

Round House

A GAME FOR 2-5 PLAYERS

◆ AGE : 10+

◆ GAME TIME : 60-90 MIN

Introduction

The Round House (Fujian tulou) is a type of Chinese rural dwellings unique to the Hakka people in the mountainous southeastern Fujian province, dating back to the Ming dynasty in the 17th century .

The Round House is named for its shape. It is a large circular, multi-floor, enclosed, and fortified earth building that usually accommodates a whole clan. The Round House provides housing and protection for its residents under unified culture and commerce. It is truly a village within walls.

By cleverly navigating pawns around the Round House and manipulating faithful family members, players assume the role of the head of a family attempting to lead their members to glory. Will your family earn the most glory and dominate the circular walls of the Round House?

Components

- » 1 Game board
- » 8 Action tiles (3 Large and 5 Small)
- » 1 Travelling merchant tile
- » 10 Pirate tiles
- » 4 Temple tiles
- » 1 Ancestral hall tile
- » 18 Amulets
- » 20 Order cards
- » 24 Expert cards
- » 5 Player boards (1 of each player color)
- » 10 Family leader tokens (2 of each player color)
- » 75 Assistant tokens (15 of each player color)
- » 150 Assistant sticker (30 of each player color)
- » 50 Coins (30 x value ①, 20 x value ③)
- » 45 Basic resources (15 each of Tea, Fruits and Celadon)
- » 10 Gold (Can be used as any basic resources)
- » 1 Round marker



Game Setup

» Place the game board in the center of the table and place the remaining game pieces on or around the game board as illustrated. The illustration here shows 3-player set up. For 2-player games, see P. 14 for details.

1 Shuffle the 3 large room action tiles face down and randomly place one tile on each large room space of the game board. Shuffle the 5 small room action tiles face down and randomly draw 3 tiles, place one tile on each small room space of the game board.

Note: If “warehouse” tile was drawn, place one of each basic resource (Tea, Fruits and Celadon) on the tile.

2 Assemble the “Ancestral hall tile”:

Place “Ancestral hall tile” on the game board marked with “S”. The tile must cover the “stairs” icon. (Or, place it on the game board where marked “Arc”)

3 Place the travelling merchant tile on the game board with marked with “travelling merchant”.

4 Shuffle all the amulet tiles facedown and place them beside the game board. Draw 7 tiles and place one on each of the 6 ancestral hall's hexagonal spaces and the end of game space face-up. From the remaining tiles, flip over 3 tiles to form the amulet supply area.

Note: According to the number of players, place an amulet tile on the end of game space.

- » 2-player game: 7th space.
- » 3-player game: 8th space.
- » 4-player game: 10th space.
- » 5-player game: 12th space.

5 Draw 4 temple tiles, and place them on the spaces beside the ancestral hall.

6 Shuffle all the pirate tiles facedown and put them in a stack. Place the stack on the game board marked with pirate icon. Flip over 3 tiles from the top of the stack to form the pirate smuggling supply area.

7 Shuffle the starting order cards (marked 初) and deal one to each player. Shuffle the rest of the order cards and place them facedown beside the game board to make the order card deck. Draw 3 cards and place them face-up beside the deck to form the order supply area.

8 Shuffle the 24 expert cards and place them facedown beside the game board to make the expert card deck. Draw 3 cards and place them face-up beside the deck to form the expert supply area.

9 Sort the 45 basic resource tokens and 10 Gold tokens by color and place them beside the game board to form the resource supply area.

Note: Gold can be used as any basic resources.





Player Board Setup


- 1 Each player picks a color and places the corresponding player board in front of them.
- 2 Each player receives 2 family leader tokens and 15 assistant tokens of their color:
 - » Place 2 family leader tokens on the ancestral hall tile.
 - » Place 1 assistant token on the 「0」 space of the point track.
 - » Place 5 assistant tokens in the personal supply area on the player board.
 - » Place 9 assistant tokens from right to left in the assistant supply area on the player board.
- 3 Each player takes 1 Gold and places it in the personal supply area on the player board.
- 4 Randomly select a starting player. From the starting player, each player in clockwise order takes 3, 3, 4, 5, 6 coins and places coins in their personal supply area.

2 or 5 Players.

