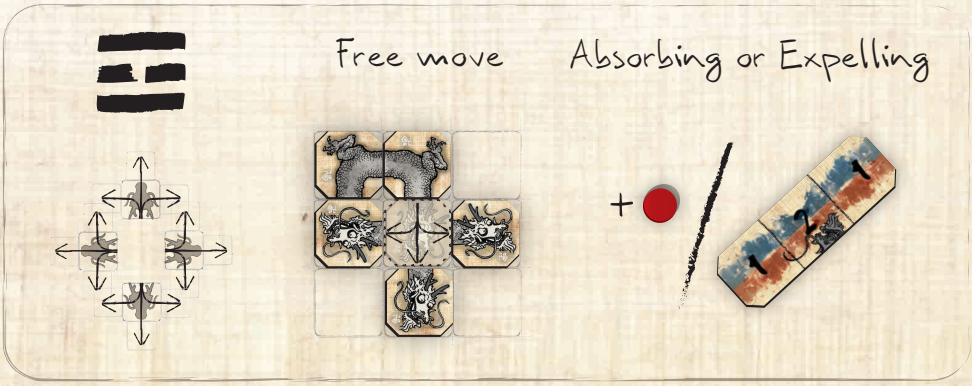
THE BITE

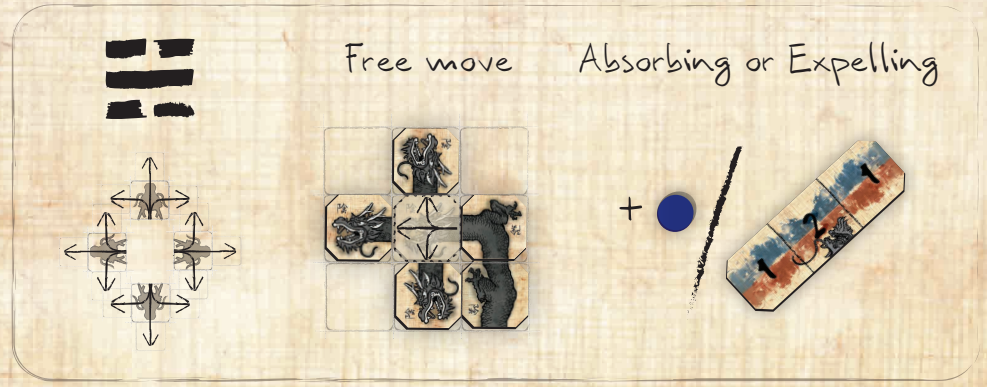
"Fire is aggressive, though fleeting, while water hides its menace in its depths."



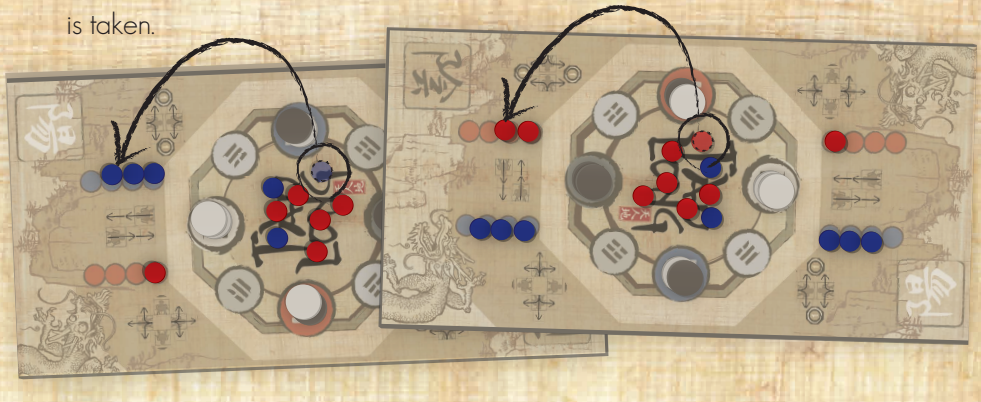


Fire and Water are the elements of volatility and power, representing the influence of fire and water on everything that lives. Fire causes the player to move their dragon 1 space in any direction, regardless of the axis the dragon is facing. After moving, the player chooses between absorbing or expelling fire. Water causes the player to move their dragon 1 space in any direction, regardless of the axis the dragon is facing. After moving, the player chooses between absorbing or expelling water.

