

Round House

A GAME FOR 2-5 PLAYERS

◆ AGE : 10+

◆ GAME TIME : 60-90 MIN

Introduction

The Round House (Fujian tulou) is a type of Chinese rural dwellings unique to the Hakka people in the mountainous southeastern Fujian province, dating back to the Ming dynasty in the 17th century .

The Round House is named for its shape. It is a large circular, multi-floor, enclosed, and fortified earth building that usually accommodates a whole clan. The Round House provides housing and protection for its residents under unified culture and commerce. It is truly a village within walls.

By cleverly navigating pawns around the Round House and manipulating faithful family members, players assume the role of the head of a family attempting to lead their members to glory. Will your family earn the most glory and dominate the circular walls of the Round House?

Components

- » 1 Game board
- » 8 Action tiles (3 Large and 5 Small)
- » 1 Travelling merchant tile
- » 10 Pirate tiles
- » 4 Temple tiles
- » 1 Ancestral Hall stand
- » 18 Amulets
- » 20 Order cards
- » 24 Expert cards
- » 5 Player boards (1 of each player color)
- » 10 Family leader tokens (2 of each player color)
- » 75 Assistant tokens (15 of each player color)
- » 150 Assistant sticker (30 of each player color)
- » 50 Coins (30 x value ①, 20 x value ③)
- » 45 Basic resources (15 each of Tea, Fruits and Celadon)
- » 10 Gold (Can be used as any basic resources)
- » 1 Round marker



Game Setup

For your first game, place the Assistant stickers to the Assistant markers of respective colors. There are two sides on each marker, a younger Assistant side and a senior Assistant side (the one with infinity symbol).

0 Place the game board in the middle of the table.

1 Shuffle the three large room action tiles and randomly distribute them face up on each of the corresponding spots on the game board. Shuffle the five small room action tiles and randomly distribute three tiles face up on each of the corresponding spots on the game board. Put the rest of the tiles back into the box, they will not be used in this game.

2 Before your first game, arrange the Ancestral Hall stand as shown.

Place it on the space indicated by the letter "S" (within an 'arc' symbol). It should cover up one of the stairs. Once players are familiar with the game, the last player in turn order may determine the location of the Ancestral Hall stand after the set up. It should be placed in a similar fashion and cover exactly one of the stairs.

3 Place the Traveling Merchant tile on the game board as indicated by the diagram on the right.

4 Shuffle all of the amulet tiles and form a facedown stack next to the game board. Take 7 Amulet tiles and put them face up on the game board as indicated by the diagram on the right, with 6 of them on the reward spaces of the worship table and one on the round track. The location of the Amulet tile on the round track is set according to the number of players. Reveal the top three tiles from the face down stack and put them face up next to the stack, forming the Amulet supply.

Note: According to the number of players, place an amulet tile on the end of game space.

- »2-player game: 7th space on the round track.
- »3-player game: 8th space on the round track.
- »4-player game: 10th space on the round track.
- »5-player game: 12th space on the round track.

5 Shuffle all of the temple tiles and put the 4 temple tiles face up on the game board next to the worship table.

6 Shuffle all of the pirate tiles and put the newly formed facedown stack on its location on the game board. Reveal the top three tiles and put them face up on each of the corresponding spot, forming the pirate good supply.

7 Separate the starting order cards (with the Chinese character “初” on them) and randomly give one to each player. Shuffle the remaining starting order cards (if any) with the other order cards and put the newly formed deck face down next to the game board. Reveal the top three cards and place them next to the deck, forming the order card supply.



4



7



8



9



8 Shuffle all the expert cards without looking at them and place the newly formed deck face down next to the game board. Reveal the top three cards and place them next to the deck, forming the expert card supply.



3-player set up



- 9** Take all of the resource cubes and place them next to the game board, this is the resource supply. The Tea (green), Fruit (red), and Celadon (blue) resources are considered to be basic resources. Then place one of each basic resource cube on the Warehouse room tile.
- 10** Take all coins and place them next to the game board, this is the money supply. Take three coins and place them on the money lender room tile.
- 11** Place the round marker at the beginning of the round track where a picture of an incense burner is shown.