Different numbers of family leaders are used:

- » 2 Players: Each player receives 2 family leaders. Add 2 more family leader tokens from an unused color as neutral family to the ancestral hall. Players can control the neutral leaders in the game. See P 14 for 2-player special rules.
- » 5 Players: Each player receives only 1 family leader.



- 11 Place the round marker on the round track where the worship symbol is marked .

- 12 Starting the game now!

- 10 Sort the 50 coins by value into piles and place them beside the game board to make the coin supply area, Then place 3 coins on the space in the money lender action tile.

Aim of the Game

- During the course of the game, players will move their family leaders clockwise around the Round House into different rooms, dispatch assistants to other towns to expand business, or have assistants stayed in the Round House courtyard to help the family leader.
- Through these actions players will collect resources such as coins, Tea, Fruits and Celadon and Gold. You will earn honor points by trading goods, hiring experts or fulfilling orders.
- Whenever a family leader returns to the starting point of the Round House, the “ancestral hall”, they must bring assistants to pay respect to the ancestors and leave an assistant behind. They will receive resource, amulet and honor in return. The game will end after the number of assistants left at the ancestral hall reaches the pre-determined threshold. The player with the most honor points wins.



Sequence of Play

- » Beginning with the starting player, each player will take turns in clockwise order.
- » When the total number of assistants left in the ancestral hall reaches the pre-determined threshold, the round marker will be advanced to the end of game space. The current player finishes his turn, and all the other players take one extra turn, and then the game ends.

Player's turn


There are five phases in a player turn that need to be carried out in a fixed order.


1. Activate Expert Card
2. Move Family Leader
3. Execute Room Action
4. Receive Order Cards
5. Fulfill Order Cards

Players **must** move their family leader in their turn, but all the other phases are optional.

1 . Activate Expert Card (optional)

Select a one-time-effect expert card from the expert area on the player board, and activate the effect of the card.

After activation, if the card has  symbol, place it on the left of the player board.

If the card does not have  symbol, place it face-up on the bottom of the expert card discard pile beside the expert card deck.



Expert cards with amulet icons can be kept after activation.

It will be scored at the end of the game.



2. Move Family Leader (Mandatory)

Move 1 family leader clockwise for 1 to 3 rooms following the rules below.

A. The leader must be moved along the rooms connected with a blue corridor or stairs.

B. Only 1 family leader may stay in a room after the movement.

Note: Any number of family leaders can stay in the ancestral hall.

C. If another family leader is blocking your way, you can skip that room and it does not count toward the number of rooms you moved along.

D. **Important:** When moving into the ancestral hall, the leader must stop immediately and execute the worship action. (See P.12)



Example: During Blue player's turn, s/he must move 1 family leader clockwise, s/he has the following 3 choices:

1. Move 1 to 3 rooms through the hall way and stay in ①/②/③

2. Take the stair and pass through the Green family leader and move back to the inner circle and stay in ①/②/③

3. Take the stairs and pass through the Green family leader with 1 step and stay in ① in either the inner or outer circle.

Move 2 steps passing through both Green and Red family leader and stay in ②

Note: Blue player may not stay in the room where the Green and Red leaders are located.



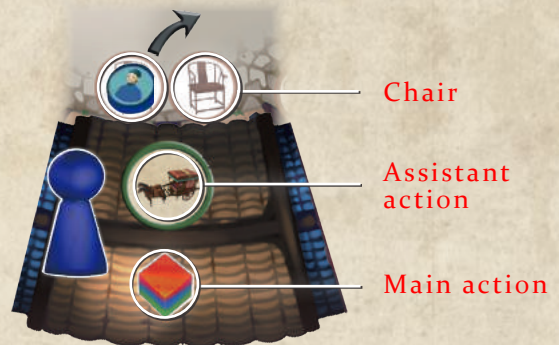
Example: During Red player's turn, s/he must move a leader clockwise, and s/he must stop in the ancestral hall. So Red player can only move 1 step to ①.

3. Execute Room Action (optional)

When a family leader stops in a room, the player may execute the room action.

Room actions may include a main action and/or assistant actions. Players may decide whether to execute these actions or not and also decide the order of these actions.

Important: When the family leader stops in a room with chairs beside it, and there is an assistant of their color occupying the chair, the player may retrieve the assistant back in their personal supply area and execute this room action one additional time.