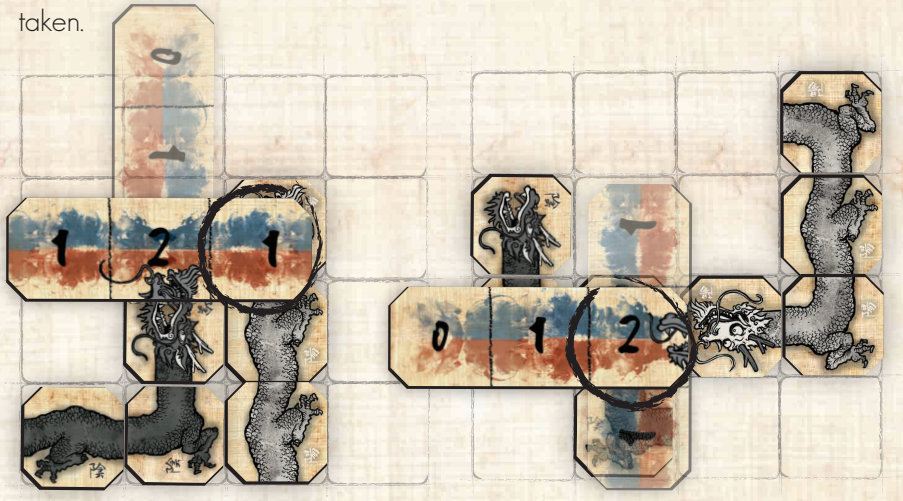




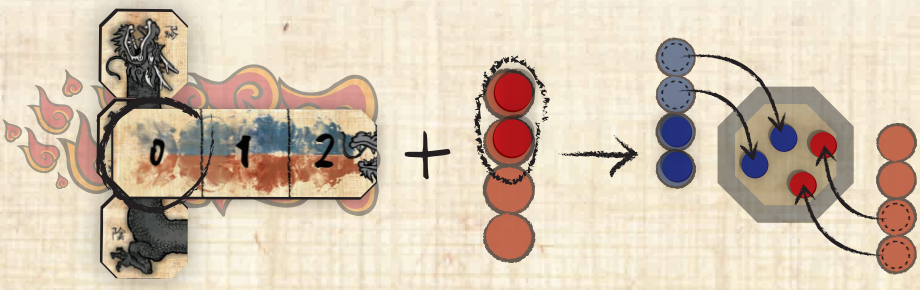
Absorbing an element causes the player to take a fire or water stone from the center of the Ba Gua corresponding to the action taken. The player then adds it to their dragon's respective meter. If that meter is already full, no stone is taken.



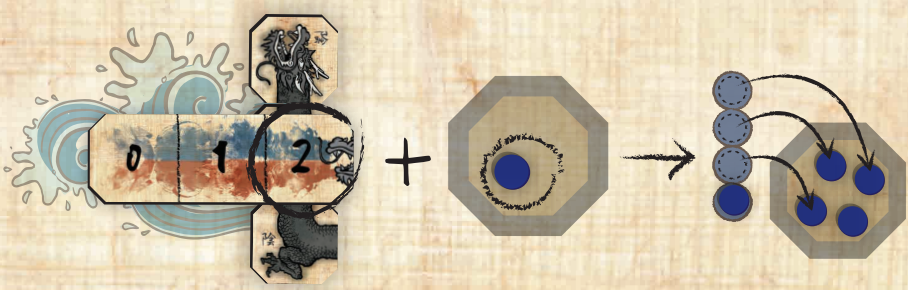
Expelling an element causes the player's dragon to perform a ranged attack. Align the distance ruler so that the section with a dragon's mouth is in front of the attacking dragon's head, then do the same with the other side of the ruler. This would end up in a ranged attack that affects a T-shaped area. If the opposing dragon is in this area and there is no obstacle in the way, it is then dealt damage. The damage is equal to the highest printed value on the distance ruler overlapping it plus the element bonus based on the action taken.



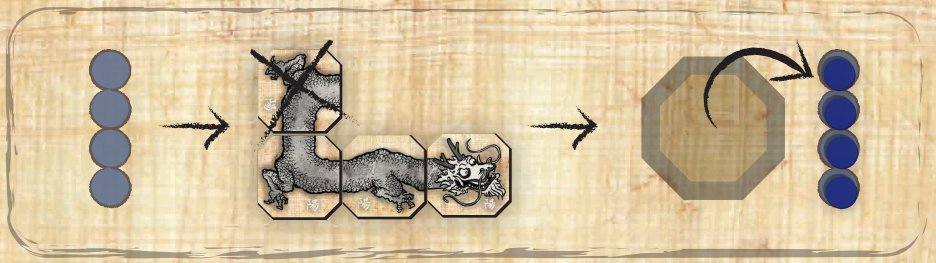
For **Fire**, the bonus is equal to the number of fire stones on the attacking dragon's fire meter. After the attack, all fire stones on the attacking dragon's fire meter are returned to the center of the Ba Gua.



For **Water**, the bonus is equal to the number of water stones currently in the center of the Ba Gua.



The attacked dragon then loses lifepoints, returning a water stone to the center of the Ba Gua for each damage taken. Remember that a dragon loses a segment as soon as its water stone meter is depleted, which is then immediately replenished so that any remaining damage can be dealt.



THE BOARD OF HUMAN

天人地

"Below heaven and above the earth, there is the human."

Each game takes place in a scenario, represented by different arrangements on the board of Human. Save for specific situations, the following rules apply to all scenarios.

Regarding **movement**, the edges of the board, all dragon, rock and village tiles and all portals that for any reason don't have available destinations are insurmountable obstacles. Regarding **range**, the edges of the board and all tiles of any kind are insurmountable obstacles.



PORTALS

Portals are special tiles that enable movement to other same-colored portal tiles, thus allowing dragons to travel quickly around the board of Human. When moving a dragon to an unoccupied portal tile, follow these steps:



1) Instead of moving the dragon's head onto the portal tile, place it on any space adjacent to the matching destination portal tile, facing outwards.
2) Place the dragon's tail segment on the space that the dragon's head was before going through the portal, flipping and turning the tile in order to connect the body segment to the portal tile.
3) Flip both portal tiles to their occupied faces, connecting them to the dragon.

If a dragon moves through a portal during the first Heaven or Earth movement, the second optional movement must be in the same direction the dragon came out of the portal.

While a dragon is going through a portal, both occupied portal tiles count as dragon tiles, **thus enabling bites and ranged attacks**. Both portal tiles are **immediately** flipped to their unoccupied sides as soon as there are no more segments connected to either portal title.