Player Board Setup

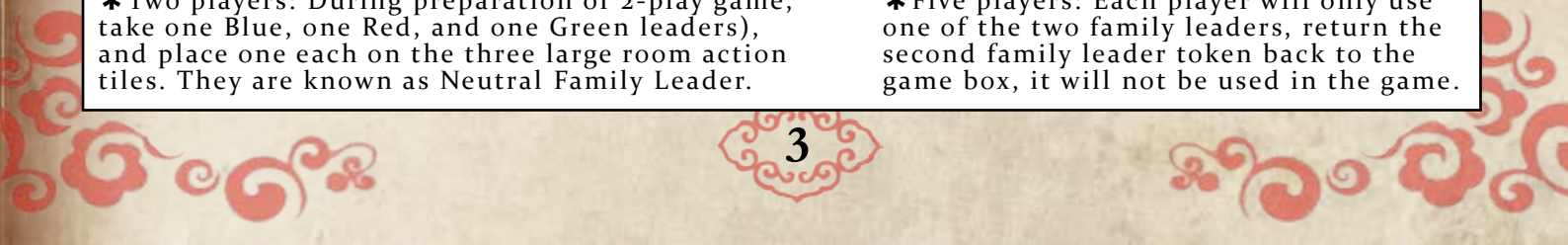
- 1** Choose a color and take the player board with the matching color.
- 2** Take two family leaders and 15 assistants with the matching color and distribute them among the boards:
 - 1** Place two family leaders on the Ancestral Hall stand.
 - 2** Place one assistant on the "o" space of the score track on the game board.
 - 3** Place five assistants in your Personal Supply on your player board.
 - 4** Place the remaining 9 assistants on your Assistant Track. Starting from the right and moving to the left, place one assistant on each empty space on the track.
- 3** Take one gold resource from the resource supply and place it in your Personal Supply.
- 4** Randomly select a starting player. Beginning with the starting player, each player in clockwise order takes 3, 3, 4, 5, 6 coins and places the coins in their Personal Supply.
- 12** You may now start the game!



Special Instructions for Two or Five Players

*** Two players:** During preparation of 2-play game, take one Blue, one Red, and one Green leaders), and place one each on the three large room action tiles. They are known as Neutral Family Leader.

*** Five players:** Each player will only use one of the two family leaders, return the second family leader token back to the game box, it will not be used in the game.



Goal of the Game

* During the game, players will move their family leader token clockwise around the round house, from room to room, and dispatch their assistants to perform all sorts of actions.

* Each room will have actions that players can take in order to collect resources, recruit experts, and fulfill order cards. Doing these things will gain prestige points.

* When a family leader token moves to the Ancestral Hall stand, it must stop its movement, and the active player must take their family to the temple to worship their ancestors and leave one member behind to serve the temple. Through this act, the player will gain resources, amulets, and prestige points. Once a certain number of assistants in the temple has been reached a certain number, the game will come to an end and prestige points will be calculated. Whoever earns the most prestige points is the winner.



Flow of the Game

* Beginning with the starting player, and going clockwise around the table, each player will take one turn until the round marker, indicated by the number of people who have visited the ancestors, has reached a certain number according to the number of players. Each player, except the one who triggers the end of the game, will take one more turn and the game will end with the final scoring.

Player's Turn

on his or her turn, the active player must perform the following Steps in orders:

1. Activate one expert card (optional)
2. Move the family leader (mandatory)
3. Perform the room action (optional)
4. Gain bonuses (optional)
5. Fulfill orders (optional)

The active player must move his or her family leader token during his or her turn. Other steps are optional.

1 . Activate One Expert Card (Optional)

You may choose one non-passive expert card on your player board and activate its effect.

If the card has an amulet symbol in the top right corner, move the card to the left of the player board after you resolve the card's effect (the card is now considered as one Amulet of this type and is kept for Amulet end game scoring), otherwise return the card face-up back to on the bottom of the expert card discard pile beside the expert card deck..