Example: Blue player executes receiving goods action in the inner circle, and s/he decides to retrieve the assistant occupying the chair. Blue player receives 1 Celadon and 1 Fruit and places 2 assistants in the town where the Travelling Merchant tile is located.

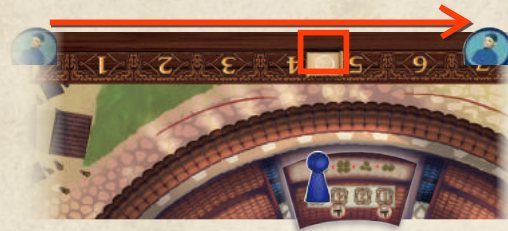
4. Receive Order Cards

During the 3 phases above, players may receive honor points, and their assistant will advance on the point track immediately to reflect the honor points received.

A. If an assistant of their color passes

the “” icon on the point track, the player may take 1 order from the order supply area, or pick 1 amulet tile from the amulet supply area in the phase.

B. After this phase, replenish the orders and/or the amulets tiles back to 3 each in the supply areas if necessary.



Example: During Blue player's turn, s/he executed the "Bank" room action, paid 9 coins, received 7 honor points and made investment twice. S/he immediately advanced blue assistant on the point tracker and passed through 1 order icon. S/he then chose 1 order card and replenish the supply.



5. Fulfill Order Cards (optional)

Players may pay resources or coins indicated on the order card to fulfill the order. Any number of orders can be fulfilled at once, as long as all the requirements have been met.

A. After fulfilling the order, flip over the order card and place it sideways. Players will gain the permanent effect on the card from now on. For details on the lasting effect of order cards, please see P14 for details on Order card effects.



There are 3 types information on the order card:

- ① Bonus points received at the end of the game if fulfilled.
- ② Resources needed to fulfill the order.
- ③ Permanent effect gained of fulfilled: Gain 1 honor point when ever receives a resource.

Note: Honor points on the completed order cards are scored only at the end of the game.



Room Actions

There is an "inner circle" and an "outer circle" in the Round House.

The inner circle is stationary, while the outer circle may change depending on which tiles were drawn at game setup.



There are 2 types information on the outer circle:

- ① Receive reward immediately after paying resources.
- ② Pay resources or coins in the order from left to right.

◆ The room actions are detailed below:

1. Receiving Goods



- Main Action: Player gets one basic resource of their choice (Tea, Fruits or Celadon) from the resource supply.
- And Assistant Action: Execute merchant dispatch once.

2. Pirate Smuggled Goods



- Main Action: Select 1 pirate tile from the pirate smuggling supply area and receive the corresponding resources or coins. Then place the used tile on the bottom of the stack and flip a new tile from the top of the stack to replenish the supply.
- Or, receive 1 Gold from the resource supply area.

Note: Players can only execute one of the two actions.

3. Selling Market:



Note: When a player fills up the last resource space in a room, move all the resources from the current room to the resource supply area.

Special Rule:

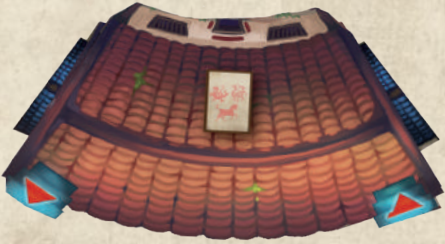
When executing "Selling Market" action, if the player has assistants on the adjacent chairs, s/he may choose to activate the assistants and sell multiple of the same resource on the designated space.

○ Main Action: Place 1 designated resource on the space, and receive corresponding coins and/or honor points.

○ Assistant Action: Depending on the resource placed in the main action, execute recruit assistant or merchant dispatch as listed in the chart on the right:

Tea	Celadon	Fruit
5 Coins	3 Coins	1 Coin
&	1 Honor	3 Honor
Merchant dispatch	Recruit assistant	Merchant dispatch

4. Hiring Experts



○ Main Action: Select 1 expert card from the expert supply area, and place it in any empty slot in the expert area on the player board. Then draw 1 card from the top of the expert deck, and place it face up to replenish the expert supply area to 3. See P.15 for details of expert card effects.

Note: Players may have at most 3 expert cards at a time. If there are no empty slots in the expert area, player should choose to remove one of the current expert cards and place it on the bottom of the expert card discard pile to free up the space.