As soon as one of the dragons has **lost its third segment**, the winner flips the opposing dragon's head, thus ending the game.

"Victory is never permanent, for the Tao is eternally moving."

For an even dispute, players are encouraged to try another match, switching control over the dragons.

"From experience, possibilities emerge."

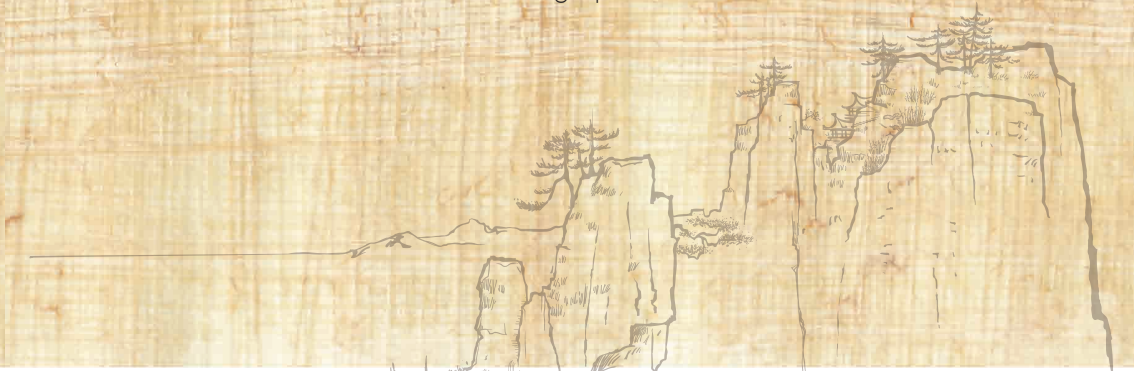
Tao Long offers a variety of different game modes that creates new and exciting variations of the main game. Some are simple, while others are more complex. Each game mode takes the rules from the previous one and add their own. It is highly recommended that new players become familiar with one game mode before adding the next.

GRASSHOPPER

Play as described until here in this rulebook. Once both players are familiar with each element's actions, try adding the Monk mode.

"Grasshopper, acknowledging ignorance is the first step towards wisdom."

Do not attempt the Monk, Master, or Chosen One modes before experiencing Grasshopper mode. Skip directly to the Scenarios at the end of the rulebook and choose where to begin practice.

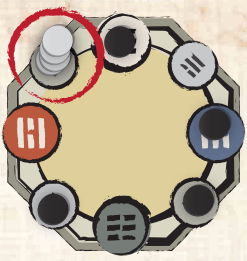


MONK

"Each dragon represents an energy, and to its energy, each responds."

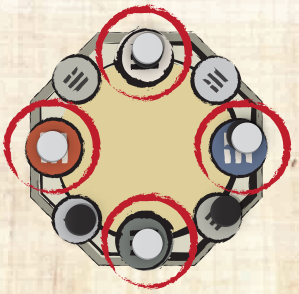
This mode adds the dynamic between white and black stones and their respective dragons. During any player's Spirit phase, if one or more of the following combinations occur, their effects must be resolved in the order of ocurrence **before the Matter phase of the current player.**

Focus



Whenever all the four stones of a color get to the same space on the Ba Gua, a focus effect occurs. The dragon of the same color of those four stones must perform that space's action, even if it isn't its turn. If the action is not possible, the dragon ignores it entirely and loses 1 lifepoint, returning one water stone to the center of the Ba Gua.

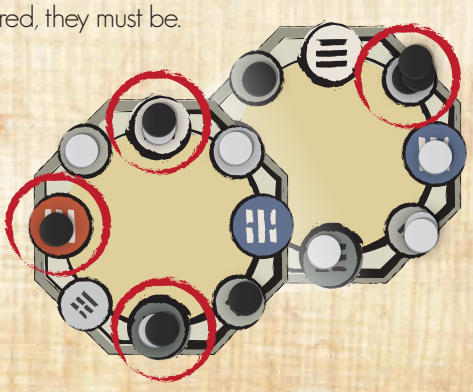
Balance



Whenever there is one stone of a single color on all four main spaces on the board of Ba Gua – Heaven, Earth, Fire and Water – a Balance effect occurs. The dragon in the color of the four single stones on those spaces must adjust its water stone and fire stone quantities so that they are equal to its opponent's, even if it isn't its turn.

Additionally, after collecting the stones from the chosen space in a Spirit phase, determine which must be dropped in each of the next spaces by following these priorities, in order:

1) If Focus and Balance effects can be triggered, they must be.



2) If Focus and Balance effects can be made imminent (3 stones of a color in a single space and 3 main spaces with exactly 1 stone of a color), they must be.

3) All remaining stones are dropped on the remaining spaces as the active player chooses.

If, when resolving priorities 1 or 2, both black and white are required on a single space, the player chooses which color to drop in that space.

Once players are familiar with the stone positioning rules and with each combination's effect, try adding the Master mode.

MASTER

"Every disturbance in the order is an ineludible part of change."

In order to represent the period of instability generated by the conflict between dragons, **the flow of movement on the Ba Gua will vary through the game.**

This mode adds the flux coin, which determines to which direction the energy on the Ba Gua will tend to flow. When a player selects a space in the Spirit phase, the color of the stones collected determines the direction to which the player drops the stones - clockwise or counterclockwise. If the majority of stones collected from the space are white, the Ba Gua flows **clockwise**. If the majority of stones collected from the space are black, the Ba Gua flows **counterclockwise**. When a player selects a space with the same number of white and black stones, the Ba Gua flows in the direction indicated by the flux coin.