Note: You may only activate one expert card on your player board per turn.



Expert cards with amulet icons can be kept after activation.

It will be scored at the end of the game.



2. Move One Family Leader (Mandatory)

You **MUST** move one of your family leaders during this step. Choose a family leader of your color and move it **1 to 3 spaces** clockwise in the roundhouse following the rules below.

- The leader must be moved along the rooms connected with a **blue** corridor or stairs.
- You may pass through a room occupied by another family leader, including your own; however, you may **not** end your movement in the same room with another family leader.
- If you move onto the Ancestral Hall stand, immediately stop the movement and perform a worship action, forfeit any remaining movements you have.

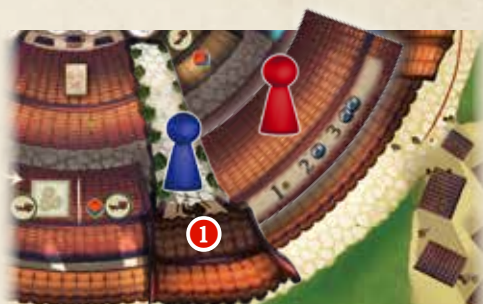
Note: Any number of family leaders may occupy the Ancestral Hall stand.



Example: During Blue player's turn, s/he must move 1 family leader clockwise, s/he has the following 3 choices:

- Move 1 to 3 rooms through the hall way and stay in **1/2/3**
- Take the stairs and pass through the Green family leader to move back to the inner circle and stay in **1/2/3**
- Take the stairs and pass through the Green family leader with 1 step and stay in **1** in either the inner or outer circle. Move 2 steps passing through both Green and Red family leader and stay in **2**

Note: Blue player may not stay in the room where the Green and Red leaders are located.



Example: During Red player's turn, s/he must moves a leader clockwise, and s/he must stop in the ancestral hall. So Red player can only move 1 step to **1**.

3. Perform The Room Action (Optional)

You may perform the action or actions of the room your family leader has just ended in. If the room offers several actions, you may do them **in any order**. you may also forfeit some of the actions if you wish.

For rooms in the inner circle (first floor), if there are any assistants of your own color adjacent to the room where you are taking the action, you may remove **one or two** of them. For each assistant removed, you may perform the room action **one additional time**. This means you may perform the room action up to three times!

If the assistant next to the room has the elder side up, you do **not** remove it, after performing the action one additional time.


Note: The removed assistant will go back to your Personal Supply.



Example: Blue player performs the Delivery Room action in the inner circle, and s/he decides to remove the blue assistant occupying the chair. The blue player may now perform the room action up to two times. S/he decides to receive 1 Celadon and 1 Fruit and places 2 assistants in the town where the Traveling Merchant tile is located.

4. Gain Bonuses (Optional)

If the number of prestige points you gained this turn causes your scoring marker to **cross** one or more bonus markers on the score track, you may gain the bonuses during this step.

For each marker  you have crossed this turn, choose one of the following:

- 1 Take one order card from the order card supply.
- 2 Take one amulet from the amulet supply.

At the end of this step, replenish the order card and/or amulet supply back to three if necessary.



Example: During Blue player's turn, s/he performs the "Bank" room action, pays 9 coins, receives 7 prestige points and makes an Helper action twice. S/he immediately advances the blue assistant on the point tracker and crosses over 1 order icon. S/he then chooses 1 order card and replenishes the supply.



5. Fulfill Orders (Optional)

To fulfill an order card, pay the amount of coins or resources as indicated on the top of the order card, then flip the card to the back and gain the passive effect immediately.

You may fulfill as many order cards as you want during this step. Each order card may only be fulfilled once and each resource cube or coin may only be used to fulfill one order card. Put the spent resources and coins back to the respective supply.

For details on the lasting effect of order cards, please see P14 for details on Order card effects.



There are 3 types of information on an order card:

- 1 Prestige points received at the end of the game if fulfilled.
- 2 Resources or the amount of coins needed to fulfill the order.
- 3 Permanent effect gained when fulfilled: Gain 1 prestige point whenever the player receives a resource, the effect triggers only once per turn.

