
TAO
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THE FOUR SEASONS


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THE WAY OF THE DRAGON

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THE FOUR SEASONS









"The conflict between dragons does not resolve itself overnight - years may pass until it reaches a conclusion. Nature, however, waits for no one - its cycles will go on, leaving it up to the dragons the wisdom to use them in their favor."



This expansion brings two possible variants for Tao Long.

The Four Seasons imposes a common effects cycle on both dragons, alternating the game's most valuable strategies from turn to turn.

The Season Rocks brings the same effects from the seasons, but now spatially laid out on the board, taking strategy to positioning.

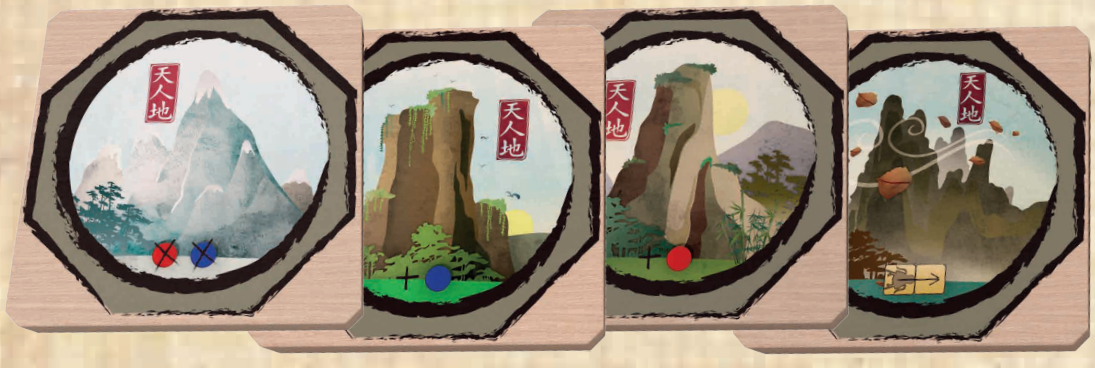
COMPONENTS

4 Season and Season Rock tiles

The Four Seasons variant uses only the Season side of the tiles.



The Season Rocks variant uses only the Season Rock side of the tiles.



THE FOUR SEASONS

SETUP

1) Randomly select one of the four seasons - Summer, Autumn, Winter or Spring.

2) Place the selected season on top of a pile made of all the four seasons arranged in the order they naturally occur. *If Autumn is on top of the pile, the following seasons are, from top to bottom, Winter, Spring and Summer.*

3) Leave the pile besides the game board, within reach of both players.

THE CYCLE

Rounds alternate between having 1 and 2 revealed seasons. At the end of the earth dragon's turn, the seasons change as follows:

- If there is only 1 revealed season, its tile must be placed besides the pile, this will reveal a new season and keep the previous one active as well.

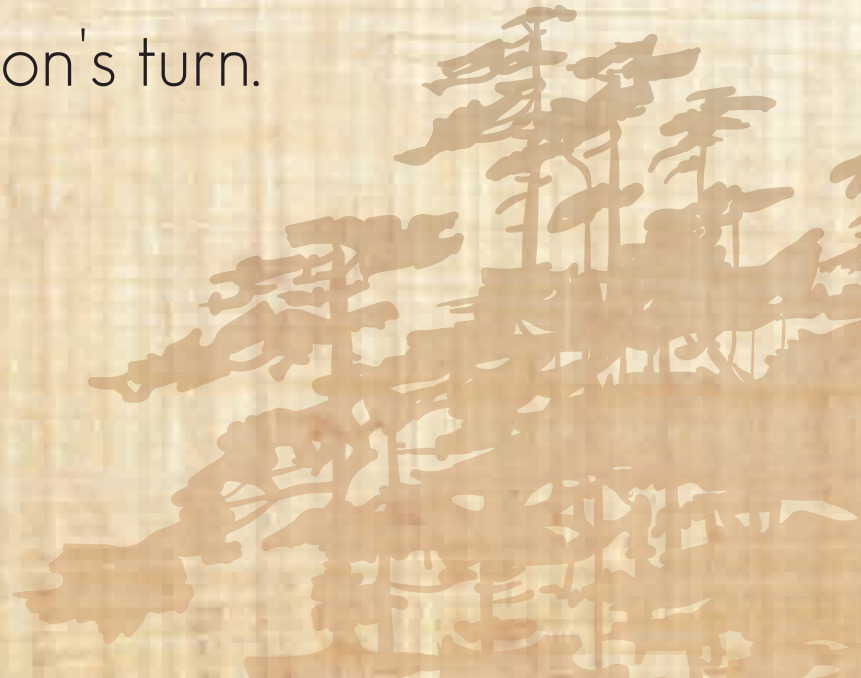
- If there are 2 revealed seasons, the pile goes on top of the tile that was played first, leaving only the season on top of the pile revealed.

