

PAGODA

A game of tactical construction for 2 players ages 8 and up by Arve D. Fühler

About the Game

A not quite usual day in Ancient China: The Emperor himself has announced he will come to visit your province! It is now upon you to honor him by building the most extravagant pagodas. By playing cards you will be erecting the columns, floors and roofs of those pagodas. For each of these tasks you will earn points. Additionally, pagoda tiles will yield special abilities that you can use during the course of the game. The player with the most points after the completion of the third pagoda will be the winner.

Components



1 game board with 6 building lots and the victory points track



55 cards, 11 in each of the 5 colors



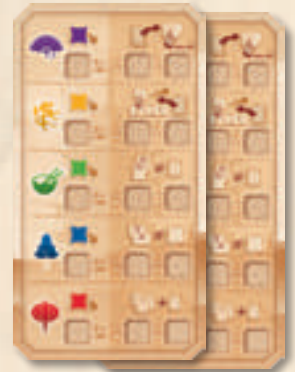
125 wooden columns,
25 in each of the 5 colors



1 start player marker



2 50/100-point tokens



2 Architect boards with
the special ability tracks



12 wooden markers,
6 in each of the 2 player colors



25 pagoda tiles,
5 in each of the 5 colors



Setup

- 1 Put the **game board** horizontally between you on the table.
- 2 Each player chooses a **color** and takes the **6 wooden markers** of his color. Put **1 marker** of each color on the 0 space of the **victory points track**. Every time you will gain **points** during the course of the game, you will move your marker accordingly.
- 3 Take **1 Architect board** each and put it in front of you. Put the remaining **5 markers** of your color on the 5 leftmost spaces of your Architect board, 1 on each row.
- 4 Sort all **pagoda tiles** by color and put them next to the game board as a general supply. Take care that all tiles show their **4 column spaces** side.
- 5 Also put all **wooden columns** next to the game board as a general supply.
- 6 Each player now takes **1 card of each of the 5 colors** and displays them in a row in front of him. These 5 cards form your **open display**.
- 7 Shuffle all remaining **cards** and put them next to the playing area. This will be the **draw pile**. Leave a little space next to the draw pile for the **discard pile**.
- 8 Each player now **draws 2 cards** from the **draw pile**. This will be your **hand**.
- 9 Put the **50/100-point tokens** on the side for now. Should you reach **50 or 100 points** during the game, take the **point token** of your color and put it, with the appropriate side up, in front of you.
- 10 Whoever last ate with chopsticks, takes the **start player marker**.



The Hand and Open Display

On your turn you can usually choose from 7 cards, **5 from your open display** and **2 from your hand**. Each time this rulebook speaks of **playing a card**, you are always **free to choose** a card from your hand or from your open display, and they work in exactly the same way. The only difference being, that cards in the **open display** are **known** to your opponent, while those in your **hand** are **not**.

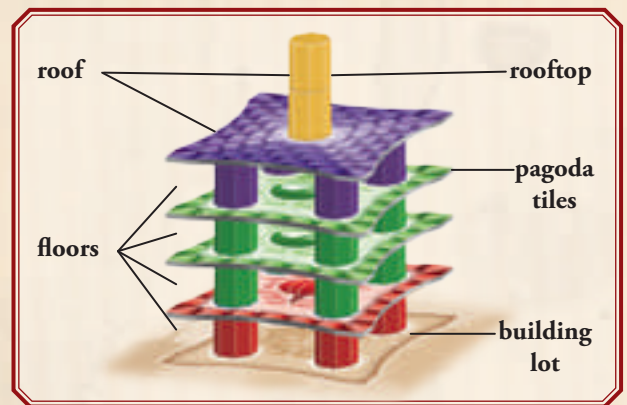
At the end of your turn you will always fill up the cards in your **open display first**, and **then** the cards in your **hand**. (see page 6, *Replenish cards*)



The Blueprint of a Pagoda

On each of the **6 building lots** on the gameboard, you can build 1 pagoda with multiple **floors**. Each floor, starting on the ground level as the 1st floor, is comprised of **4 same-colored columns**. Each floor is separated by a **pagoda tile**, with **column spaces** for the next floor.