The flux coin begins the game indicating counterclockwise. If a player selects a space that results in the Ba Gua flowing in the opposite direction from the direction shown on the flux coin, it must be flipped. For example, if the flux coin is on the black side and a player selects a space with more white stones than black stones on it, the player will drop the stones around the Ba Gua in a clockwise fashion and then flip the flux coin to the white side.

If one day, the players feel that their comprehension of the game has transcended their perception of existence, try adding the Chosen One mode.

THE CHOSEN ONE

"Both matter and spirit are one, young grasshopper."

Use only the board of Ba Gua. The movement occurs in the players' minds.

SCENARIOS

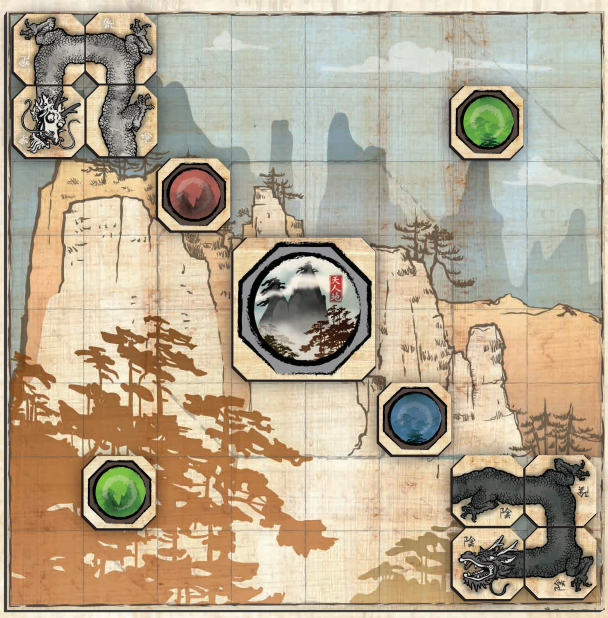
天人地

THE FIELD



"Clarity gives space for practice."

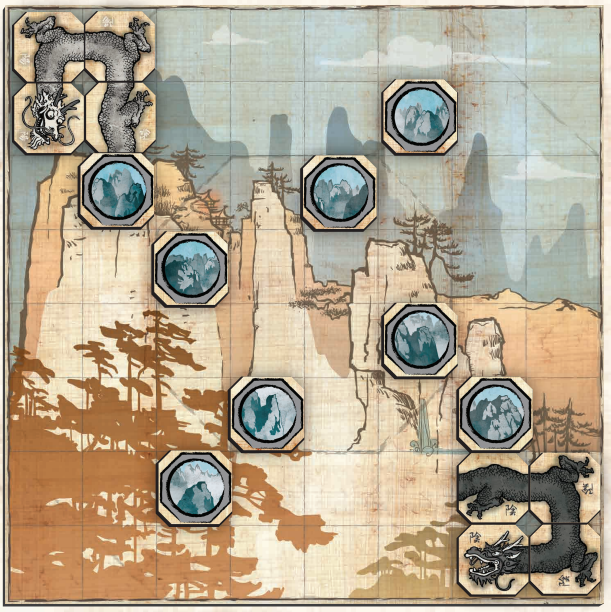
THE VALLEY



"Balance supports strategy."

In **The Valley**, both the red and blue portals don't have specific destination portals. A dragon entering one of these may, therefore, come out through any other unoccupied portal. In order to use the red or blue portal, however, the dragon must return a fire or water stone, respectively, to the center of the Ba Gua.

THE GORGE



"Traversing demands caution."

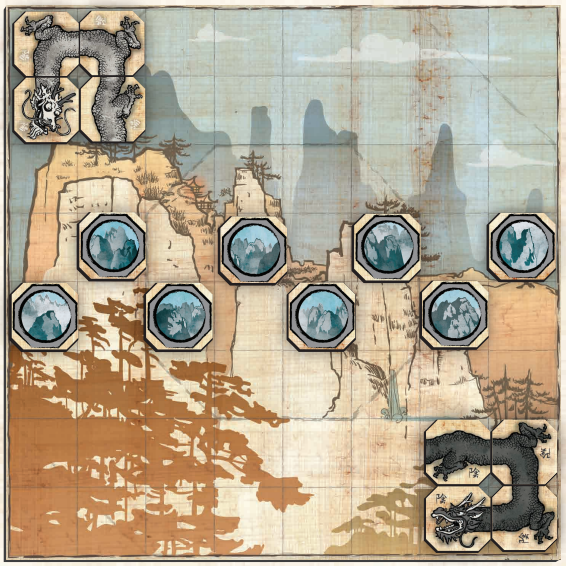
THE TORUS



"Restriction calls for freedom."

