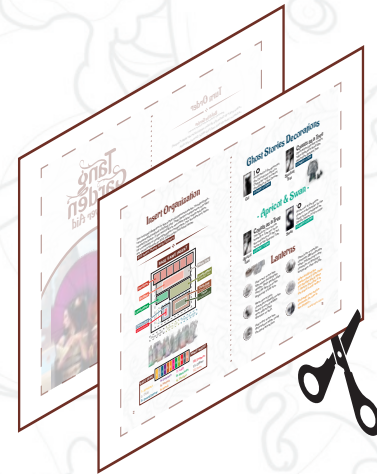


Assembling this Booklet







- Print pages 2/3 double-sided.
(Same for pages 4/5 & 6/7)
- Lay the pages in order.
(Page 2/3 on bottom, 4/5 middle, 6/7 top)
- Fold all 3 double-sided pages in half and staple in the center for the full 12 page booklet.
- Cut down to size after stapling.
Folded booklet will measure 5x8"
(Width x Height. Unfolded booklet is 10x8")
- Do not print this page.



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. The Bamboo Garden from Golden Age scores 1  for placement + 1  for all environment types adjacent to it. The Haunted Temple from Ghost Stories scores 1  for placement + 1 track advancement for adjacent footpaths.
- 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 Design: Justin Goodman

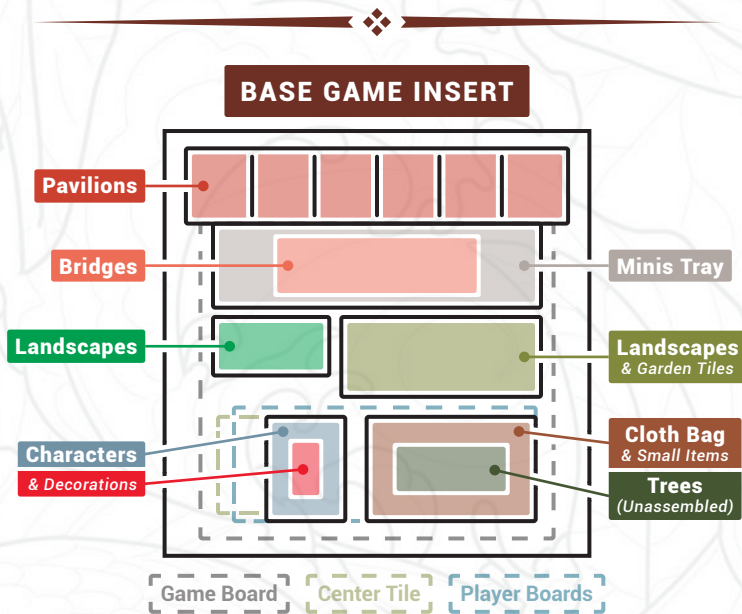
Tang Garden Player Aid



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

Ghost Stories Decorations



Cat

1 ◻

At the end of the game put the Cat card on top of 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 •