A **completed** pagoda consists of 4 **floors** and **the roof**. The **roof** is the 4th **pagoda tile** on its reverse side, with **2 same-colored columns**, stacked on top of each other on the appropriate space, that form the **rooftop**.



Color rules

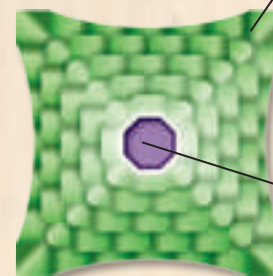
The 6 **buildings lots**' 1st floors are **neutral** and don't require a specific color of columns. So with the construction of the **first** column of a pagoda you may **choose** the color of this column **freely**. The next 3 columns on this floor, however, have to be of the **same color** as the first column constructed there.

After the 4 columns have been constructed, 1 **pagoda tile** has to follow. Its **base color** has to be identical to the color of the columns **beneath it**. This pagoda tile will also form the basis for the next floor. The **column space color** on a pagoda tile will, however, dictate the color of the columns for the **next** floor.

The 4th pagoda tile will be flipped before it is placed, so its roof side will show. The **rooftop space color** on the roof side will specify the color of the **rooftop**.



The **base color** of a pagoda tile specifies **on top** of which **color columns** it can be constructed.



The **rooftop space color** on the **roof side** of a pagoda tile specifies the **color the rooftop** must have.

Flow of Play

The person with the **start player token** begins the game. After that you will be alternating your turns. When it is your turn, you may perform the following actions **repeatedly** and **in any order**.

- A** Column construction
- B** Pagoda tile construction
- C** Roof construction

During these actions you must observe the following rules:

- You may not end your turn without having constructed **at least 1 column**.
- You may only construct **up to 3 columns** each turn (**turn construction limit**).
- **1 rooftop** only counts as **1 column** for the aforementioned rules (see page 6, *Roof construction*).
- You may construct **any number of pagoda tiles**.
- You may build at any number of building lots during your turn.

Additionally you may use any **special abilities** you acquired during the course of the game, so as long as they're **different ones**. You may **not** use any ability **more than once** during **each turn**.

At the end of your turn, **first** replenish your **open display** and **then** your **hand**.

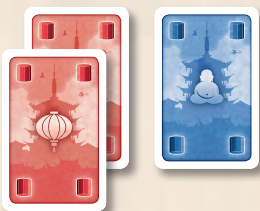
A Column construction

You **must** construct **at least 1 column** during your turn, but you are limited to a **maximum of 3 (turn construction limit)**. **1 rooftop** counts as **only 1 column** for this limit.

For the construction of every column you will immediately **gain** a certain number of **points**. The **number** is identical to the **floor** it was built upon.

To **construct 1 column**, you must **play 1 card** to the appropriate building lot. Play the card **vertically to a building lot** of your choice. Then, **take 1 column** of the same color as the card that was played from **the general supply** and put it on **an available column space** on the building lot where you played the card. Take heed of the **color rules** (see page 3, *Color rules*).

1 st floor	1 point
2 nd floor	2 points
3 rd floor	3 points
4 th floor	4 points



Example: Anne plays 2 red cards to construct 2 red columns on a previously empty building lot, therefore starting a new pagoda. Additionally she is playing a blue card at another building lot to construct a blue column on the 2nd floor there.

Both columns on the 1st floor yield 1 point per column and the 2nd floor column yields 2 points for a total of 4 points.

