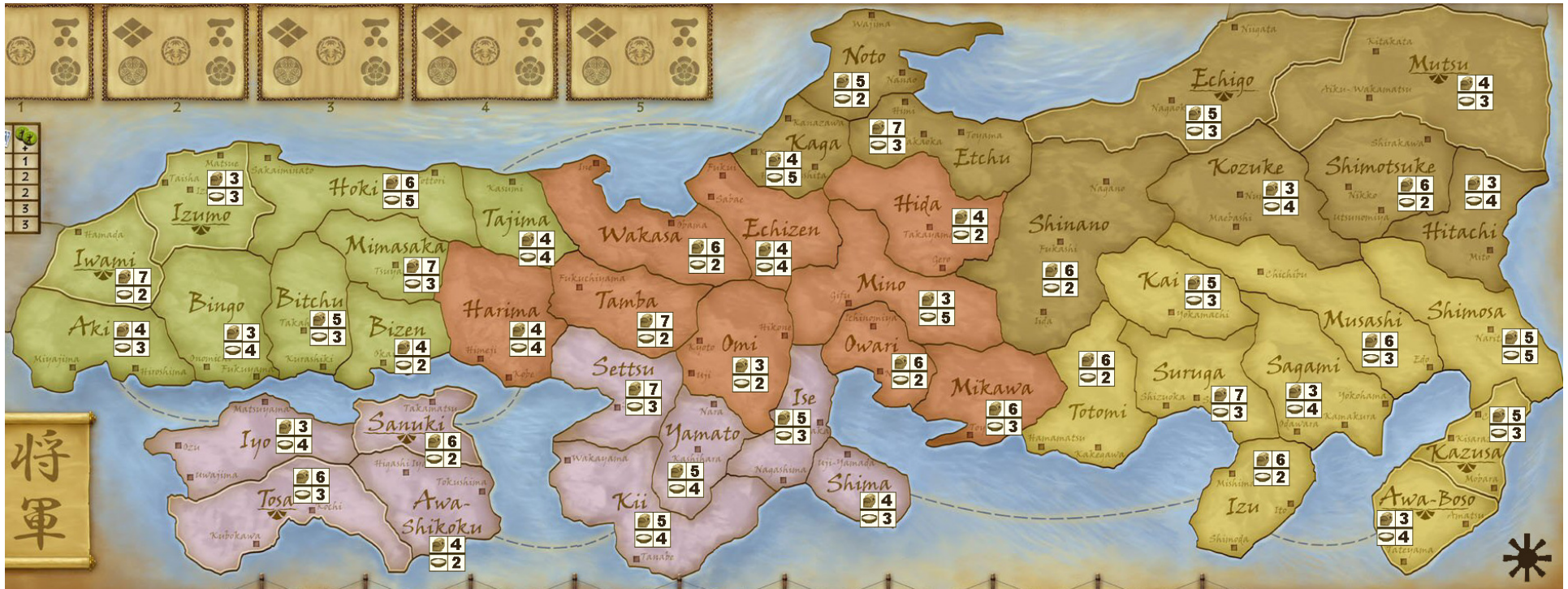




TURN SEQUENCE

Spring - Summer - Autumn

1. Lay out **Action Cards**
2. Lay out **Special Privilege Cards**
3. **Plan** Individual actions and **Bid** for Turn Order
4. Determine **Event**
5. Determine **Turn Order**
6. Execute **Actions**

Winter

1. Take **Rice Losses**
2. Determine and play out **Revolts**
3. Award **Victory Points**
4. Remove **Revolt Markers**
5. Draw 4 new **Event Cards**
6. Reset **Rice Markers**

SCORING

Each PROVINCE	1 vp
Each BUILDING	1 vp
Per region w/ most CASTLES	3 vp (2 vp if tied for most)
Per region w/ most TEMPLES	2 vp (1 vp if tied for most)
Per region w/ most THEATERS	1 vp (0 vp if tied for most)





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