

The Eastern Mechanist Jiguan

Jiguan - a form of ancient Chinese science and mechanical engineering. In the olddays, the powerful weapons and machines of Jiguan were so advanced that the common people believed them to have mysterious powers.

As a master mechanist, it is your job to acquire parts, obtain energy, improve your skills and complete your creation. Your creations will contribute to the advancement of Eastern civilization.



Components

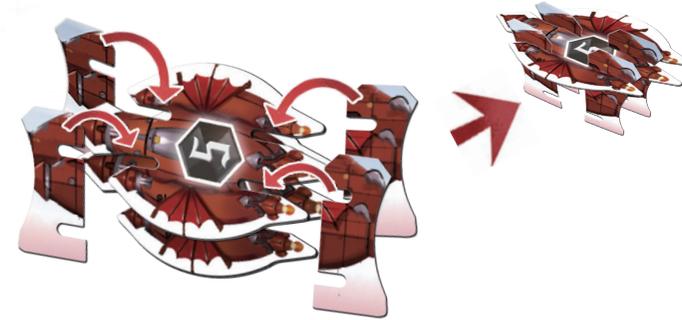
- ① ♦ 1 Gear Supply Board
- ② ♦ 1 Five-Pagoda Board
- ③ ♦ 1 Supply Area Board
- ★ ♦ 60 Gears (5 colors, 12 each)
- ④ ♦ 50 Blueprints(5 colors, 10 each)
- ★ ♦ 54 Reward Cards
- ★ ♦ 5 Pagoda Scoring Tokens
- ★ ♦ 5 Bonus Tokens
- ★ ♦ 36 Coins
- ⑤ ♦ 4 Assembly Mat
- ⑥ ♦ 5 Workshop Mat
- ♦ 36 Player Markers (4 colors, 9 each)
- ★ ♦ 8 50-Point Markers
- ♦ 2 Rulebooks
- ⊕ ♦ 1 Airship Marker
- ★ ♦ 1 Resource Conversion Token

Game Elements



⊕ Airship Marker

[Note] During your first game, assemble the Airship Marker first.



Symbols

- ±1** ➤ +1 or -1 values of the Blueprint
 - Consume resource once to gain reward
 - Consume resources multiple times to gain reward
 - Complete Blueprint to gain rewards (See Page 8: Completing Mechanical Beasts)
 - Gain X Energy (See Page 7: Energy Rewards)
 - Any Gear
 - Meet requirements to gain rewards
 - Immediate Effect
 - Flip over this card once completed requirements
 - Permanent Effect
 - Activated during scoring
- ✳ If there are multiple symbols, execute in the following order: →

Goal of the Game

- ♦ *Players must acquire parts to build mechanical beasts, so they can advance their place on the Five Pagodas, receive new blueprints or bonus cards. When the Gear supply runs out, the current Period ends, and Players'scores are calculated. There are two Periods in the game. At the end of the game the Player with the most Points (VP) wins.*

Game Setup

1. Place the *Five-Pagoda Board* on the table, place the *Supply Area Board* beside the *Five-Pagoda Board*.
2. Sort the *50 Blueprints* by color, make 2 stacks of 5 for each color. Place the stacks, number side up on the corresponding location on the *Supply Area Board*.
3. Sort the *Reward Cards* by type ( / ), place each stack face up as the supply deck. Draw 2 cards from each deck and place in a column on the *Supply Area Board*, fill all 5 column with the reward cards. ↑

[Note] You may choose the *Beginner Mode* for your first play. (See Page 5 – *Beginner Mode*)

1. Check the back of *Reward Cards*, shuffle the cards marked with () and place face up into 2 supply decks.
2. Fill the 5 rows with 2 cards each from the 2 supply decks.
3. Evenly distribute the *Reward Cards* without () face up to each Player.

4. Place the 5 *Pagoda Scoring Tokens* randomly on the Pagodas of the *Five-Pagoda Board*. According to the color and the multiplier of the *Pagoda Scoring Tokens*, place the corresponding *Bonus Tokens* on top empty spaces of the Pagodas Pagoda, then flip over the 5 *Bonus Tokens*. Place *Resource Conversion Token* beside the board.

[Note] You may choose the *Beginner Mode* for your first play. (See Page 5 – *Beginner Mode*)

1. Place the 5 *Pagoda Scoring Tokens* randomly on top of the Pagodas of the *Five-Pagoda Board*.
2. Put the *Bonus Tokens* and *Resource Conversion Token* back in the box, they will not be used in the *Beginner Mode*.