This is repeated until the game ends.

THE SEASONS

Every revealed season has its effect applied to all dragons. If a season is the only revealed season in a turn, it is in its peak, and its effects are doubled.

In order to play *The Four Seasons* with 4 players, the effect of a season is never doubled and the seasons change only at the end of the second earth dragon's turn.



SUMMER

"Heat grants energy."



At the beginning of a dragon's turn, add 1 fire stone to its fire meter. If the meter is already full, nothing happens.

AUTUMN

"Change is whistled."



At the beginning of a dragon's turn, move it 1 space further in the direction it is facing. If it isn't possible to move further, nothing happens.

WINTER

"Cold invites reclusion."



At the beginning of a dragon's turn, return to the center of the Ba Gua 1 stone from its fire meter and 1 stone from its water meter.

SPRING

"Life sprouts back."



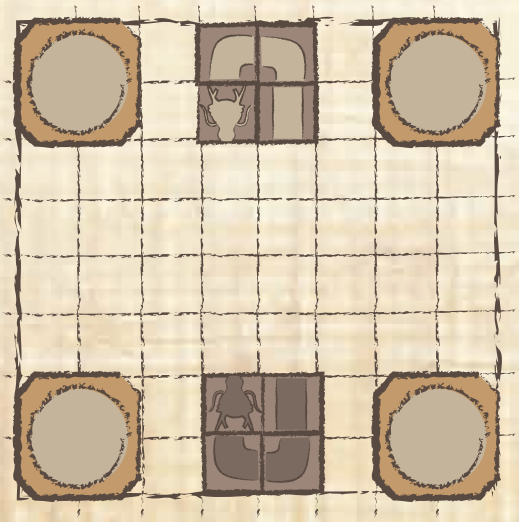
At the beginning of a dragon's turn, add 1 water stone to its water meter. If the meter is already full, nothing happens.

THE SEASON ROCKS

SETUP

1) Instead of selecting a scenario among those indicated on the base game, randomly place a season rock in each of the four corners of the board of Human.

2) Place the dragons as indicated by the image below.



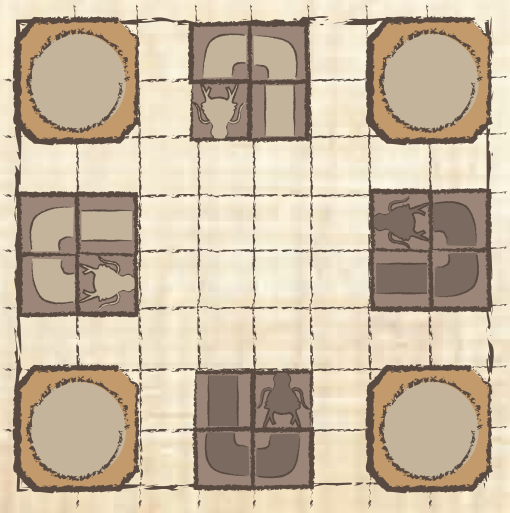
THE RULE

A dragon that has one or more parts of it adjacent to a season rock is treated as being under the effect of the respective season.

CLARIFICATIONS

• A dragon is only affected by the season rock it is adjacent to at the very beginning of its turn.

• In order to play *The Season Rocks* in its original scenario with 4 players, place the dragons as indicated by the image below.



• The season rocks may be used together and separately, whether by substituting the big rock in the base game scenarios or by creating new scenarios.





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