TAO LONG

THE WAY OF THE DRAGON

天人地

THE TIGER AND THE PHOENIX

陰会



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According to legend, both the heaven dragon and the earth dragon represent, respectively, Yang and Yin. These, however, are not the only forms the energies can assume. Different versions of the legend tell of two other beasts representing Yin in its struggle against the heaven dragon - the tiger and the phoenix.

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This expansion replaces the earth dragon with the tiger and the phoenix.

COMPONENTS

- 3 Tiger tiles (2 segments and 1 head)
- 1 Phoenix tile



THE GOAL

Defeat either the tiger and the phoenix or the heaven dragon.

SETUP

Remove the earth dragon entirely and replace it with the tiger (ignoring the space for the earth dragon's last segment). Leave the phoenix within reach of the player controlling the tiger.

THE TIGER



"One, the protector, lurking in the shadows."

The tiger functions exactly like a dragon, except it has one less segment and can **only expel water.**

THE PHOENIX



"The other, the immortal, resurrected from its ashes."

The phoenix functions exactly like a dragon, except for:

The phoenix comes into play as soon as its player's fire meter has at least one stone. Its player then places the phoenix tile facing any direction on any free space adjacent to the tiger or the closest possible to it, if there are no free adjacent spaces.

The phoenix is removed as soon as its player's fire meter depletes. While the tiger is still in play, the phoenix reenters play every time its player's fire meter has at least one stone again. If it is out of play and the tiger is defeated, the phoenix is defeated.

When moving the phoenix, treat its single tile as the head of a dragon. As it has no segments, the phoenix goes through portals without having to flip them to their occupied face.

All damage inflicted to the phoenix **removes fire stones** instead of water stones. The phoenix can **only expel fire.**

THE TIGER AND THE PHOENIX



"Together, they shall outpower their rapturous foe and lead an era of introspection and inner peace."

Every action taken by the player controlling the tiger and the phoenix affects both creatures in all aspects related to the board of human, as follows:

1) Move **both creatures** in the order of your choice.
2a) Perform bite effects with **both creatures** simultaneously, if applicable
2b) Perform absorbing effects just once or expelling effects depending on the creature, if applicable.
3) Perform extra Spirit phases just once, if applicable.

In a Spirit phase it is forbidden to collect stones from a space that would result in an action that **neither** creature can perform in the Matter phase, unless there is no other possible option. In any situation, each creature that cannot perform an action ignores it completely and takes 1 damage.

CLARIFICATIONS

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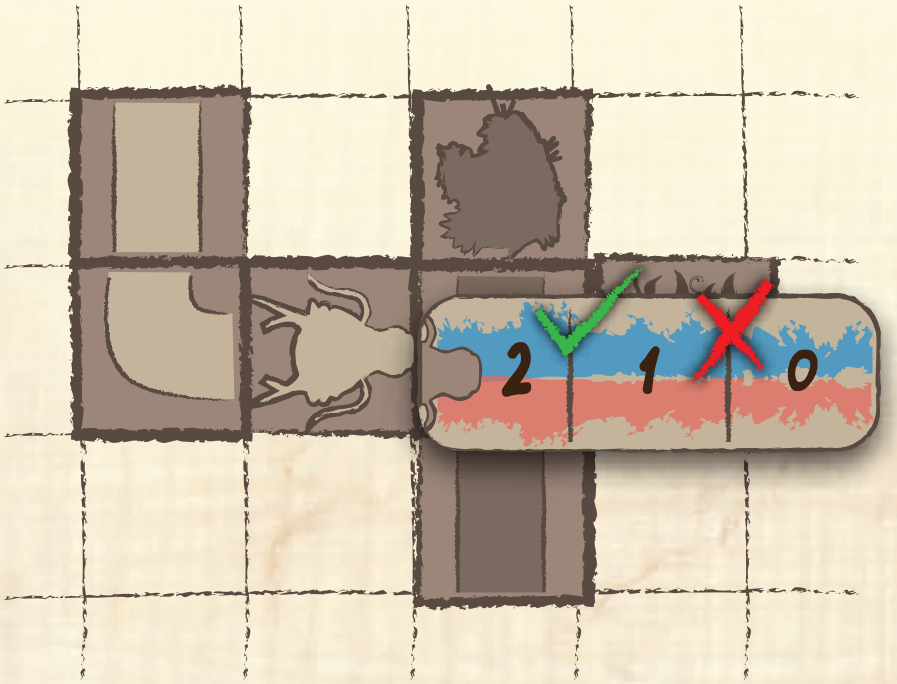
- The tiger never inflicts damage to the phoenix and vice versa.

- If the tiger and the phoenix are within reach of a ranged attack they both take damage considering the respective higher values on the distance ruler overlapping each creature.

- Keep in mind that a creature is not hit if it is behind another, as every tile is an insurmountable obstacle for range.



• The phoenix is always removed after expelling fire, as all of its player's fire stones must be used for this to happen.

• If the tiger is defeated while the phoenix is still in play, the tiger's head is also removed from the board and placed on the lost segments area (as well as its last segment).

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