

Cao Cao Solitaire (First Year of Jianbin)

The Melancholy of the Chaotic World

Translator's notes are in **blue**.

Full names are presented in Chinese style, family names first, pinyin spelling.

Card names are in *italics*. Area names are in **boldface**.

1. INTRODUCTION

This solitaire game simulates the struggle during China's Three Kingdoms period between Cao Cao (*Tsao Tsao*, [ts^hǎo ts^háo], 曹操) and his opponents, based on the *Nobunaga Solitaire* system. The player commands Cao Cao's forces and fights until they achieve victory or defeat.

2. COMPONENTS

This game comes with the following items. In addition to the items listed below, please prepare at least 2 six-sided dice.

- 1 Rulebook
- 1 Counter sheet
- 1 Game map
- 1 Card sheet

2.1 Pieces

Before play, carefully separate the counters from the sheet. There are two types of pieces: units and markers.

[SAMPLE PIECES]

2.11 Units

Units represent military formations of 1000 to 5000 soldiers. Units are affiliated with *warlords* (3.1), distinguished by color.

Some units are *generals* who can command other units, taking actions when directed by Mandate of Heaven cards (6.). Every general has a Bravery rating (**black box**) and an Intelligence rating (**white box**). Generals also count as units.

Non-general units may only act when led by a general under the same warlord (see 7., 8., 9., 10.).

2.12 Markers

Status markers: Displays the current inactive/entered status of each warlord on their own Status tracks (11.).

2.2 Game Board

Use the game board included with this magazine.

[MAP SAMPLE]

2.21 Map

The map is divided into several areas. A unit on the map must be located within a specific area.

- ① **Area Border:** The boundary between areas.
- ② **Area Name:** Areas without a name are not used in the game and units cannot enter them.
- ③ **Area Control Box:** Place units here to indicate which warlord controls the area (3.4).
- ④ **Home Base Symbol (banner):** Indicates that this area is the home base for the affiliated warlord (3.3). A warlord's home base is where his replaced generals are deployed (9.0), but if captured could lead to his defeat (12A).
- ⑤ **Setup:** Printed in each area is a listing of the units that begin the game there (4.), in the following format.

[General]

[Warlord] x [Number of units]

- ⑥ **Area Ratings:** Indicates the area's Bravery and Intelligence ratings if no general is defending the area during its enemy's turn.
- ⑦ **Roads:** Some areas are connected by roads. Units may only march into an adjacent area connected by a road (7.). There are two types of roads: *main roads* (solid lines) and *side roads* (dotted lines), but usually only main roads apply (*Exception: 7.2D*).
- ⑧ **Rivers:** These are shown for geographic or historical interest and have no effect on play.

2.22 Tracks and Boxes

- ① **Status tracks:** There are Status tracks for the Opposition lords who begin the game inactive. Place

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Status markers to indicate the current status for each (11.).

② **Kongming Emerges:** Place the Zhuge Liang piece here to track the countdown of the Three Visits (13.5).

Note: This refers to a possibly apocryphal anecdote where Liu Bei visited Zhuge Liang (also known as Kongming) three times to convince him to join his forces.

③ **Force Pool:** Each warlord has his own force pool to hold eliminated/replacement units (8., 9., 10.).

④ **Lü Bu Reserves:** Three Liu Bei units setup here at the start of the game and are unavailable. If Liu Biao and Sun Quan are defeated, they are moved to the Liu Bei force pool immediately, and can be taken as replacements normally.

2.3 Mandate of Heaven Cards

Carefully separate the 16 Mandate of Heaven cards from the sheet included with the game (5., 6.).

3. GAME BASICS

3.1 Factions and Warlords

(A) Units are divided into two *factions*: Cao Cao and Opposition.

(B) The Opposition faction consists of several *warlords*. When a Mandate of Heaven card is drawn, a general of the corresponding warlord takes actions according to the card text (6.).

① Cao Cao

You control the units (including generals) under the warlord Cao Cao.

② Opposition

The Opposition faction consists of all warlords hostile to Cao Cao, who act according to instructions in the rules. Each of these warlords is also their own general.

The following warlords belong to the Opposition: Lü Bu, Yuan Shu, Yuan Shao, Liu Biao, Liu Bei, and Sun Quan. Of these, only Lü Bu and Yuan Shu begin the game active; the other four are inactive at the start

of the game and cannot take actions, but their units are still considered Opposition.