5. Place the *Gear Supply Board* beside the cards supply area, the *Airship Marker* on the center of the *Gear Supply Board*, the *Coins* and the *50-Point Markers* on the side.
6. Turn the 60 *Gears* to the backside (), according to  and  , separate the tokens into 2 piles. Take the Gears from  and randomly distribute them face up (color side) on each of the 10 houses on the *Gear Supply Board*, making sure each house has the same number of tokens.
7. Each Player selects 1 *Workshop Mat* and 1 *Assembly Mat*, takes their respective colored Player markers (Brown, Black, White, Grey) and places one marker on the "0 box" of the scoring track, the bottom of the 5 pagodas, and the leftmost space of the 3 tracks on their *Workshop mats*.
8. Each Player selects 2 *different colored Blueprints* and places them on any of the *Blueprint Slots* beside the *Assembly Mat*.
9. Each Player takes 2 *Coins*. Randomly select a Starting Player and begin the game.



↑ For example, in a 4-Player game, there should be 3 Gears on each of the houses.

[Note] Depending on the number of Players, remove some of the Gears according to the chart below:

- 4 Players: Remove none
- 3 Players: Remove all the gears marked with  (10 Gears)
- 2 Players: Remove all the gears marked with  and  (20 Gears)

Beginner Mode

1. When playing the *Beginner Mode*, ignore the abilities on the front of *Reward Cards*.
2. Follow *Game Set Up* (3) (4) for changes in set up.
3. There is only 1 Round to the game, so remove all the Gears marked with  regardless of the number of Players.
4. When scoring, only items below are scored:
 - 1): **Airship:** gains 5 Points.
 - 2): **Energy Dots:** After the first round, score the *Pagoda Scoring Tokens* with black background (3 Tokens), Player gains points by multiplying the black token value by their Pagoda's current value.
 - 3): **Scoring Reward Cards:** Each *Energy Dot* of the indicated color gains 1 point. (See Page.10–*Scoring Reward Cards*)

Gameplay

- There are 2 rounds in this game. Each round Players take their turns in clockwise order. Each turn is consisted of the following steps:

- At the start of your turn you may choose to perform Action **a** or Action **b**.
- Anytime during a Player's turn, the Player can perform the **Exchange Action**.

※ Exchange Action: (Unlimited times)

- 3 Energy → 1 Coin
 - Place 1 Coin on the Blueprint → +1 or -1 to the value of the Blueprint (This effect can be stacked eg: 2 Coins = +2 / -2)
- At the end of your turn, check your *Mission Card(s)*. If you meet the requirements, you may receive the reward.
 - Replenish the Reward Cards supply. (If there is none left, the supply is not replenished.)

- When a Player takes the **last Gear** on the *Gear Supply Board*, the Player also gets the *Airship Marker* and becomes the *Starting Player* of the next round. **[Important]** Every Player gets another turn, **EXCEPT** for the Player who received the *Airship Marker*. After that scores are calculated for the round. (See Page 9 - Scoring)
- After scoring of the first round, take the Gears for and randomly distribute them face up (color side) on each of the 10 houses on the *Gear Supply Board*.
- The game ends after scoring of the second round.

Action-A

[A] Get Gears (Mandatory) & Purchase [a1/a2] (Selective)

- Proceed in the following order:

- Select 2 neighboring houses on the *Gear Supply Board* and take 1 gear from each house.

[Note] If there are Gears remaining on the *Gear Supply Board*, you must take **at least 1 gear**. If one of the neighboring house has no gear, you may receive the reward marked on the house.

* If you select the side of the board with no reward markings, Players can choose between 1 Coin or 2 Energy or 1 point.

[Note] If there are **no Gears left** on the *Gear Supply Board*, the end of round condition is met. Even though the Player who performed *Action A* cannot receive any Gears, the Player may still receive the rewards marked on the house (1 Coin or 2 Energy).



Eric wants to get Gears, he has the following 2 choices:

- Get the **Red Gear** and 1 Coin
- Get the **Green Gear** and get 2 Energy.

※ In this case, Eric cannot get 2 Gears nor 1 Coin and 2 Energy.

- Place the Gears received on any empty spot on the *Assembly Mat* and, if able, activate its Energy Reward.

[Note 1] You may only place 1 Gear on each spot.

[Note 2] If there is **NO** empty spot on the *Assembly Mat*, you may replace the existing Gears with new ones, and remove the old ones from the game.