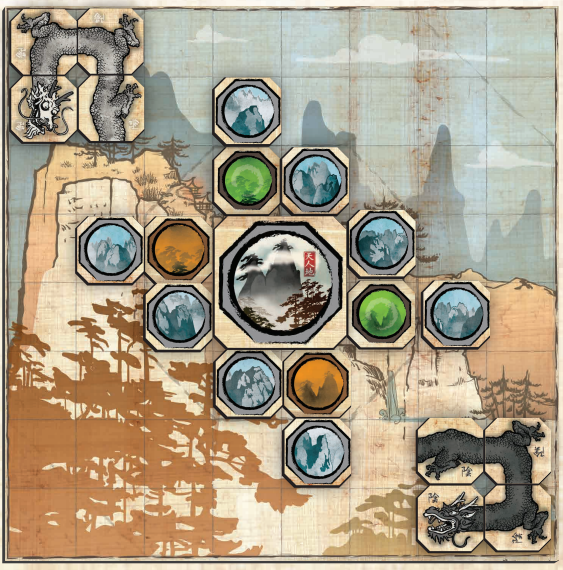
In **The Torus**, the rock tiles' single purpose is to line off the limits of the reduced game area, as indicated by the image. All borders of the game area, however, are treated as adjacent to the opposite border instead of limiting movement and range.

THE WALL



"Initiative spawns opportunity."

THE CAVE

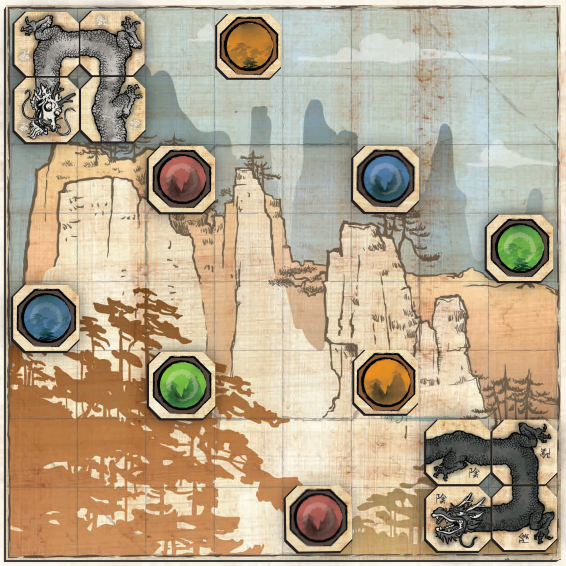


"Ruins reveal the way."

In **The Wall** and **The Cave**, the small rock tiles, unlike in the main game, can be destroyed. They are removed from the game board through biting, expelling, or even trampling. Each rock takes 2 damage to destroy. On the first, it is flipped to its damaged side. On the second, it is removed from the board.

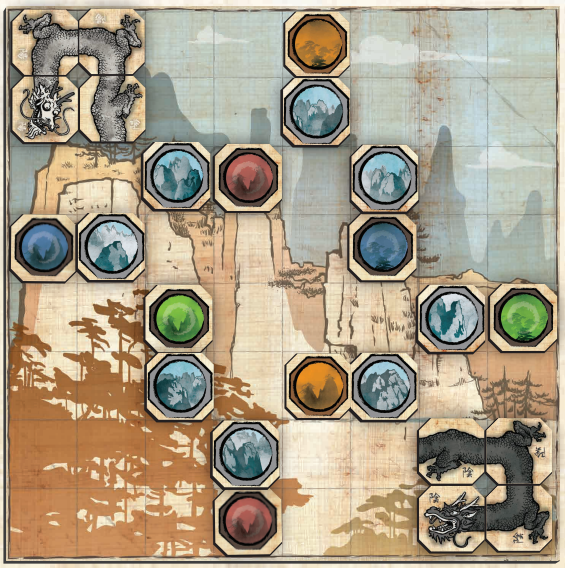
Biting inflicts 1 damage to a small rock tile, while expelling causes the amount of damage indicated by the distance ruler, **ignoring the elemental bonus damage.** To destroy a small rock tile by trampling, the player's dragon advances into the space with the small rock tile, destroying it immediately. The dragon receives damage **equal to the damage needed to destroy the rock tile**, returning a water stone to the center of the Ba Gua for each damage taken.

THE MIST



"Variety dims prediction."

THE MAZE



"Fate is born from choice."

"Time creates bonds between humanity and the governing dragon, so that humans will defend the creature with their lives, but every life taken is like a hit on itself."

THE VILLAGE



The Village is a game variant that may be used on **The Field**, **The Valley** and **The Mist** scenarios.

1) Determine which dragon is the protector of the village and which is the challenger.

2) Place the village tile to the center of the scenario (replacing the big rock, if necessary).

3) The village tile counts as part of the protecting dragon and may be attacked.

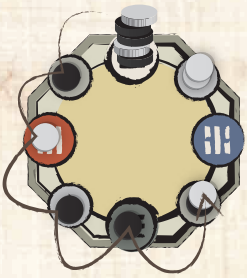
4) The village inflicts 1 damage to the challenging dragon if there is any part of it adjacent to the village at the end of its player's turn.

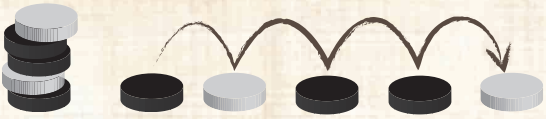
SOLO VARIANT

The solo variant plays exactly like the 2-player game with the following exceptions:

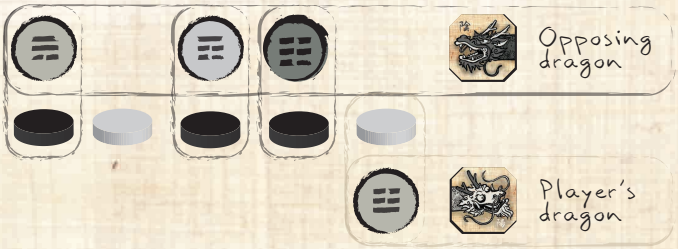
• During setup, place both dragons on the board of Human and choose a dragon to play with. In the solo variant, **it's always your turn.**

• In Spirit phases, all stones on the selected space must be dropped on the following spaces **in the order they are stacked**, starting from the base of the stack. from the Monk game mode onwards, this rule only applies after priorities 1 and 2 from that mode. Stones used to satisfy these priorities must still be the closest possible to the base of their stack.