Note: The amount of prestige points awarded by the order card will only be scored at the end of the game, **NOT** immediately.



There is an “inner circle” and an “outer circle” in the Round House.

The inner circle is stationary, while the outer circle may change depending on which tiles were drawn at game setup.



There are some information on the Room Tile Action:

- ① Receive reward immediately after paying resources.
- ② Pay resources or coins in the order from left to right.
- ③ The room action can be used continuously at once.

Game Board Room Action

1. Delivery Room:



○ Action: Take one basic resource cube of your choice and perform one traveling merchant action.

2. Smuggle Room:



○ Action: Choose one of the followings:

- ①. Choose a pirate tile from the pirate good supply and immediately receives the amount of coins or resource cubes shown on the tile from the respective supplies. Place the selected pirate tile back to the bottom of the pirate tile stack.
- ②. Take one gold from the resource supply.

3. Selling Market:



○ Action: Choose one of the followings:

- ①. Sell one Tea resource (green cube) to the market and gain five coins and a traveling merchant action.
- ②. Sell one Celadon (blue cube) to the market and gain three coins, one prestige point, and a recruit action.
- ③. Sell one Fruit (red cube) to the market and gain one coin, three prestige points, and a traveling merchant action.

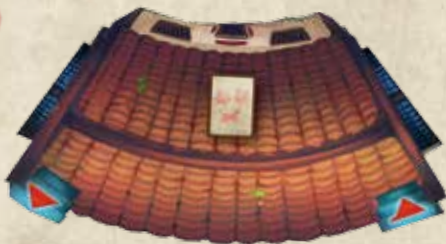
When you sell a resource, place the cube on the reward box corresponding to the type of good that you sold. You may only sell **ONE** resource good if the respective reward box is still empty. * Gold may be used as a substitute for any other types of resources.

EXCEPTION: If you perform this action multiple times by removing assistants from the chairs, you may sell multiple goods of the same type, and receive the indicated rewards several times, return the other cubes back to the resource supply instead of placing it on the reward box.

Note: At the end of step 3, remove all resource cubes from the market to the resource supply if all three reward boxes are occupied.

Tea ▼ 5 Coins & Merchant dispatch	Celadon ▼ 3 Coins 1 prestige & Recruit action	Fruit ▼ 1 Coin 3 prestige & Merchant dispatch
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4. Expert room



○ Action: Pick one expert card from the expert supply and add below your player board. At the end of this action, replenish the expert card supply back to three if necessary. For details on the effect of expert cards, please see P.15 for details of expert card effects.

Note: Players may have at most 3 passive expert cards (not including our used expert cards with amulet symbol) at a time. If there are no empty slots in the expert area, player should choose to remove one of the current expert cards and place it on the bottom of the expert card discard pile to free up the space.

5. Money Lender room



○ Action: Choose one of the followings:

- ① Take all of the coins on the money lender room and perform one traveling merchant action.
- ② Take any one basic resource cube (Tea, Fruit or Celadon) of your choice from the resource supply and perform one traveling merchant action.

At the end of step 3, **replenish** the money lender's room back to three coins if necessary.

6. Lobby room



Note: When a leader stand on Lobby room, the player **MUST** pay 2 coins to Money Lender.

○ Action: Pay two coins to the Money Lender room and choose one of the following:

- ① Take two recruit actions, one traveling merchant action, and one helper action.
- ② Gain one recruit action and choose a room occupied by another family leader (including your own), and immediately perform the action of that room as if the family leader on that room is his own. **Note:** You can not perform the Worship Action.

Room Tile Action

1. Market



○ Action: Sell 1~3 **different** types of resources to the market and gain the corresponding awards. When you sell a resource good, place the sold cube on the leftmost empty box.

It must be different from any of the previously sold resource cube occupying the reward box.
* Gold may be used as a substitute for any other types of resources, but not the other way around.

Note: At the end of step 3, remove all resource cubes from the market to the resource supply if all three reward boxes are occupied.

