

Tang Garden

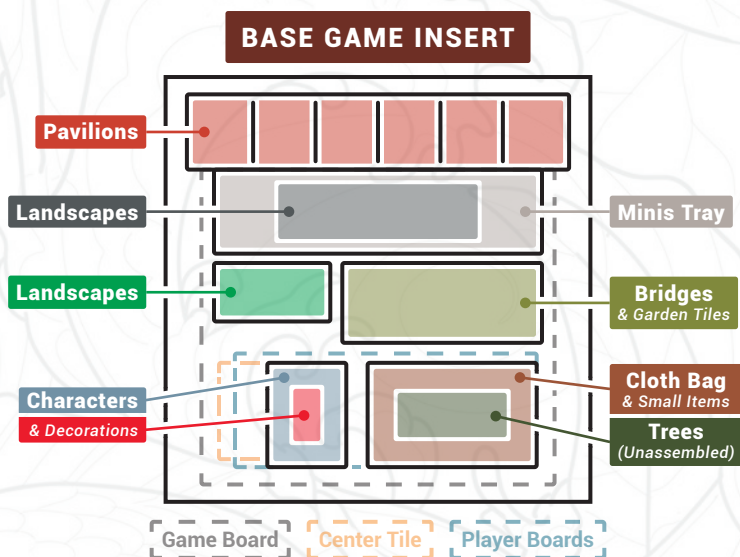
Player Aid



Insert Organization

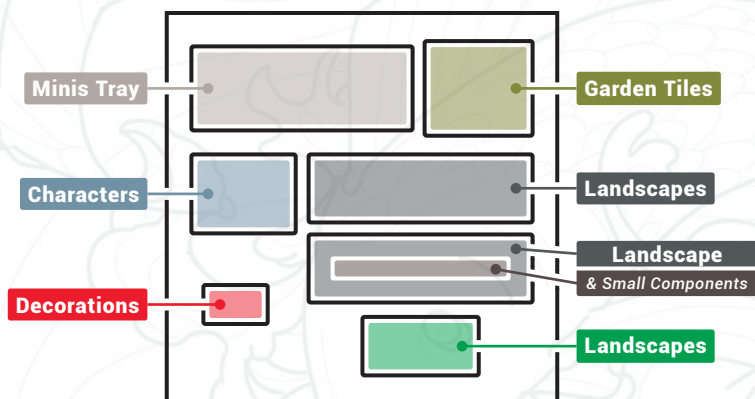
The included diagrams in this player aid demonstrate the ThunderGryph-recommended method of fitting your Tang Garden components into their respective boxes. If you would like to see other player-made solutions for combining or condensing game components into the base box, there are various threads on BGG, such as the link listed below.

BGG Insert Thread: bit.ly/TGInsert



BASE GAME			1	2	3	4	5	6	7	8	9	10	11	12	MINIS INSERT		
1. Architect			4. Empress			7. Lady			10. Emperor								
2. Child			5. Hermit			8. Merchant			11. Officer								
3. Sword Dancer			6. Monk			9. Student			12. Poet								

GOLDEN AGE INSERT



GOLDEN AGE



MINIS INSERT

1. Nobleman 3. Tao Priest 5. Literate 7. Emissary
2. Geomancer 4. Gardener 6. Musician 8. Princess

GHOST STORIES INSERT



GHOST STORIES



MINIS INSERT

1. Demon 2. Soldier 3. Fox Spirit 4. Medium

Base Characters

*starting character
 10 max potential sightline score
 10/10 landscapes with indicated icon



ARCHITECT

Starting Bonus: Greenery

Character Skill: Gain two 10 each time the player places a pavilion or a bridge on the garden board.

Sight Preference: Gain three 10 for each Construction icon on the active Landscape.

10 x2 10 x2



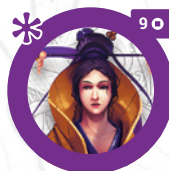
CHILD

Starting Bonus: Rock

Character Skill: Gain two 10 each time the player places a bird or fish decoration.

Sight Preference: Gain two 10 for each Animal icon on the active Landscape.

10 x1 10 x4



EMPRESS

Starting Bonus: Water

Character Skill: Gain two 10 each time the player places a lotus or peony flower decoration.