③ Pagoda tile construction

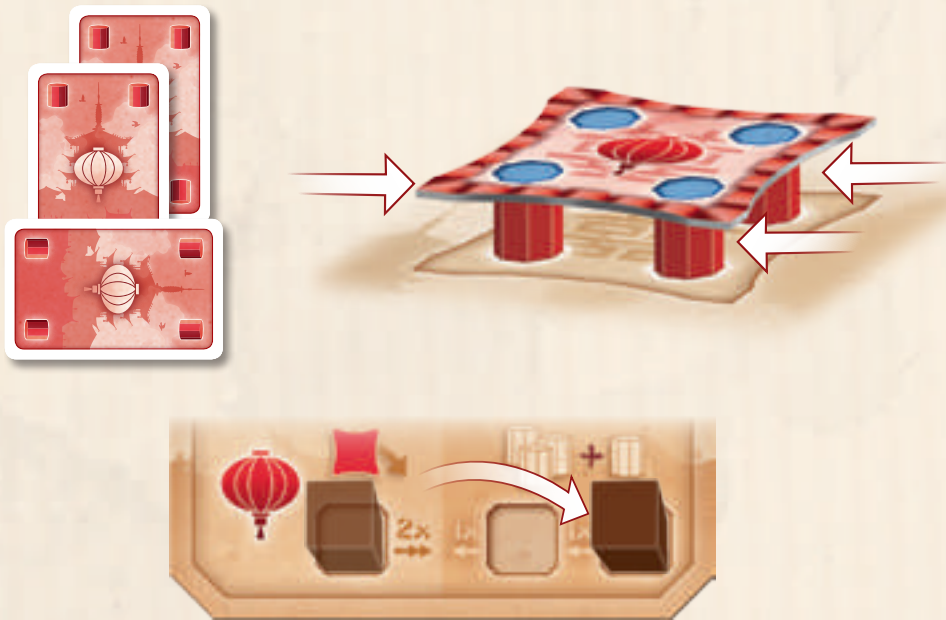
You can construct **any number of pagoda tiles** during your turn. You can, however, only construct a pagoda tile on top of a **complete floor of all 4 columns**.

To construct a **pagoda tile** you have to **play a card sideways** to the appropriate building lot. The color of the card has to be **identical to the pagoda tile** you wish to construct which in turn has to be **identical to the base color of tile** you wish to construct. Choose **1** of the tiles available in that color from the **general supply** and put it **on top of the columns**, with the **4-column-spaces-side up**. Remember: The **color of the column spaces** on that tile will dictate the color of the columns for the **next floor**.

For the construction of every pagoda tile you will **gain 1 point** regardless of the floor.

In addition to the point, a pagoda tile will also **yield a special ability of the appropriate color**. On your Architect board, move the marker on the row of the appropriate color to its **rightmost position**. From now on (**immediately**) you can use that special ability 2 times. (see page 7, *Special Abilities*).

Warning: The **4th pagoda tile** can never be built with **this** action, but only with action **Roof construction**.



Example: Ben plays 2 red cards and constructs the last 2 columns of the 1st floor. He plays another red card to put a red pagoda tile on top of the complete floor.

He gains a total of 3 points: 2 points for each of the columns plus 1 point for the pagoda tile. Additionally he receives the red special ability **Lantern**.

Since Ben has only built 2 columns so far, he could play another card, a blue one for instance, to build the 1st blue column on the 2nd floor for another 2 points, or continue building his 3rd column at another pagoda.

C Roof construction

To construct **1 roof**, you must be able to **construct the 4th pagoda tile** of a pagoda, as well as the **rooftop**, with its 2 same-colored columns, stacked on top of each other. If you cannot construct the rooftop you cannot construct the 4th pagoda tile.

First, construct the 4th **pagoda tile** as described in *Pagoda tile construction*, but take care to flip the tile onto its reverse side, so the rooftop space is visible. You gain **1 point** as well as **the special ability** of the pagoda tile, as usual.