Depending on the reward box, gain the corresponding rewards:

1st ▼ 1 Coin 1 prestige	2nd ▼ 1 Coin 2 prestige & helper action	3rd ▼ 4 prestige
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2. Market



○Action: Sell 1~3 **same** type of resource cubes to the market and gain the corresponding rewards.
When you sell a resource cube, place the sold cube on the leftmost empty box.

It must be the same as any of the previously sold resource occupying the reward box.
* Gold may be used as a substitute for any other types of resources.

Note: At the end of step 3, remove all resource cubes from the market to the resource supply if all three reward boxes are occupied.

Depending on the reward box, gain the corresponding rewards:

1st ▼	2nd ▼	3rd ▼
2 Coins 1 prestige & Merchant Dispatch	2 prestige & Recruit action	3 prestige & Recruit action

3. Bank



○Action: Pay coins to the money supply and gain the corresponding rewards.

Starting from the leftmost space and going right, pay the amount of coins indicated and gain the leftmost reward. If you wish to perform the action again, you may pay the amount of coins to the right side of the arrow and gain the next level of reward.

Note: Repeat the process until all four of the rewards have been taken or you do not wish to pay anymore. The rewards are cumulative, but so are the cost!

1st ▼	2nd ▼	3rd ▼	4th ▼
1 prestige & helper action	2 prestige	4 prestige & helper action	5 prestige

4. Black Market

○ Action: Perform **up to two** trade actions and gain one traveling merchant action. For each trade action, choose one of the following



Pay the indicated cost:

- ① Pay 1 coin: Receive 1 basic resource (Tea, Fruits or Celadon) from the resource supply.
- ② Pay 3 coins: Gain one recruit action.
- ③ Pay 4 coins: Take 1 amulet from the amulet supply area, and replenish amulet supply after finishing this action.

Pay a resource/assistant/amulet :

- ④ Pay 1 basic resource (tea, celadon or fruit): Receive 3 coins.
- ⑤ Fire one of your assistants: Receive 5 coins.
* To fire one of your assistant, take an assistant from your personal supply and put it back on the rightmost empty space of your assistant track. If all of the spaces are occupied, stack them on the leftmost space.
- ⑥ Pay 1 amulet: Receive 6 coins. The paid amulet is shuffled into the amulet supply.



Example: Red player chooses to fire 1 assistant, because the "assistant track" is full, s/he put it back on stack on the leftmost space.

5. Trading Post



○ Action: Pay coins to the money supply and perform the actions for **up to four** times.

For each action, you may choose from one of the following:

- ① Gain one recruit action.
- ② Gain one traveling merchant action.
- ③ Gain one helper action.
- ④ Gain one gold resource cube from the resource supply.

6. Meeting Place (large&small room action tiles)



○ Action: Pay coins/ fire one of your assistant to the money supply and perform the actions for **up to three** times. For each action, you may gain one expert card from the expert supply.

To fire one of your assistant, take an assistant from your personal supply and put it back on the rightmost empty space of your assistant track. If all of the spaces are occupied, stack them on the leftmost space.

For details on the effect of expert cards, please see P.15 for details of expert card effects.

7. Warehouse



○ Action: Pay coins to the money supply and perform the actions for up to three times, and gain one recruit action.

For each action, you may take one resource cube, including gold, from **any market** on the game board or from the Warehouse room itself. You may not take resource cube from the resource supply.

Note: No matter how many actions you take, you will only gain one recruit action.

At the end of step 3, replenish the goods on the storage room according to the pictures shown if necessary. There should always be exactly one of each basic resource cube on the storage room at the end of step 3.



Assistant Actions

There are 3 types of assistant actions:



Recruit action: Move the leftmost assistant on your assistant track to your personal supply. If there are no more assistants, then the action is simply wasted.



Traveling merchant action: Move one assistant from your personal supply to the town where the traveling merchant tile is located.



Helper action: Move one assistant, younger side up, from your personal supply to any empty chairs located on the **inner circle** of the game board. If there are any assistants of your own color next to the room where you are taking the action, you may remove (activate) **one or two** assistants of your own color from the chairs adjacent to the room. For each assistant removed, you may perform the room action one additional time.