Sight Preference: Gain nine 10. If either the Emperor or Lady is in the Empress's line of sight, lose three 10 for each.



HERMIT

Starting Bonus: Rock

Character Skill: Gain one 10 each time the player advances one or more spaces on the rock track. Advancing two spaces with the same tile will still grant a single 10.

Sight Preference: Gain two 10 (maximum ten 10) for each garden tile with rock terrain in the Hermit's line of sight.



POET

Starting Bonus: Water

Character Skill: Gain one 10 each time the player advances one or more spaces on the water track. Advancing two spaces with the same tile will still grant a single 10.

Sight Preference: Gain two 10 (maximum ten 10) for each garden tile with water terrain in the Poet's line of sight.



STUDENT

Starting Bonus: Greenery

Character Skill: Gain one 10 each time the player advances one or more spaces on the greenery track. Advancing two spaces with the same tile will still grant a single 10.

Sight Preference: Gain two 10 (maximum ten 10) for each garden tile with greenery terrain in the Student's line of sight.



EMPEROR

Character Skill: N/A



Sight Preference: Gain five  for each Dragon icon on the active Landscape.

x3 x0



LADY



Character Skill: N/A


Sight Preference: Gain six  if only the Sun icon **or** the Moon icon is on the active Landscape; get twelve  instead if both the Sun and the Moon icons are on the active Landscape.

x2 x0



MERCHANT


Character Skill: During a Place a Decoration action, the player may spend one  to draw two additional decoration cards, or they may spend one  to draw the decoration card from the top of the discard pile. In both cases, the player may first draw the normal amount of cards and then decide if to spend.


Sight Preference: Gain two  for each Village icon on the active Landscape.

x1 x4



MONK


Character Skill: Gain two  every time the player has to choose between only two garden tiles or only two decoration cards.


Sight Preference: Gain three  for each Buddhist temple icon on the active Landscape.

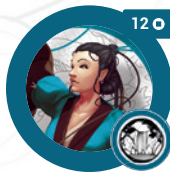
x2 x1




OFFICER


Character Skill: At the start of their turn, the player may spend one  to flip all face down garden tiles on the garden board. Alternatively, they may place any face up garden tile on top of any stack to the bottom of the stack face down and reveal the new garden tile on the top of the stack at no cost.

Sight Preference: Gain one  for each icon on the active Landscape, regardless of the type.



SWORD DANCER

Character Skill: Gain one  each time the player takes a landscape token from the garden board.

Sight Preference: Gain two  for each Waterfall icon on the active Landscape.

x2 x4

Golden Age Characters



12 ○

EMISSARY

Character Skill: Use different Landscape tokens to refresh an exhausted Lantern.

Sight Preference: Gain three ○ for each side of the board with at least one Village icon on the active Landscape.

○x3 ○x5



10 ○

GARDENER

Character Skill: Gain one ○ each time the player places a Tree decoration.

Sight Preference: Gain two ○ (maximum ten ○) for each Decoration in the Gardener's line of sight.



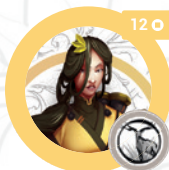
8 ○

GEOMANCER

Character Skill: During the player's turn, they may draw the first two cards from the Decorations deck or the first two Garden tiles from a hidden pile. They can decide to use one of the two Decorations or one of the two Garden tiles **instead of** the normal main action. Return the unused Decoration cards or Garden tiles to the top of their respective deck.

Sight Preference: Gain 2/5/8 ○ for 1/2/3 different terrain types in the Geomancer's line of sight.





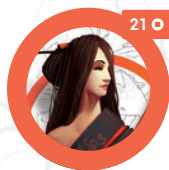
12 O

LITERATE

Character Skill: Gain one O each time the player places a different Decoration from the ones they already collected.

Sight Preference: Gain three O for each side of the board with at least one Animal icon on the active Landscape.

x3 x4



21 O

MUSICIAN

Character Skill: Each time the player matches two footpath sides they gain both two O and one track advancement of their choice on the player board.

Sight Preference: Gain three O for each Character in the Musician's line of sight.