※ Energy Reward :

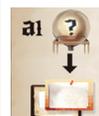


If the newly placed Gear is **on the same line** (vertical, horizontal or diagonal) as a **same-colored Blueprint or Mechanical Beast**, gain energy equal to the number of "**Energy Dots**" on the Blueprint and Mechanical Beast.



- Choose to purchase one of (a1/a2) once:

Select one of the 2 resource tracks on your *Workshop Mat*, and pay the amount indicated by the arrow (➔) to advance Player marker in order make a purchase:



- Consume Energy → Purchase 1 Reward Card. (immediate effect)



- Pay Coins → Purchase 1 Blueprint. Immediately place on a slot beside the workstation. **Note:** You may only place 1 Blueprint on each slot.

[Note] Gain Points immediately when the Player marker advances to the



Eric got 2 Gears, he places the Red and Green Gears on to the Assembly Mat:

- The **Red Gear** activates the Blueprint above and gains him 1 Energy
- The **Green Gear** activates 2 Blueprints below and the Mechanical Beast on the upper left, Eric gains 4 Energy.
- Eric has gained a total of 5 Energy.



Eric choose to buy (a2):

- First, he pays 3 coins to advance his marker by 1.
- Because the marker reached he gains 5 points.
- He selects a Blue Blueprint and place it on the upper center location (*).



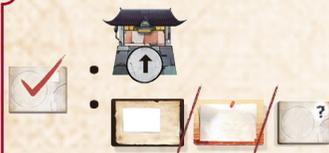
Action-B

[B] Completing Mechanical Beasts (Mandatory)



Player may complete **ONE** Blueprint, when there are 3 Gears in the same line as a *Blueprint* on your Workstation and **the sum of those 3 Gears equal the value on the Blueprint**, the Player may complete the Mechanical Beast following the steps below:

- 1 Remove 2 of the 3 gears, and place beside the Workshop Mat; leaving 1 of the 3 gears on the Assembly Mat.
- 2 Flip the *Blueprint* over to show the completed Mechanical Beast and gain the following rewards:



※ Rewards of Mechanical Beast

- 1 Raise your level by 1 on the Pagoda of the beast you completed and gain the rewards indicated.
- 2 Pick 1 **Blueprint** or 1 **Reward Card** from the row indicated by your beast below the Supply Area Board.

[Note] Any Coins placed on the *Blueprint* (See Page 6: Exchange Action) will be returned to the supply area once a *Blueprint* is flipped.

[Note] When using the advanced *Assembly Mat*, gain the points marked on the slot immediately when finishing a Mechanical Beast indicated on the slot.

[Note] When advancing levels on the Pagoda, Player gains the reward on that level immediately. (Coins , Energy , or Points )

[Note] If you reach level 3 or above on 2 neighboring Pagodas, immediately gain 5 points.



Eric wants to complete the Blue Blueprint(★), and there are already 3 Gears with the total value of 8 (3+4+1=8)

1. He removes the Red and the Green Gears, leaving the Blue Gear on the Assembly Mat.
2. He then flips the Blue Blueprint over to show the Mechanical Beast.



Eric completed the Blue Mechanical Beast, he immediately advance his level one the Blue Pagoda (Bear) and gains 2 points. 2 Because the Green Pagoda is also above level 3, he gains another 5 points. 5



Finally, Eric selects 1 Blueprint or 1 Reward Card from the Blue column.



Scoring

(Scoring at the end of each round)

※ Score each element in the following order:

- 1 **Airship** – The Player who has the Airship Marker gains 5 Points
- 2 **Energy Dots** – Each Energy Dot (from your Blueprints, Mechanical Beasts, and Reward Cards) gains Points according to their multiplier. Each dot of the [X3] Pagoda is worth 3 points, each dot of the [X2] Pagoda is worth 2 points.

✦ When scoring the 1st Round, only score the Pagoda Scoring Tokens with the **white** background. (2 Tokens)  

✦ When scoring the 2nd Round, only score the Pagoda Scoring Tokens with the **black** background. (3 Tokens)   

3 **Extra Pagoda Bonus** – The Player with the highest level on each Pagoda will receive an extra bonus. If multiple Players are tied for the highest level, these Players will all receive the bonus.

4 **Reward Cards Scoring** – Check your Scoring Reward Cards (See Page.10–Scoring Reward Cards). Each Energy Dot of the indicated color gains you 1 point.

5 **Resource Conversion Token** – All the Players may remove resources to exchange for Points. *At the end of the game, exchange 3 Energy for 1 Coin*

- ✦ **Coins:** Gain 1 Point for every Coin removed  
- ✦ **Blueprints:** Gain 2 Points for every Blueprint removed. 