• Before your Matter phase, **the opposing dragon performs, in order, all actions from spaces in which its color's pieces were dropped that turn**, ignoring impossible actions without incurring penalties.



If there are two or more ways the actions could be performed, determine which happens by following these priorities:

1) The way that deals the most damage to the player's dragon.
2) The way that the enemy dragon could take the least amount of damage until the end of the next turn.
3) The way that is the shortest path to become adjacently facing some part of the player's dragon.
4) If there are still two or more options, the player decides.

The priorities must analyze all possible outcomes of the **entire group of actions** taken by the dragon on that same turn, and not one by one.

Additional Notes:
• The extra phase effects as a result of the Wind and Thunder actions are ignored, as it is always the player's turn.
• Record how many moves you've taken to win and try to improve on this during future games.
• Try beginning with less segments. The challenge is to win in as few turns as possible, but the peril of actually losing might influence your decisions.
• For more variety, try playing with the other dragon and in different scenarios and modes. Or, try mixing up the Ba Gua stones during setup so they appear in a random configuration on the Ba Gua.

LANGUAGES

This rulebook is also available in several other languages in our webpage, if you want you can scan the **QR Code** at the left for easy access on your phone or you can type the following address manually in the device of your preference:

https://thundergryph.com/rulebooks

SUPPORT

We are here to help, send us an email if you have any problem:

Replacement Parts
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General Support
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TAO LONG
THE WAY OF THE DRAGON

HAS BEEN MADE POSSIBLE BY
6460 **KICKSTARTER** BACKERS

Game Designers: Fuxi 伏羲, Pedro Latro and Dox Lucchin
Illustrator: Dox Lucchin
Publisher: ThunderGryph Games
Product Manager: Gonzalo Aguirre Bisi
Graphics: Daniel Oswaldo Tosco
Mockups: Erick Rafael Tosco
Project Coordinator: José David Ortega
Proofing: Keith Matejka
Special Thanks: Gui Landgraf
Web Site: www.thundergryph.com

SPIRIT

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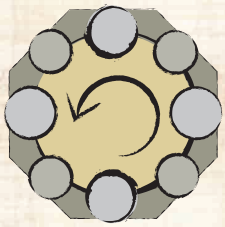
MATTER

Move Stones

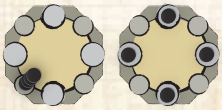
Take all stones from a space on the Ba Gua, dropping one on each of the following spaces.

GRASSHOPPER & MONK



MONK & MASTER

1)



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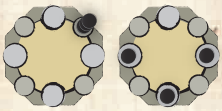
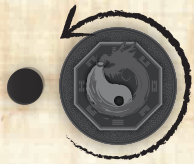
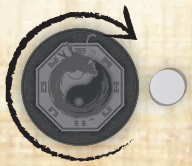


3) Player's choice

MASTER





Move Dragon

The last space in which a stone is dropped represents the element to be performed.

HEAVEN



EARTH



THUNDER



WIND



LAKE



MOUNTAIN



FIRE



WATER



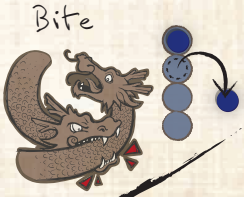
Apply Effects

Some elements have effects to be performed after the dragon moves.

Bite



Bite



Extra turn



Bite



Absorbing or Expelling





MONK & MASTER



FOCUS

The respective dragon must perform the element action



BALANCE

The respective dragon must change its fire and water stone meters to equal its opponent's.