After you have constructed the 4th pagoda tile, start the **rooftop construction** by playing **2 cards** of the **color** specified by the rooftop space on the pagoda tile, **next to each other** at the **building lot** where you are building

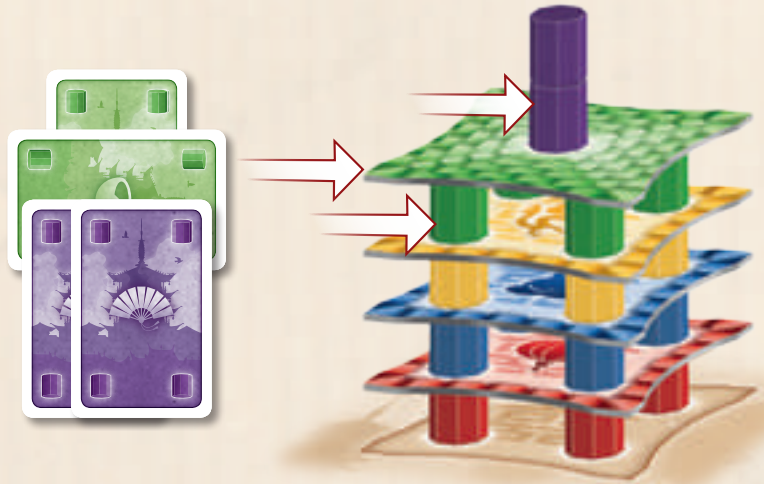
the roof. **Take 2 columns** of the same color as the cards that were played from **the general supply** and put those **2 same-colored columns**, stacked on top of each other on the **rooftop space**, so that they form the **rooftop**. Don't forget to take heed of the **color rules!**

Take note: The construction of a rooftop **counts as 1 column only** regarding the **turn construction** limit of 3 columns. So, if you have already constructed 3 columns during this round you cannot construct the roof since you cannot also construct the rooftop which counts as 1 column.

Rooftop construction immediately scores you **5 points**, so you will gain a total of 6 points: 1 point for the 4th pagoda tile and 5 points for the rooftop.

Example: Anne is playing a green card to construct the last column on the 4th floor of a pagoda for 4 points. After that she is playing another green card to begin roof construction, by constructing the green pagoda tile on top of the completed floor, and in doing so gaining 1 additional point and the green special ability. Now she has to play 2 additional purple cards to build the rooftop.

This yields her another 5 points, for a total of 10 points gained this turn. Anne has only built 2 columns so far (1 green and the rooftop only counting as 1 column as well) so she could even construct another column this turn.



Replenish cards

At the **end of your turn** discard all of your played cards. After that, **replenish your cards**. **First** replenish your **open display to 5 cards** and **then** your **hand to 2 cards**. **Your turn is now over** and your opponent's turn starts.

If the draw pile is ever empty, shuffle all the cards in the discard pile and form a new draw pile.

Alternative turn

Instead of performing a regular turn you can opt to perform an alternative turn instead. To perform an alternative turn, **discard any 4 cards** (from your hand or open display) and construct **exactly 1 column** at a **building lot and color** of your **choice**, and gain the usual points. You must follow all other rules during this construction, as well. After that **your turn ends immediately** with the *Replenish cards* step.

You cannot perform an alternative turn, if you have already started performing a regular turn. During the alternative turn you can only use the special abilities of the **Fan (purple)** and the **Dragon (yellow)**. All others are **forbidden**.

Special Abilities

Each time you construct a pagoda tile you earn its special ability. The color of the tile defines what ability you will get. On your Architect board, move the marker on the row of the appropriate color to its **rightmost position**.

From now on (**immediately**) you can use that special ability 2 times, regardless of the marker's former position. You may use any special abilities you acquired during the course of

the game on your turn. You may **not**, however, use any ability **more than once** during **each turn**.

After each use, move the marker of that ability **1 space to the left**. If the marker is on the leftmost space you cannot use that ability anymore until you construct another pagoda tile of its color.



Fan (purple)

This ability can only be used **at the end of your turn** during the *Replenish cards* step. You may then **immediately** replenish your **hand to 4 cards**.