5. Money Lender



○ Main Action: Execute merchant dispatch once. And receive all of the coins on “money lender” tile, and then replenish the coins back to 3.

○ Or, execute merchant dispatch once, and player gets one basic resource of their choice (Tea, Fruits or Celadon).

Note: Players can only execute one of the two actions.

6. Grand Hall



Note: When leader satnd on Grand Hall,player have to pay 2 coins to Money Lender, There are 2 main actions in Grand Hall. Player can choose which to execute.

○ Main Action/ Assistant Action: Pay 2 coins to the “money lender” and execute the action of any room which is occupied by any other leader (including your own leader).

○ Or, Assistant Action: Execute recruit assistant twice, merchant dispatch once and investment once.

1. Retail Market (outer circle action)



○ Main Action: Place 1 to 3 different resources in the order on the resource spaces the from left to right, and receive the corresponding coins and/or honor points.

○ Assistant Action: According to the resource placed in the main action, execute investment action as listed in the chart on the right:

Note: When all the spaces are filled, remove all the resources to the resource supply area.

1st	2nd	3rd
1 Coin 1 Honor	1 Coin 2 Honor & Investment	4 Honor

2. Wholesale Market (outer circle action)



○ Main Action: Place 1 to 3 resources of the same type on the resource spaces from left to right, and receive the corresponding coins and/or honor points.

○ Assistant Action: According to the resource placed in the main action, execute recruit assistant or merchant dispatch action as listed in the chart on the right:

Note: When all the spaces are filled, remove all the resources to the resource supply area.

1st ▼ 2 Coins 1 Honor & Merchant Dispatch	2nd ▼ 2 Honor & Recruit assistant	3rd ▼ 3 Honor & Recruit assistant
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3. Bank (outer circle action)



○ Main Action: Make 1 to 4 payments of coins as marked on the "Bank" tile and receive the corresponding honor points.

○ Assistant Action: Depending on the coins. Spend in the main action, execute investment action as listed in the chart on the right:

1st ▼ 1 Honor & Investment	2nd ▼ 2 Honor	3rd ▼ 4 Honor & Investment	4th ▼ 5 Honor
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4. Black Market (outer circle action)

○ Main Action: Pay the indicated cost/resource/assistant/amulet and execute the following actions twice. (The same action may be repeated)



Pay the indicated cost:

- Pay 1 coin: Receive 1 basic resource (Tea, Fruits or Celadon) from the resource supply.
- Pay 3 coins: Execute recruit assistant once.
- Pay 4 coins: Take 1 amulet tile from the amulet supply area, and replenish amulet supply after finishing this action.

Pay a resource/assistant/amulet :

- Pay 1 basic resource (tea, celadon or fruit): Receive 3 coins.
- Dismiss 1 assistant: Receive 5 coins. The dismissed assistant will be placed back to the assistant supply area on the player board. It must be placed from right to left. If there is no space left, stack it on the assistant on the very left.
- Pay 1 amulet: Receive 6 coins. The paid amulet is shuffled into the amulet supply.



Example: Red player chooses to dismiss 1 assistant, because the "assistant supply area" is full, s/he stacks the newly dismissed assistant on the very left space.

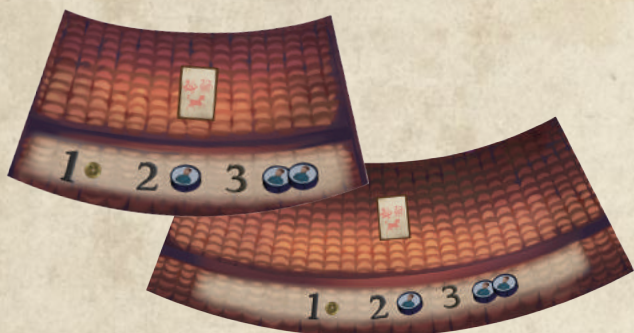
5. Trading House (outer circle action)



○ Main Action:
Pay 1/3/6/9 coins and execute the following actions for 1/2/3/4 times (The same action may be repeated):

Recruit assistant, merchant dispatch, investment, and receive 1 Gold.

6. Clubhouse (outer circle action x2)



○ Main action:
○ Pay 1 coin to receive 1 expert card.

○ Or, pay 1 coin and dismiss 1 assistant to receive 2 expert cards.