THUNDERGRYPH GAMES

OCTO LUDUSTUDIO

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TAO LONG

天人地

HEAVEN

LAKE

WIND

FIRE

WATER

THUNDER

MOUNTAIN

EARTH

OCTO
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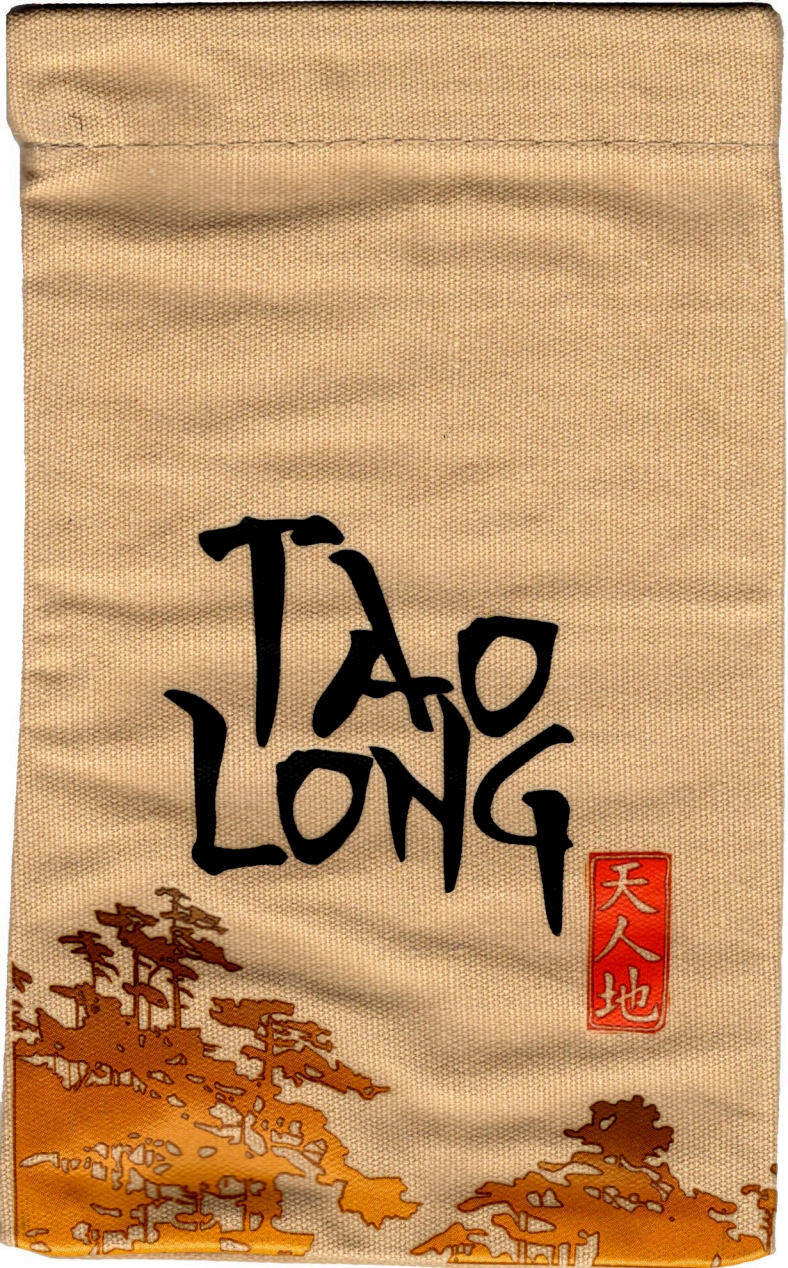
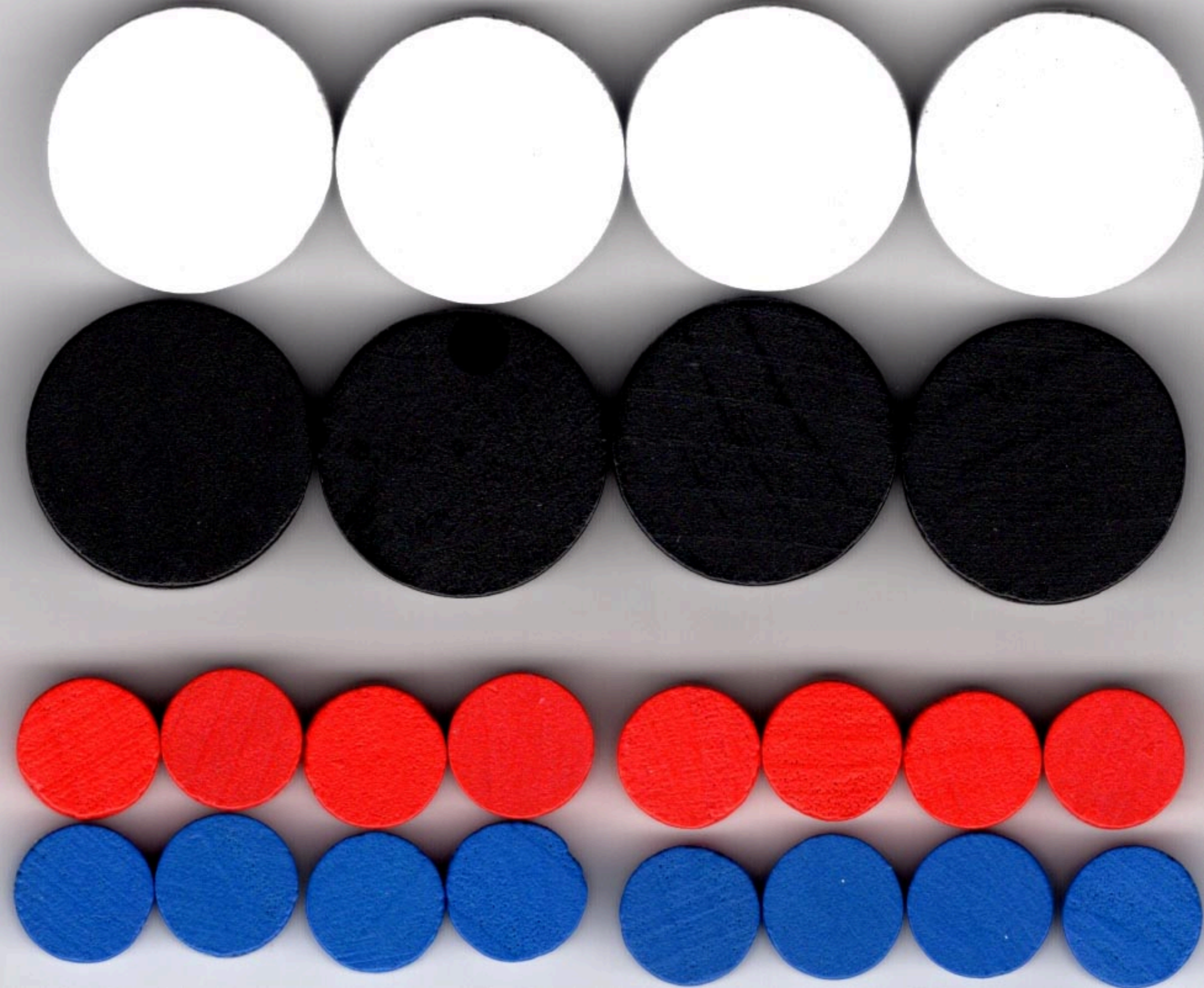