3.2 Territory

The area(s) where a warlord's units are placed during setup are his *territory*.

When marching, priority for a unit left behind to maintain control is given to the warlord whose territory it is (7.1A).

3.3 Home Areas

Each warlord has a designated *home area* in their territory. (*Exception*: 13.1 Yuan Shao)

A general taken as a replacement is placed in his home area (9.).

If a warlord's home area is enemy-controlled, he may be defeated (12A).

3.4 Area Control

(A) At the start of the game, each area is controlled by the warlord that occupies it.

(B) The warlord that controls an area is placed in that area's Control space.

(C) After any Mandate of Heaven card, if the warlord controlling an area has no units remaining and an opposing warlord that acted has at least one unit remaining in the area, that warlord gains control of the area.

4. SETUP

(A) Place generals and units in each area as indicated on the map.

(B) Place three of Liu Bei's units in the Lü Bu Reserves.

(C) Place any remaining units in its warlord's force pool.

(D) Place the Status markers for Yuan Shao, Liu Biao, Liu Bei, and Sun Quan in the START box of their corresponding Status tracks.

(E) Place the Zhuge Liang marker in the START box of the Kongming track.

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(F) Remove the *Guan Yu*, *Zhang Fei*, *Zhuge Liang*, and *Zhou Yu* cards (marked with asterisks) from the Mandate of Heaven cards and set them aside.

(G) Shuffle the remaining 12 Mandate of Heaven cards and place them face down as a draw pile.

5. SEQUENCE OF PLAY

(A) Turn up the top Mandate of Heaven card of the draw pile and follow the instructions on the card. **Special Note:** On the first turn of the game, you may choose any card in the draw pile as the first card to turn up.

(B) Once you have completed the Mandate of Heaven card, discard it, then turn up the next Mandate of Heaven card and follow its instructions.

(C) Repeat steps (A) and (B) until the *Emperor Xian* Mandate of Heaven card is turned up.

(D) When the *Emperor Xian* card is completed, gather up all the Mandate of Heaven cards in the discard pile and remaining draw pile and shuffle them to create a new draw pile. Then start over from (A).

6. ACTIVATION

When a Mandate of Heaven card activates one or more generals, actions are taken differently for the Cao Cao and Opposition factions.

Only units in the same area as an activated general can perform actions.

6.1 Cao Cao Generals

When a Nobunaga general is activated, choose one of the following actions.

- ① March (7.)
- ② Battle (8.)
- ③ Take Replacements (9.)
- ④ Do nothing

6.2 Opposition Generals

When an Opposition general is activated, you must resolve as follows:

(A) **March and Take Replacements:** If there are no enemy units in the general's area, the general marches

(7.). After the march, the general takes replacements (9.).

(B) **March and Take Replacements:** If there are enemy units in the general's area, the general declares battle (8.). After the battle, the general takes replacements (9.).

7. MARCHING

7.1 March Restrictions

A marching general must adhere to the following restrictions.

(A) A general can march up to two areas. Each area must be connected by road to the previous area.

(B) Usually a general may only march along a major road (*Exception: 7.2D*).

(C) A marching general must stop upon entering an area with enemy units.

(D) A general cannot leave an area empty. At least one unit must be left behind in the area the general is leaving (*of the controlling warlord, if possible*). When leaving a home area, the unit left behind must match.

7.2 Cao Cao Generals

(A) Your general can lead up to 10 other Cao Cao units (including generals) on a march.

(B) Units must march to the same destination area; they may not be dropped off along the way or march in different directions.

(C) You cannot march directly from an area with enemy units to another area with enemy units (but you may pass through an area without enemy units in between).

(D) Cao Cao generals (not Opposition) may march using side roads (dotted lines) if all areas from start to finish are under Cao Cao control.

7.3 Opposition Generals

(A) Opposition generals always march, using only main roads, so as to close the distance to **Xudu**.

(B) They march two areas, but stop if they enter an area with Cao Cao's units.

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(C) Opposition generals never use side roads (dotted lines).

(D) An activated Opposition general leads all units of his warlord when marching, except one is left behind in the case of 7.1D.

8. BATTLES

When enemy units are in the same area as one of your generals, you may choose Battle for that general's action. Opposition generals will always choose battle (rather than march) if your units are in their area .

Battle follows this procedure:

(A) Compare the Intelligence rating of the acting general with that of the highest-Intelligence enemy general in the area. If the non-acting faction controls the area, use the higher of their general's Intelligence, or the area's Intelligence of 1.