Apricot Tree

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

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.
9 CARDS | 6 ITEMS

Pavilions





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 TREE

Trees





Golden Age Decorations






0  Refresh an exhausted Lantern for free.
3 CARDS | 2 ITEMS




Butterfly



0  Advance twice on your player board per specified elements on the card.
3 CARDS | 2 ITEMS

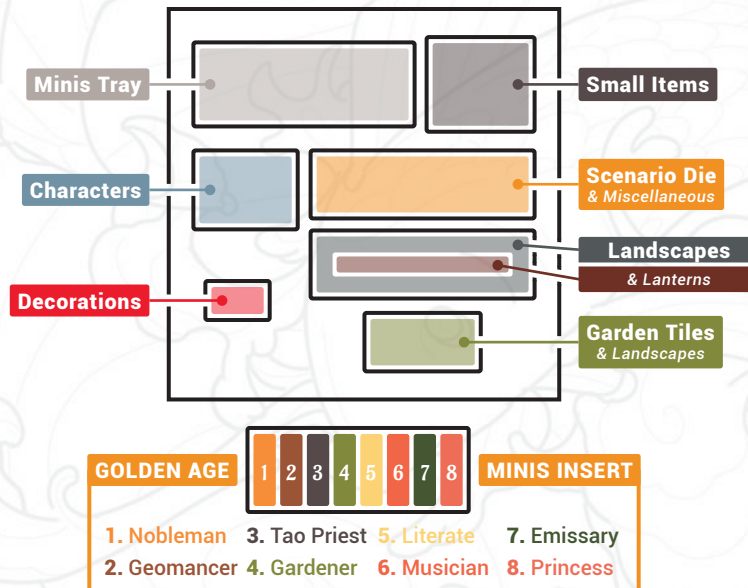
Duck

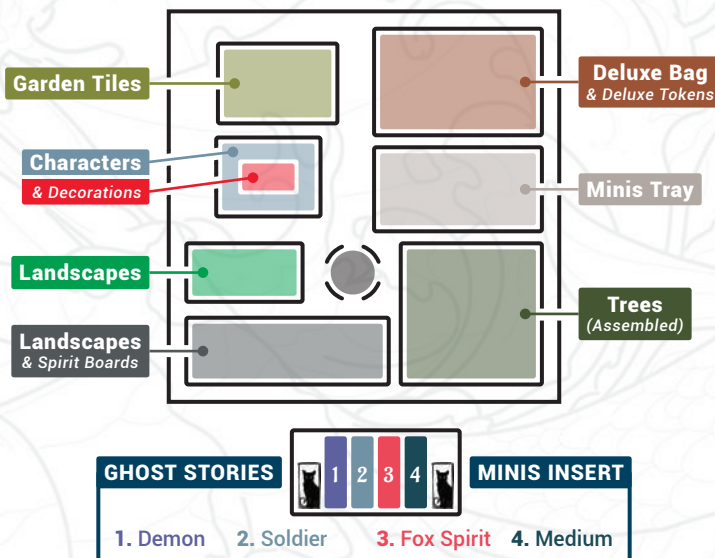
7  ^{*} Gain 7 . Lose 1  for each Bonsai Tree, Ninfea & Sancai Vase played.
3 CARDS EACH | 2 ITEMS EACH

Bonsai Tree **Ninfea** **Sancai Vase**

GOLDEN AGE INSERT



GHOST STORIES INSERT



Base Characters

*starting character
 ○ max potential sightline score
 🗺️/🏞️ landscapes with indicated icon



ARCHITECT

Starting Bonus: Greenery

Character Skill: Gain 2 ○ each time the player places a pavilion or a bridge on the garden board.

Sight Preference: Gain 3 ○ for each Construction icon on the active Landscape.

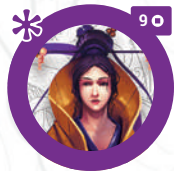


CHILD

Starting Bonus: Rock

Character Skill: Gain 2 ○ each time the player places a bird or fish decoration.

Sight Preference: Gain 2 ○ for each Animal icon on the active Landscape.



EMPRESS

Starting Bonus: Water

Character Skill: Gain 2 ○ each time the player places a lotus or peony flower decoration.

Sight Preference: Gain 9 ○. If either the Emperor or Lady is in the Empress's line of sight, lose 3 ○ for each.



HERMIT

Starting Bonus: Rock

Character Skill: Gain 1 ○ 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 ○.

Sight Preference: Gain 2 ○ (maximum 10 ○) for each garden tile with rock terrain in the Hermit's line of sight.



POET

Starting Bonus: Water

Character Skill: Gain 1 ○ 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 ○.

Sight Preference: Gain 2 ○ (maximum 10 ○) for each garden tile with water terrain in the Poet's line of sight.



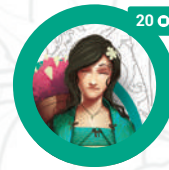
STUDENT

Starting Bonus: Greenery

Character Skill: Gain 1 ○ 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 ○.

Sight Preference: Gain 2 ○ (maximum 10 ○) for each garden tile with greenery terrain in the Student's line of sight.

Herbalist

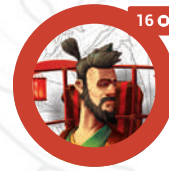


HERBALIST

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 5 ○ 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 1 ○ 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.



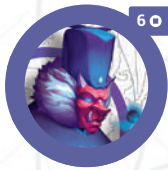
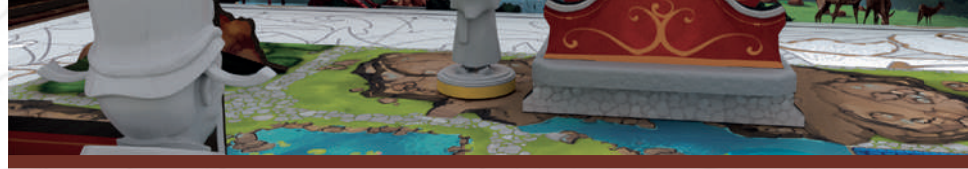
When the Ghost Village is placed it must replace a small Landscape already in play, then remove the replaced Landscape from the game.