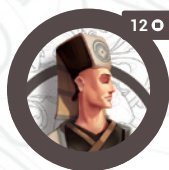


16 O

NOBLEMAN

Character Skill: Gain two O each time the player places a Garden tile with a wall.

Sight Preference: Gain two O for each different icon on the active Landscape.

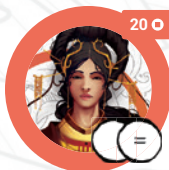


12 O

TAO PRIEST

Character Skill: Gain three O each time the player places a Bonsai Tree, a Ninfea or a Sancai Vase on the garden board.

Sight Preference: Gain twelve O and lose one O for each different icon on the active Landscape.

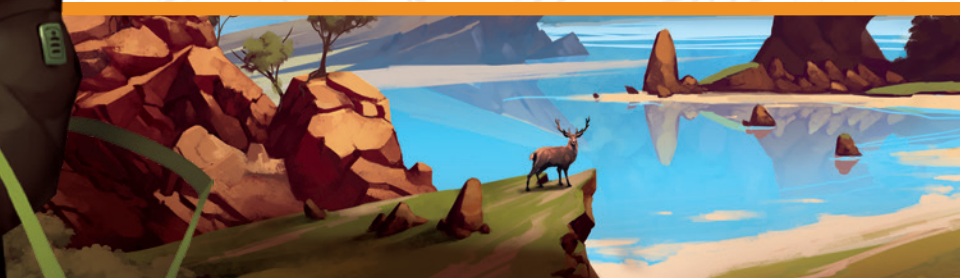


20 O

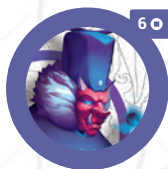
PRINCESS

Character Skill: Gain two O each time the player places a Landscape tile with two icons.

Sight Preference: Gain four O for each pair of identical icons on the active Landscape.



Ghost Stories Characters



6

DEMON

Character Skill: All other players will need to pay the player with the Demon one to refresh exhausted Lanterns. If the player is unable to pay, the lanterns can't be refreshed. If players use the Butterfly ignore this Character Skill.

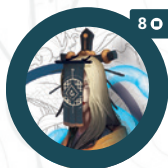
Sight Preference: Gain six . All Characters influenced by other players lose one , or three if they are in the Demon's sight line, unless they have a Cat.



7

FOX SPIRIT

Character Skill: The Fox Spirit token can be placed on any Character influenced by any player, acquiring its skills and sight preference.



8

MEDIUM

Character Skill: Gain one from the bank every time any player uses the special ability of a Lantern.

Sight Preference: Gain eight . All characters influenced by other characters surrounding the Medium in a perimeter of 8 tiles lose one .



7

SOLDIER

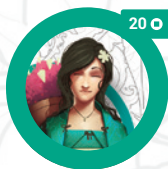
Character Skill: Once per turn the player can spend a to eliminate a Decoration from the board, removing it from the game without affecting the score of the player who placed it. Decorations with Characters on them, cannot be removed.

Sight Preference: Gain three if the Ghost Soldier does not see any Wall icon in the active Landscape. Gain seven if the Ghost Soldier sees at least 1 Wall icon in the active Landscape.

x2 x0



• Herbalist •

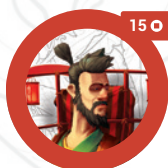


HERBALIST

Character Skill: Once per turn, the player may place one of their three herbs tokens on the card of another character in play or any character available in the display, to use their ability until the end of the turn. The player can skip a turn to recover used tokens. If an herb token is not recovered with this action it will remain on the card until the end of the game.

Sight Preference: Gain five ● for each garden tile with a temple in the Herbalist's line of sight.

• Wayfarer •



WAYFARER

Character Skill: Once per turn, the player may go back a level of an element in their personal board to advance one level on another of their elements. The wayfarer can't go back a level on one element if it is on a bonus space (● or character).

Sight Preference: Gain one ● for each decoration in the Wayfarer's line of sight, his line of sight is considered to be in all four directions.

Special Landscapes

The Phoenix icon can be considered as any Landscape icon based on each Character with a Landscape sight preference that sees it.



When the Ghost Village is placed it must replace a small Landscape already in play, then remove the replaced Landscape from the game.



The Desolate Land tile has no Landscape icons.



Base Decorations



6

per *complete pair* of Bird & Fish decoration cards.