(B) The faction with the higher Intelligence rating attacks first. If tied, the non-acting faction attacks first.

(C) The leading side resolves their attack and applies the result, then the other side resolves their attack and applies the result.

(D) Resolve an attack in the following manner:

① The attack includes all units of his warlord in the general's area. For each attacking unit, roll one six-sided die.

② Each roll less than or equal to the attacking general's Bravery rating scores one hit. If the defending faction controls the area, but there is no general, use the area's Bravery of 2.

(E) Eliminate one enemy unit for each hit and send them to their force pool, with the following priority:

① A general cannot be eliminated until all non-general units of his warlord in the area have been eliminated.

② Units in their own territory cannot be eliminated until there are no other enemy units in the area.

Within these restrictions, the player can decide which unit to eliminate, regardless of who is attacking.

(F) After both sides attack once, the battle ends. If the leading side's roll destroys the all enemy units, the other side does not fight.

(G) When a battle takes place in an area with units from multiple Opposition warlords, resolve it as follows:

① If the battle is during your turn, All Opposition units participate. Each warlord's units uses their own general's Bravery rating.

② If the battle is during an Opposition turn, only the units of the acting general participate.

9. REPLACEMENTS

When a general takes replacements, follow this procedure:

(A) Take 2 units from the force pool and place them in the area with the general specified by the Mandate of Heaven card. (*Exception:* See 13.1 for Yuan Shu's replacements.)

(B) Replacements are placed regardless if their are enemy units between the general and his home area.

(C) Units placed must be taken from the force pool; if units in the force pool are insufficient, take all that are available. Opposition generals must take as many replacements as allowed.

(D) If the specified general is in the force pool, place him in his home area. If multiple replacements are taken, they may be a mix of generals and units. If the home area is under enemy control, replacements cannot be taken.

Note: If an Opposition general performs Battle/Replacements, even if their units are completely eliminated in a battle in the general's home area, control of the area does not change during the battle and the general (and units) lost in the battle may be taken as replacements and placed in his home area.

(E) The acting general cannot be used to replace another general. (*Exception:* The Mandate of Heaven card *Cao Cao* can take any Cao Cao general as replacements.)

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10. DISBANDING

When the Mandate of Heaven card *Emperor Xian* is turned up, you may disband any of your units by following this procedure:

- (A) Disbanding is performed after resolving the previous card activated by *Emperor Xian*.
- (B) To disband, you may remove any number of units (including generals) from play and place them in your force pool.
- (C) Disbanded units can be taken as replacements normally.

11. WARLORD STATUS

The warlords Yuan Shao, Liu Biao, Liu Bei, and Sun Quan are handled differently depending on their Status indicated by the box occupied by their Status marker.

11.1 Status Markers

- (A) Some Mandate of Heaven cards may shift a warlord's Status marker.
 - (B) If a Mandate of Heaven card indicates to shift a Status marker, move the Status marker of the corresponding warlord one row to the right on the warlord's Status track.
- Some Mandate of Heaven cards will shift a lord's Status marker one box to the left or right.
- A Status marker never shifts beyond either end of its track.

11.2 Entering the War

- (A) Generals belonging to Yuan Shao, Liu Biao, Liu Bei, and Sun Quan's armies are inactive and do not take actions when their Mandate of Heaven card is turned up until one of the following occurs:
 - ① Their warlord's Status marker reaches the Active box
 - ② Your units invade the territory of the relevant warlord
 - ③ Liu Bei (only) immediately enters the war if Liu Biao or Sun Quan is defeated.

(B) Once one of these armies becomes Active, from now on when their warlord's Mandate of Heaven card is turned up, they activate normally.

(C) When Liu Bei or Sun Quan enters the war, add certain Mandate of Heaven cards (set aside at setup) to the discard pile (13.2).

12. DEFEATING A LORD

(A) When a Mandate of Heaven card activates a warlord's general, if all of the following conditions are met, the warlord on that card is defeated.

- ① The general activated by the card is in the force pool.
- ② The home area of the card's affiliated warlord is under enemy control.

(B) When a warlord is defeated, all of that warlord's units in the force pool and the warlord's Mandate of Heaven card are removed from the game. Units in play remain so, but if they are later eliminated they are removed from the game instead of going to the force pool.

(C) When a Mandate of Heaven card results in a warlord being defeated, the card is treated as if it hadn't been turned up. Therefore, if a Mandate of Heaven card refers to a previous card, the defeated warlord's card is skipped and the next previous Mandate of Heaven card is chosen instead.