The Desolate Land tile has no Landscape icons.



Ghost Stories Characters



6

DEMON

Character Skill: All other players will need to pay the player with the Demon 1 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.

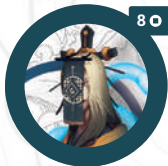
Sight Preference: Gain 6 for each Dragon icon on the active Landscape. All Characters influenced by other players lose 1, or 3 if they are in the Demon's sight line, unless they have a Cat.



2

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 1 from the bank every time any player uses the special ability of a Lantern.

Sight Preference: Gain 8. All characters influenced by other players surrounding the Medium in a perimeter of 8 tiles lose 1.



7

SOLDIER

Character Skill: Once per turn the player can spend 1 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 3 if the Ghost Soldier does not see any Wall icon in the active Landscape. Gain 7 if the Ghost Soldier sees at least 1 Wall icon in the active Landscape.

x0 (2) x0



10

EMPEROR

Character Skill: N/A

Sight Preference: Gain 5 for each Dragon icon on the active Landscape.

x3 (1) x0



12

LADY

Character Skill: N/A

Sight Preference: Gain 6 for each Sun and Moon icon on the active Landscape.

x2 x0



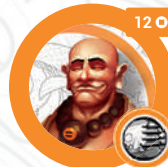
12

MERCHANT

Character Skill: During a Place a Decoration action, the player may spend 1 to draw two additional decoration cards, or they may spend 1 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 2 for each Village icon on the active Landscape.

x1 (1) x4 (1)



12

MONK

Character Skill: Gain 2 every time the player has to choose between only two garden tiles or only two decoration cards.

Sight Preference: Gain 3 for each Buddhist temple icon on the active Landscape.

x2 x1 (1)



10

OFFICER

Character Skill: At the start of their turn, the player may spend 1 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 1 for each icon on the active Landscape, regardless of the type.



12

SWORD DANCER

Character Skill: Gain 1 each time the player takes a Landscape token from the garden board.

Sight Preference: Gain 2 for each Waterfall icon on the active Landscape.

x2 (1) x4 (1)



Golden Age Characters



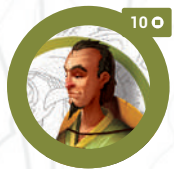
12 ○

EMISSARY

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

Sight Preference: Gain 3 ○ for each side of the board with at least one Village icon on the active Landscape.

x1 (14) x4 (1)



10 ○

GARDENER

Character Skill: Gain 1 ○ each time the player places a Tree decoration.

Sight Preference: Gain 2 ○ (maximum 10 ○) for each Decoration in the Gardener's line of sight.

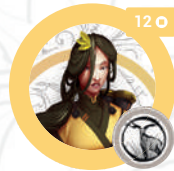


8 ○

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.



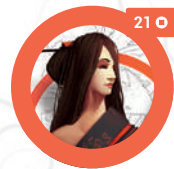
12 ○

LITERATE

Character Skill: Gain 1 ○ each time the player places a different Decoration from the ones they already collected.

Sight Preference: Gain 3 ○ for each side of the board with at least one Animal icon on the active Landscape.

x1 (2) x4



21 ○

MUSICIAN

Character Skill: Each time the player matches two footpath sides they gain both 2 ○ **and** one track advancement of their choice on the player board.

Sight Preference: Gain 3 ○ for each Character in the Musician's line of sight.



16 ○

NOBLEMAN

Character Skill: Gain 2 ○ each time the player places a Garden tile with a wall.

Sight Preference: Gain 2 ○ for each different icon on the active Landscape.

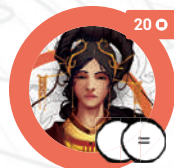


12 ○

TAO PRIEST

Character Skill: Gain 3 ○ each time the player places a Bonsai Tree, a Ninfea or a Sancai Vase on the garden board.

Sight Preference: Gain 12 ○ and lose 1 ○ for each different icon on the active Landscape.



20 ○

PRINCESS

Character Skill: Gain 2 ○ each time the player places a Landscape tile with two icons.

Sight Preference: Gain 4 ○ for each pair of identical icons on the active Landscape.