Permanent helper action: If you gain a permanent helper action due to the reward given by the worship action, you move your assistant **senior side up**, from your personal supply to any empty chairs located on the inner circle of the game board.



A senior assistant allows you to perform the action without having the senior assistant removed.



Note: Before or right after you perform **Traveling merchant action**, you may move the traveling merchant tile **one space clockwise** to the next town by **paying 1 coin**. You may do this **as many times** as you wish, as long as you pay a coin every single time.

Note: At the end of your turn, if you used at least one **Traveling merchant action**, move the traveling merchant tile one space clockwise to the next town.



1 younger Assistant and 1 senior assistant on the adjacent chairs.

Example: When the Blue family leader moves to the Selling Market room, s/he chooses to activate both assistants. S/he leave the senior assistant on the board and return the other younger assistant back to personal supply.

S/he then sells 1 Celadon, 1 Fruit and 1 Gold by placing the resources on the board. And receives 5 coins and 7 prestige points. Finally, s/he **Recruit action** once and **Traveling merchant action** twice.

Worship Action

When a player moves their family leader onto the Ancestral Hall stand, they **MUST** stop there and immediately performs a worship action and forfeits any remaining movements he or she may have. That player may then choose one of the following actions:

(1) Worship the temple:

Choose one of the **face up small temple tiles** still available and immediately gain the rewards indicated on the tile. The chosen small temple tile is then flipped over and may no longer be selected for the remaining of the game. If all four small temple tiles are flipped facedown, a player may not choose to worship the temple as their worship action.

Important: When worshipping the temple, Round marker will not be moved when a player chooses to worship the temple.



Example: When the Blue family leader stops at the Ancestral Hall stand, s/he chooses to worship the temple.


S/he selects [tile icon] from the available temple tiles and executes **Traveling merchant action** twice.

Then, flip the tile facedown and place it back to original location.

(2) Worship the ancestors:

Perform the following steps in order:

Step 1:

Move the round marker  one space to the right. If you move onto the space with the amulet tile, immediately move the amulet tile to your personal resource area and trigger the end of the game.

Step 2:

Choose **one town** with at least one of your assistants. Move all of your assistants from that town and begin to place them on the worship table. Choose a spot on the worship table not yet occupied by one of your assistant and place all of your assistants on the worship table such that they form a connected chain from the starting spot indicated by the arrow to the chosen spot. Two assistants are considered to be connected if they are orthogonally adjacent to each other. Each spot may only contain one assistant of each color, and you may use previously placed assistants of your own color to complete the chain. You must place all of your assistants, and the last assistant must be placed on the chosen spot.

Note: If a player have not any assistant on towns, when the player performs a worship action, s/he **MUST** choose the "worship in a temple". If all 4 small temple tiles are flipped facedown, s/he will choose "Worship the ancestors(in the family temple)", still move the round marker one space and get pass the Step 2.

Step 3:

After all of the assistants are placed on the worship table, flip over the assistant on the chosen spot over to the senior side and gain prestige points equal to the sum of the number indicated on the chosen spot and the number of assistants of the same color on the round house (these are assistants placed in chairs, including senior assistants).

Note: do not count assistants in the towns and worship table!

Step 4:

Gain rewards according to the reward spaces located around the worship table. Spots in the worship table are not considered to be reward spaces! You will always get the rewards in the uppermost and leftmost reward spaces of your chosen spot. The rewards include resource cubes, pirate tile, coins, or Permanent Helper action. You may only choose **ONE** reward from the rightmost and the bottommost reward space. The rewards include either an amulet or a bonus. If the amulets have already been taken, you do not get a replacement.

Step 5:

Place all of the assistants, excluding the senior assistants, back to your personal supply from the worship table.



Example: Blue player chooses to Worship the ancestors. 1 S/he Move the round marker one space to the right. 2 takes all of the blue assistants from the bottom left town.