TAO LONG
天人地



天下为公





TAO LONG

THE WAY OF THE DRAGON 天人地

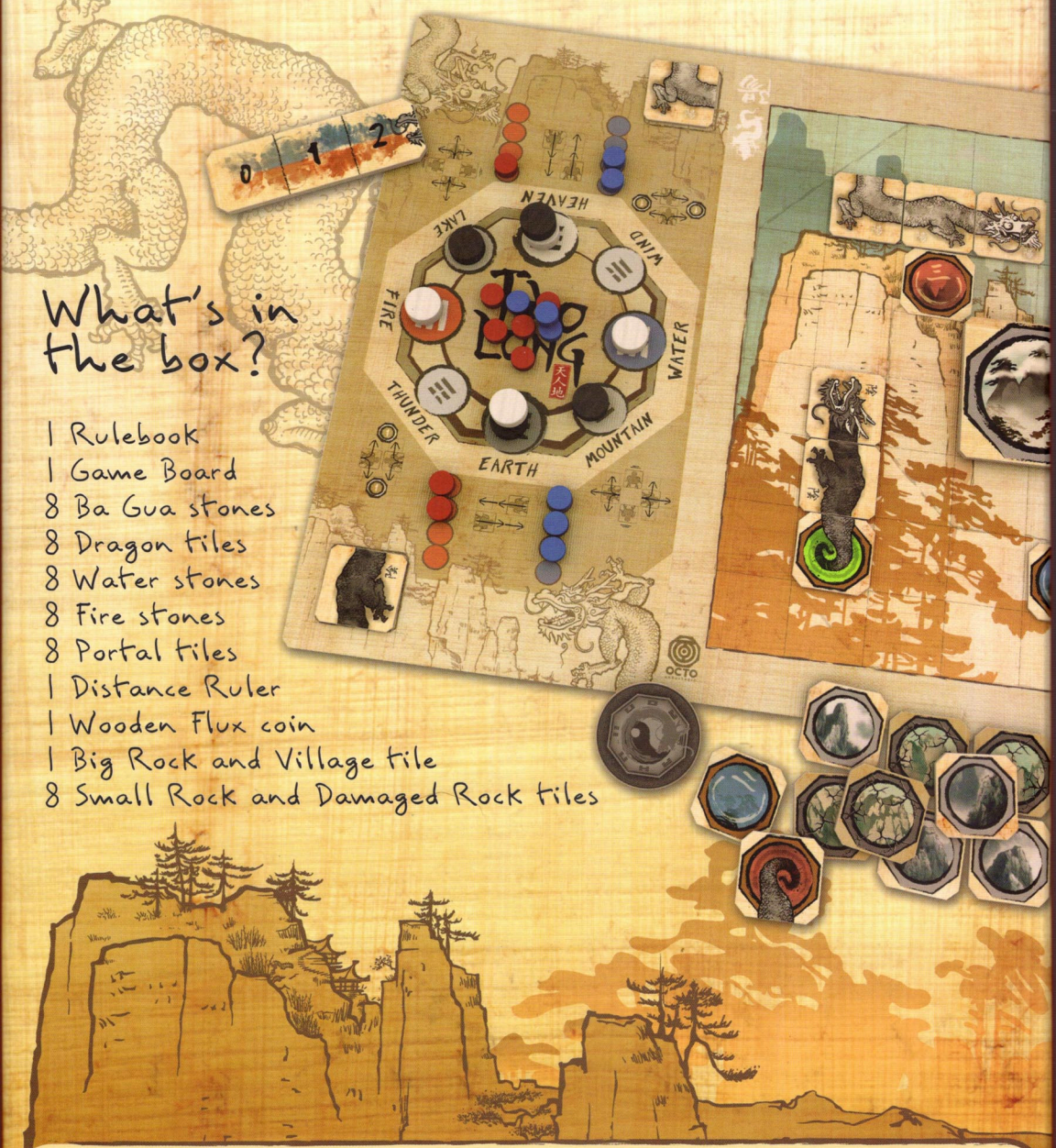
"There was something formless and perfect before the Universe was born. For lack of a better name, I call it the Tao."

LAO TSU

Tao Long is a circular abstract-like game in which each action taken leaves different options for your foe.

On it, each player controls a dragon striving to diminish the other. Both dragons, however, are bound to the Ba Gua, a special part of the board which players take turns manipulating, always influencing the possibilities left for the opponent.

Among customizable scenarios and game modes with varying levels of difficulty, both dragons will move, attack, block each other's way and seek dominance. At the end, there can be only one... That is, at least until tides of change come once again.



What's in the box?

- 1 Rulebook
- 1 Game Board
- 8 Ba Gua stones
- 8 Dragon tiles
- 8 Water stones
- 8 Fire stones
- 8 Portal tiles
- 1 Distance Ruler
- 1 Wooden Flux coin
- 1 Big Rock and Village tile
- 8 Small Rock and Damaged Rock tiles

Ref: TGTL01 - LOT: TLEN01

Made in China

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CE

2 PLAYERS

20 MIN

AGE +14

THUNDERGRYPH GAMES

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