Take note: In the **next turns** you may only replenish the cards in your hand back to **2**, however, this does not mean that you have to **discard down** to 2 if you still have more than 2 cards in your hand. You can keep them until you have 2 (or less) cards in your hand again.

You can **never** have more than 4 cards in your hand at any point. Therefore, should you use this ability while you still have 4 cards in your hand, the ability would be used without effect. If you use it with 3 cards in hand, you still replenish to 4.

You can use this ability at the end of an alternative turn.



Dragon (yellow)

You may only use this ability at the **start of your turn**, before you have performed any actions. You may then **immediately discard any number** of cards from you open display and hand and **replenish the same number**. Should you have had more cards in your hand due to the purple ability, you may also replenish them.

You can still perform an alternative turn after using this ability.



Bowl of rice (green)

You may only use this ability during an action **Column construction** or **Roof construction**. You may then **immediately use 2 cards of 1 color**, to build **1 column of a color of your choice**. (You still have to adhere to the color rules, of course) Example: You play 2 red cards to construct 1 yellow column.

If you use this ability during **Roof construction** to build the rooftop you may only substitute 1 of the columns. For the 2nd column you still need a card of the appropriate color. Example: Ordinarily you would need 2 yellow cards to construct the yellow rooftop. If you use the ability you only need 1 yellow card and, for example, 2 blue cards or 2 red cards.



Buddha (blue)

You may only use this ability during an action **Pagoda tile construction** or **Roof construction**. You may then immediately use **2 cards of 1 color**, to build **1 pagoda tile of a color of your choice**. (You still have to adhere to the color and construction rules, of course) Example: You play 2 green cards to construct a purple pagoda tile.



Lantern (red)

You may use this ability **anytime** during your turn. Your turn construction limit of 3 columns is extended to 4 columns.

End of Game

The End of the Game is triggered when **3 full pagodas**, i.e. **3 roofs**, have been **constructed**. The current player will finish his turn normally. If it was the **start player's turn**, his opponent is granted another full turn, so that each player has had an equal amount of turns. It is possible to finish more pagodas in that turn.

The player with the **most points wins**. It is possible to tie – in that case, both players share the win.

Miscellaneous

Cardplay

If you play your cards as described in the actions section you will always have a good overview over the current number of constructed columns. **Vertically played cards** denote columns, whereas **cards played sideways** denote pagoda tiles

Gameflow

For a smoother gameflow, you can agree to first play all your cards, then perform construction and then gain all victory points. Correct cardplay will also be very beneficial here. Very important for optimal play: first gain all points then discard the cards!

Unlimited columns

The general supply of columns is theoretically unlimited. Should the very rare situation arise that a certain color runs out, simply substitute with a different color.

Limited pagoda tiles

Unlike the columns the pagoda tiles are indeed limited. Should the situation arise, that one color of pagoda tiles runs out, but would be needed for construction, this pagoda cannot be built on further but counts as **completed** regarding the End of Game condition!

Fast game

For a **fast game**, all pagodas are finished with **1 floor less**. The **3rd floor** will be the last one on top of which columns can be built. The **3rd pagoda tile** is now the roof with the **rooftop**. The rooftop only yields **4 points** in this version. The End of Game is still triggered with the completion of the third pagoda.

Simple game

For a **beginner's game** for children or unexperienced players you can play without the use of the Architect board's special abilities.

Scoring Overview

1 st floor columns	1 point
2 nd floor columns	2 points
3 rd floor columns	3 points
4 th floor columns	4 points
pagoda tile	1 point + special ability
rooftop	5 points

Credits

Designer: Arve D. Fühler · **Illustrations:** Arve D. Fühler · **Graphicdesign:** Arve D. Fühler, Hans-Georg Schneider · **Realisation:** Thygra Spiele
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Pegasus Spiele wants to thank all game testers at the Hippodice Club, where Pagoda won the game design contest for best 2 player game in 2013 under the work-in-progress title „Die Pagoden von Dra Chen“

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