3 Assistants are placed in order on the family ancestral hall starting from [1] located at the top left corner, skipping the senior assistant and place the last assistant on [4]. That assistant now becomes a senior assistnat. S/he recieves 4+1 honor points from ancestral hall bonus and the number of blue assistant currently occupying a chair.

4 S/he also recieves 1 Celadonand and 1 amulet, and executes "permanent helper action" once.

Finally, 5 s/he returns the assistant on [1] and [2] to the personal supply.



Game End

When game end is triggered, the active player finishes their turn and all **OTHER** players (exclude the active player) will have one extra turn. After that, final scoring will take place. Each player follows the following steps to gain prestige points for one last time:



End of game space

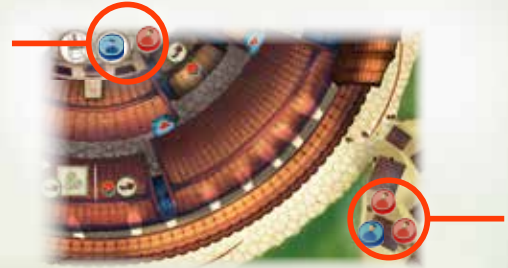
2 Players: 7th 4 Players: 10th
3 Players: 8th 5 Players: 12th

»» Each player follows the following steps to gain prestige points for one last time:

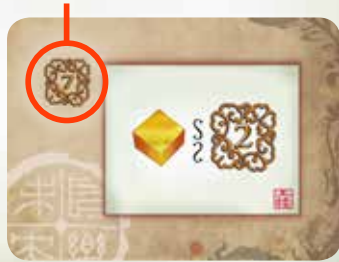
① Amulets: An amulet set contains **different types** of amulets, and players may have more than one set of amulets to score. The higher the number of amulets in a set, the more prestige points will be earned. Expert cards with amulet symbols on the top right corner may contribute to the set as long as the symbols are not the same with other amulets in the same set.

守	Amulets	1	2	3	4	5	6	7	8	9	10	11
	prestige points	1	3	5	8	12	16	21	27	35	44	55

④ Assistants: For each assistant left on the game board, whether they are in **towns** or on **chairs**, gain one prestige point.



② Order cards: Gain the total number of prestige points on **fulfilled ordered cards**. Players do not gain any points for unfulfilled order cards.



⑤ Coins: Exchange all assistants and resources still available on player's personal supply into one coin each, and then gain one prestige point for every three coins.



③ Family: Gain the total number of prestige points shown on the assistants track. If there's still one assistant left on the track, gain 4 points. If there is no assistant on the track, gain 12 points in total.



Note: During final scoring, players do Not gain any bonuses for crossing the bonus marker during the final scoring.

○ Whoever has the most prestige points is the winner. In case of a tie, player with the most coins among the tied players is the winner. In the rare circumstances that a tie still occurred, the players share the victory.

Rule for two players

❶ During preparation of 2-play game, take one Blue, one Red, and one Green leaders, and place one each on the three large room action tiles. They are known as Neutral Family Leader.

Note: The Neutral Family Leader is only used in the 2-play game.

❷ On a player's turn, a player may pay one basic resource cube of the corresponding color to move a Neutral Family Leader of the same color, 1~3 spaces clockwise following all of the normal movement rules. For example, you pay a tea (green resource cube) to move the green Neutral Family Leader. **Note:** Players can only pay once per turn.

The Neutral Family Leader follows the normal movement rule with the following exception:
»» The Neutral Family Leaders may **never** move come back to the Ancestral Hall stand once they leave. Therefore, players may never use them to utilize the worship actions. It's mean, when you moving the Neutral Family Leader to the Ancestral Hall stand, you will move it through the Ancestral Hall stand.

Variant for Neutral Family Leader:

After a player moving a Neutral Family Leader, Players may choose to activate the room action the Neutral Family Leader just occupied. When moving a Neutral Family Leader, you may only perform the Step 3. Perform the room action, you can **NOT** perform Step 1. Activate one expert card, Step 4. Gain bonuses And Step 5. Fulfill orders. For your first few games, we recommend not to play with this variant and have the players only move the neutral family leaders to block others.