13. SPECIAL RULES

13.1 Yuan Shao's Capital

When the Yuan Shao takes replacement,, it may use any of four areas as its "capitals": **Yizhou**, **Youzhou**, **Jingzhou**, and **Qingzhou**.

- (A) Yuan Shao normally uses **Yizhou** as his home area.
- (B) When Yuan Shao takes replacements, he takes a number of units equal to the number of his capitals not under Cao Cao's control. For example, if none of his capitals are controlled by Cao Cao, Yuan Shao takes 4 units as replacements.

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(C) When taking Yuan Shao as a replacement, if Yizhou is controlled by Cao Cao, roll one die to determine Yuan Shao's home area. If that area is also controlled by Cao Cao, roll again.

- ① 1~2: **Jingshou**
- ② 3~4: **Youzhou**
- ③ 5~6: **Qingzhou**

However, if Yuan Shao is eliminated in a battle in one of his capitals during his own activation, his replacements are placed in the area where the battle took place.

(D) For the purposes of defeat (12A2), Cao Cao must control all four of Yuan Shao's capitals to count as controlling his "home area".

13.2 Adding Mandate of Heaven Cards

(A) The Mandate of Heaven cards *Guan Yu*, *Zhang Fei*, *Zhuge Liang*, and *Zhou Yu* (marked with asterisks) are removed from the deck and set aside at the start of the game.

(B) When Liu Bei or Sun Quan enters the war (11.3C), add set aside cards to the discard pile as indicated on those cards.

(C) Mandate of Heaven cards added to the discard pile are reshuffled into the deck with the rest of the discards after *Emperor Xian* is turned up.

(D) If an added Mandate of Heaven card is turned up when the warlord specified in the card's entry conditions has been defeated (12.0), it is canceled and removed from the game.

13.3 Rating Changes

The generals Cao Cao, Liu Bei, and Sun Quan may have their Bravery and Intelligence ratings temporarily changed by Mandate of Heaven cards.

(A) If a Mandate of Heaven card indicates the activated general should use a specific Bravery or Intelligence rating, it overrides his printed ratings for any battles this activation.

(B) A rating specific by a Mandate card is only used when that general takes the Battle action. It does not apply if the general fights in battle when not activated by his Mandate of Heaven card. For example. Cao Cao

has Intelligence 2 when activated by his Mandate of Heaven card, but only Intelligence 1 at all other times.

13.4 General Cao Cao

When one of Cao Cao's generals is activated with his own Mandate of Heaven card (only), the following special rules apply (also printed on the card).

- ① *Xiahou Chun*: In battle, score one extra hit.
- ② *Xiahou Yuan*: When marching, marching units (only) may immediately battle in their destination area.
- ③ *Cao Ren*: When taking replacements, replace 3 units.
- ④ *Cao Hong*: In battle, ignore one hit from the enemy.

13.5 Kongming Emerges Track

Zhuge Liang's unit begins the game in the START box of the Kongming Emerges track.

(A) While the Zhuge Liang unit is on the Kongming Emerges track, when the *Zhuge Liang* Mandate of Heaven card is turned up, shift Zhuge Liang one box to the right on the track.

(B) If either of the following conditions are met, immediately take Zhuge Liang from the track and place him in the same area as Liu Bei:

- ① Zhuge Liang reaches the THREE VISITS box on the Kongming Emerges track.
- ② Cao Cao takes control of Jingzhou.

If Liu Bei is in the force pool when Zhuge Liang enters, place him in the force pool as well.

13.6 Zhuge Liang

Zhuge Liang acts like any other unit except in the following ways.

(A) If Zhuge Liang is in the same area as Liu Bei, Liu Bei's Intelligence rating is 3, even during other generals' activations.

(B) Liu Bei and Zhuge Liang will never march apart. If Liu Bei and Zhuge Liang are the only two units, and they would have to leave one unit behind to march, cancel the march instead.

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(C) When Liu Bei's units suffers hits, Liu Bei must be the last unit eliminated, and Zhuge Liang the next-to-last unit.

(D) If Zhuge Liang is in the force pool, he must be the first unit taken as a replacement, and it placed in the same area as Liu Bei. If Liu Bei is also in the force pool, take him first, and then Zhuge Liang.