End of the Game

- 1 After scoring the 2nd round, the game ends.
- 2 The Player with the most points wins.
 - ✦ If there is a tie, the Player with more Coins wins.
 - ✦ If there is still a tie, the Players share victory.



During the 2nd Round Scoring, Eric (Black Player) scores in the following order:

- 1 The Airship token gains him 5 Points
- 2 The Pagoda Scoring Tokens with black background gains him total of 22 Points          

Reward Card Abilities

★ Immediate Effect Reward Cards



➤ Gain 1 Coin and 3 Energy.



➤ Select 1 Gear from the Gear Supply Board.



➤ Advance your level by 1 on the Pagoda indicated.



➤ Select 1 Blueprint of the indicated color from the Supply Area Board.



➤ Pay any number of Gears of the indicated color; for every Gear you pay, gain 2 points.



➤ Consume 5 Energy or pay 3 Coins: Select 2 different Pagodas and advance your level by 1 on each Pagoda. Gain the Pagoda rewards indicated

★ Mision Cards/Scoring Cards



➤ **Immediate Effect Reward Cards:**

Score your **level on the indicated Pagoda** immediately. Each level gains you 3 points.



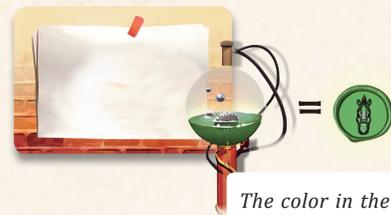
➤ **Scoring Reward Cards:**

During scoring, each Scoring Reward Card will gain you points. Each Energy Dot that matches the card gains you 1 point.



➤ **Mechanical Beast Mission Cards:**

On your Assembly Mat, if you have **3 Mechanical Beast connected (in any order)** that matches your mission, at the end of your turn you may complete that mission by flipping that Mission Card over and gain 8 points. You do not need to remove your Mechanical Beasts.



The color in the Energy Container represents the color of the Energy Dot on the Back of the card.



➤ **Gear Mission Cards:**

If you have the **4 Gears (including the ones on the Assembly Mat)** required by the mission, at the end of your turn you may complete the mission by removing the required Gears (return to the box), flip over the Mission Card and advance your Player marker **2 levels** on the Pagoda indicated. **You only gain the reward from the level you stop on.**

[Note] If your advanced token unlocks the 5-point bonus for neighboring Pagodas, you still receive the 5-point bonus.

Workshop Abilities

★ Energy Transfer (Use once per turn)



➤ Consume 2 Energy, immediately gain 2 Points, or pay 2 Points to gain 2 Energy.



➤ Consume 4 Energy, immediately gain 1 Blueprint.



➤ Consume 4 Energy, immediately pick 1 Gear from the Gear Supply Board or the box. **[Note]** You can still generate energy when you place these Gears on the Assembly Mat.



➤ Consume 6 Energy, advance 1 level on a Pagoda of your choice, gain the indicated rewards.



➤ Consume 7 Energy, at the end of your turn you may perform Action A or B once more. **[Note]** you may only perform **(A) get Gears** or **(B) Complete Mechanical Beasts**, you can **NOT** make any purchases.

★ Extra Bonus (Gains bonus immediately, if condition is met. No limit on number of times)



➤ Gain 2 points every time you perform Action B : Completing Mechanical Beasts.



➤ **Except during the scoring phase**, every time you gain points, gain 1 extra point. **[Note]** You gain points from the Five-Pagoda Board, the Workshop, Assembly Mat, Immediate Reward Cards, and Mission Cards.



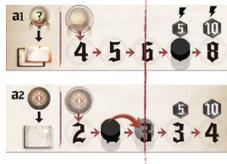
➤ Consume 1 of each Gear from ① to ⑤, gain 5 points.



➤ Gain 3 points every time you complete a Mission Card.



➤ Check the 2 resource tracks (**a1/a2**) on the Workshop Mat, if both are **on or past** 2/3/4/5 gain 3/4/5/6 points.



Example:

The Black Player is on the 4th space of Resource Track (a1), when he advances on the 4th space of Resource Track (a2) he gains 4 Points.



From the Designer

Thank you very much for your support by purchasing Jiguan: The Eastern Mechinist! I look forward to hearing your feedback and hope you enjoy the game.

I would like to thank the EmperorS4 team, designers and friends that helped with the playtesting sessions. Finally, I would like to thank Liu Xiao, his mechanic from Cookie Rookie sparked my creativity -- thus began the creation of this game.

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