6/6 CARDS | 4/4 ITEMS

Birds & Fish



2

per Bridge decoration card.

6 CARDS | 4 ITEMS

Bridge



6

per *complete pair* of Lotus & Peony decoration cards.

6/6 CARDS | 4/4 ITEMS

Lotus & Peonies



12/6

to the player with the most Pavilions, 6 to 2nd place. If tied, divide 18 among 1st.

6 CARDS | 4 ITEMS

Pavilions



Trees

1/4/9/16/25 depending on how many *different* Tree decoration cards the player has. Trees owned past a complete set of 5 are scored as a new set.

3 CARDS PER TREE | 2 ITEMS PER



Golden Age Decorations



Butterfly

0

Refresh an exhausted Lantern for free.

3 CARDS | 2 ITEMS



Duck

0

Advance twice on your player board per specified elements on the card.

3 CARDS | 2 ITEMS



Bonsai Tree



Ninfea



Sancai Vase

7-

Gain 7. Lose 1 for each Bonsai Tree, Ninfea & Sancai Vase played.

3 CARDS EACH | 2 ITEMS EACH

Ghost Stories Decorations



Cat

1 ◻

At the end of the game put the Cat decoration on a Character card to cancel the effects of the Demon.

3 CARDS | 2 ITEMS



Spectral Tree

Counts as a Tree

Decorations lose line of sight value if placed in the 8 tiles around the Spectral Tree.

2 CARDS | 1 ITEM



• Apricot & Swan •



Trees

Counts as a Tree

The Apricot Tree counts towards a Tree set, up to the maximum of 5 per set, same as the Spectral Tree.

2 CARDS | 1 ITEM



Swan

* ◻

At the end of the game choose a decoration for the Swan to be considered as. Decide Swans in turn order.

3 CARDS | 2 ITEMS



Lanterns



Place and score two tiles when building the garden. Both garden tiles must be face up at the beginning of the turn.



Search for a specific character **OR** landscape when influencing a new character or placing a landscape, then shuffle.



Move one of your characters already on the board to any available spot, adjust their direction, or both.



When building the garden draw 5 tiles from any garden pile & place 1. Return the other 4 to the stack in any order.*



Place and score two decorations when using the decorate action.



Exchange your active character for one in the display.*

*Golden Age lantern

Turn Order



Build the Garden

Mandatory (Choose between Build or Decorate)

- Place a face up Garden tile, all sides matching (except Walls/Temples).
- Advance 1 level for each matching Water, Greenery and Rock.
- Advance 1 level for each Water, Greenery and Rock area enclosed.
- Gain 1 ● for each matching footpath or optionally advance 1 level for every 2 matching footpaths.
- When placing Temples, gain 1 ● for placing + 1 ● for each environment of the same type placed against it. Bamboo Garden from Golden Age scores only when placed for all environment types adjacent to it. Haunted Temple from Ghost Stories scores 1 ● + 1 track advancement for adjacent footpaths (*only when placed*).
- Refresh Garden tiles if there are less than 2 face up.

Decorate the Garden

Mandatory (Choose between Build or Decorate)

- Draw 2 cards + 1 card for each face down Garden tile.
- Choose & play 1 card, discard the rest face up. If none are playable, the Build the Garden action may not be alternatively taken.
- Place the corresponding decoration item and score one-time bonus (if applicable). If there are no decoration items available or places on the board for it, the decoration cannot be played.
- Refresh all face down Garden tiles.

Influence a Character

(All 3 element tracks must have passed a Character Threshold)

- Choose one of the character cards from the display or blindly draw a character from the top of the deck.
- Either place this new character or the currently active character into the garden.
- If the player cannot or does not want to influence a character, take a Character Token. If a character is not influenced by the next Character Threshold, lose the Character Token and opportunity to influence a character with it.

Use a Lantern

Optional (Once per turn)

- Flip one of your lanterns face down to use its power.

Refresh a Lantern

Optional

- Spend 3 of the **same** type of landscape token* to refresh a lantern. *(4 in a 2-player game)

Endgame

- Triggered when a Garden tile stack is empty or 3 landscape tokens remain on the board.
- Play to end of current round.

Player Aid Layout: Justin Goodman