13.7 Plan to Divide the Realm in Three

If Zhuge Liang is on the map when his Mandate of Heaven card is turned up, enact the "Plan to Divide the Realm in Three". Every Opposition warlord takes 2 replacements. If a warlord has no units to replace, instead the warlord is activated to March or Battle as appropriate; after the march or battle, if that warlord now has units available, they take 2 replacements.

You choose in what order the Opposition warlords act.

14. ENDING THE GAME

(A) Victory Condition

You win immediately if you control **every area** on the map.

(B) Defeat Conditions

You lose immediately if any of the following occurs:

- ① Cao Cao is eliminated.
- ② Opposition forces **enter** either **Xudu** (control is not required).

15. OPTIONAL RULES

When first learning the game, or if you feel it is too difficult (or not difficult enough!) try using any of these optional rules.

15.1 Defeat Conditions (reduced difficulty)

You only lose if **Xudu** are **controlled** by the Opposition, not merely entered.

15.2 Death of Cao Cao's Generals (increased difficulty)

In the basic game, Cao Cao's generals cannot die without the game already being lost. With this optional rule, if a Cao Cao general is in the force pool and his Mandate of Heaven card is the first one turned up after a reshuffle, remove the general and his card from the game.

15.3 Simplified Combat Results Tables

If you don't want to roll a lot of dice for big battles, you can use the Simplified Combat Results Tables (SCRT).

(A) Use the appropriate SCRT for the attacking generals Bravery rating.

(B) Refer to the column with the number of units attacking and cross-reference with a roll of two dice. The result is the number of hits scored.

CREDITS

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CARDS

Cao Cao

Activate **Cao Cao** with Bravery 2 and Intelligence 2.
Alternatively, activate any Cao Cao general.

Yuan Shu

Activate **Yuan Shu**: March or Battle, then take Replacements.

Lü Bu

Activate **Lü Bu**: March or Battle, then take Replacements.

Emperor Xian

Play the previously turned-up card again (ignore this effect if this is the first card).

You may disperse any or all Cao Cao units on the map.

After, shuffle the discard and draw piles together to form a new draw pile.

Xiahou Chun

Activate **Xiahou Chun**; in battle, score one extra hit.

Xiahou Yuan

Activate **Xiahou Yuan**; when marching, marching units (only) may immediately battle in their destination area.

Cao Ren

Activate **Cao Ren**; when taking replacements, replace 3 units.

Cao Hong

Activate **Cao Hong**; in battle, ignore one hit from the enemy.

Yuan Shao

If inactive, shift **Yuan Shao**'s Status marker one box right.
Otherwise, activate **Yuan Shao**: March or Battle, then take Replacements (one per capital).

Liu Biao

If inactive, shift **Liu Biao**'s Status marker one box right.
Otherwise, activate **Liu Biao**: March or Battle, then take Replacements.

If **Liu Biao** is defeated, shift **Liu Bei**'s Status marker directly to the ACTIVE box.

If **Sun Quan** is also defeated, release the 3 Liu Bei units from the **Lü Bu Reserves** to the force pool.

Sun Quan

If inactive, shift **Sun Quan**'s Status marker one box right.
Otherwise, activate **Sun Quan**: March or Battle, then take Replacements.

If **Sun Quan** is defeated, shift **Liu Bei**'s Status marker directly to the ACTIVE box.

If **Liu Biao** is also defeated, release the 3 Liu Bei units from the **Lü Bu Reserves** to the force pool.

Zhou Yu *

Activate **Sun Quan** with Bravery 3 and Intelligence 2: March or Battle, then take Replacements.

Liu Bei

If inactive, shift **Liu Bei**'s Status marker one box right.
Otherwise, activate **Liu Bei**: March or Battle, then take Replacements.

Guan Yu *

When **Liu Bei** becomes Active, add **Guan Yu** to the discard pile.

Activate **Liu Bei** with Bravery 5: March or Battle, then take Replacements.

Zhang Fei *

When **Liu Bei** becomes Active, add **Zhang Fei** to the discard pile.

Activate **Liu Bei** with Bravery 4: March or Battle, then take Replacements.

Zhuge Liang *

When **Liu Bei** becomes Active, add **Zhuge Liang** to the discard pile.

Shift **Zhang Liang** one box right on the **Kongming Emerges** track.

When **Zhang Liang** reaches the **THREE VISITS** box, place him in **Liu Bei**'s area.

If **Zhang Liang** is on the map, enact his **Plan to Divide the Realm in Three** (13.7).