Order Card Effects

Players will get **passive ability** on the order cards only after they fulfilled them. Unfulfilled order cards do not grant abilities. Each ability may only be activated once per turn. There are four types of abilities:

1. When a player gains coins, that player gains one or two more coins.



2. When a player gains the indicated resource, that player gains one or two prestige points.



3. When a player gains the indicated resource, that player gains one additional resource of that type.



4. When a player gains any resource, that player gains one prestige point or one additional resource of that type.



Expert card effects

You always gain the abilities of passive expert cards as long as you have them. The abilities of passive expert cards can only be used **once per turn**.



1. Su Trader : (one-time effect)
Gain 3 coins.

with an amulet icon and can be kept after activation.



2. Jin Trader : (one-time effect)
Gain 1 coin and 1 prestige point.

with an amulet icon and can be kept after activation.



3. Elder: (**Permanent effect**)
Once per turn, Gain 3 prestige points when you take the Helper action.



4. Wealthy Man: (**Permanent effect**)
Once per turn, Gain 2 prestige points when you gain gold resources.



5. Celadon Merchant: (one-time effect)
Immediately sell one Celadon (blue) resource to any market space and gain double amount of the rewards.
Note: You do not get to perform the assistant action.



6. Tea Supplier: (one-time effect)
Immediately sell one Tea (green) resource to any market space and gain double amount of the rewards.
Note: You do not get to perform the assistant action.



7. Fruit Supplier: (one-time effect)
Immediately sell one Fruit (red) resource to any market space and gain double amount of the rewards.
Note: You do not get to perform the assistant action.



8. Mistress: (one-time effect)
Fire one of your assistants: gain 4 coins and 1 gold resource.



1. Sales Lady : (one-time effect)
Gain 1 celadon or 1 fruit.

with an amulet icon and can be kept after activation.



2. Porter : (one-time effect)
Gain 1 tea or 1 celadon.

with an amulet icon and can be kept after activation.



3. Farmer: (one-time effect)
Gain 1 fruit or 1 tea.

with an amulet icon and can be kept after activation.



4. Craftsman: (one-time effect)
Fire one of your assistants: gain 1 basic resource of your choice and 1 gold resource.



5. Shandon Trader: (one-time effect)
Immediately sell two resources of your choice to any empty of market on the game board and gain the rewards for each.
Note: You do not get to perform the assistant action.



6. Maiden: (one-time effect)
Gain 2 basic resources, and all the other players receive 1 coin.



7. Shopkeeper: (**Permanent effect**)
Once per turn, When you gain any basic resource (Tea, Fruits or Celadon), gain 1 prestige point.



8. Clerk: (**Permanent effect**)
Once per turn, When you gain an expert card, gain 2 prestige points.



1. Amulet Merchant : (one-time effect)
Gain 4 coins or 3 prestige points.
with an amulet icon and can be kept after activation.



5. Nanny: (one-time effect)
Gain 1 coin and two recruit actions.



2. Little Master : (one-time effect)
Gain 1 coin and one traveling merchant action.
with an amulet icon and can be kept after activation.



6. Noble Lady: (one-time effect)
Gain one recruit action and two traveling merchant actions.



3. Servant : (one-time effect)
Gain one helper action.
with an amulet icon and can be kept after activation.



7. Guangdong Trader: (one-time effect)
Gain one recruit action and one helper action.



4. Bookseller: (one-time effect)
Gain X+1 coins where X is the number of assistants in your personal supply.



8. Hui Trader: (one-time effect)
Gain 1 coin, one recruit action, and one traveling merchant action.

Credits

Designer: Eros Lin, Zong-Ger
Artist: Garss
Producer: Eros Lin
Logo Design: Lanty Huang, Sesame Chen
English Translation: Gordon Tsai
English Proofreading: Smoox Chen, Kris
Japanese translation: Tsuyoshi Mizutani

Round House is an Euro-style board game is designed over 2016. The first idea originated from Zong-Ger.

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