○ Or, pay 1 coin and dismiss 3 assistant to receive 3 expert cards.

The dismissed assistants will be placed back to the assistant supply area on the player board. It must be placed from right to left. If there is no space left, stack it on the assistant on the very left. See P15 for details of expert card effects.

7. Warehouse (outer circle action)



○ Main Action:
Pay 1/3/5 coins and take 1/2/3 resources from **ANY** room on the game board.

If resources are taken from the warehouse, replenish resources so that there is 1 of each basic resource (Tea, Fruits and Celadon) in the warehouse.

○ Assistant Action: Execute recruit assistant once.



Assistant Actions

There are 3 types of assistant actions:



Recruit Assistant: Take 1 assistant from the assistant supply area on the player board and place it in the personal supply area. Assistants must be taken in the order from left to right.



Merchant Dispatch: Take 1 assistant from the personal supply area and place it in the town where the travelling merchant tile is currently located.



Investment: Take 1 assistant from personal supply area, and place it on any empty chair beside the inner circle rooms.

Activate assistant on chair: If family leader stops at a room with an assistant of their color occupying an adjacent chair, he/she may choose to activate the assistant. To activate put the assistant back to personal resource area on the player board, and activate the room effect again.



Special Rules:

When executing "Permanent Investment", place 1 assistant on the chairs with the Senior side up. When activating the senior assistant, do not remove the assistant and execute the room effect for the second time.



Note: Before placing the merchant, players may spend 1 coin to move the travelling merchant tile 1 town forward in clockwise direction. There is no limit on how many towns one can move the traveling merchant tile as long as they may pay for it.

Note: in the end of a player's turn, move the travelling merchant tile one town forward clockwise, if they have placed merchant(s) in town this turn.



1 Assistant and 1 senior assistant on the adjacent chairs.

Example: When the Blue family leader moves to the Selling Market room, s/he chooses to activate both assistants. S/he leave the senior assistant on the board and return the other assistant back to personal resource area. S/he then sells 1 Celadon, 1 Fruit and 1 Gold by placing the resources on the board. And receives 5 coins and 7 honor points. Finally, s/he executes recruit assistant once and merchant dispatch twice.

Worship Action

When a family leader returns to the ancestral hall tile, it must stop on the tile and the player executes the worship action immediately.

»There 2 options for the worship action:

(1) Worship in the temple:

Select 1 temple tile, receive rewards marked on the tile, and then flip the tile facedown.

Note: If all 4 temple tiles are flipped, players can no longer choose to worship in the temple.

Important: When worshipping in the temple, the round marker will not be moved.



Example: When the Blue family leader and stops at the ancestral hall, Blue player chooses to worship in the temple. S/he selects

from the available temple tiles and executes merchant dispatch twice.

Then, flip the tile facedown and place it back to original location.

(2) Worship in the family ancestral hall:
Execute the following 5 steps in the given order.

- ①. Advance the round marker by 1 space.
- ②. Choose 1 town with the player's dispatched assistant(s), take all assistants of the player's color in that town, and place them in the ancestral hall. Starting from the top left space marked with 1, place one assistant in each space horizontally or vertically so that they are connected.

Note: If a space is already occupied by an assistant of the same color, player must skip that space and place the assistant in the next available space. Only 1 assistant of each color may occupy each space.

③. When all the assistants have been placed, turn the assistant on the last space to the senior side, and player receives the honor points marked on the space. Then, for each assistant of the player's color currently occupying a chair (including senior assistant(s)), s/he receives 1 extra honor point.

④. Receive the bonuses vertically above and horizontally to the left of the newly turned senior assistant, and also receive the amulet or order vertically below and horizontally to the right, if available. If the amulet was already taken, the player receives no replacement.

⑤. Retrieve all the assistants except for the senior assistant(s), and place them back to the personal supply area.



Example: Blue player chooses to worship in the family ancestral hall. ① S/he advances the round marker by 1 and ② takes all of the blue assistants from the bottom left town.

③ Assistants are placed in order on the family ancestral hall starting from [1] located at the top left corner, skipping the senior assistant and place the last assistant on [4]. That assistant now becomes a senior assistant. S/he receives 4+1 honor points from ancestral hall bonus and the number of blue assistant currently occupying a chair. ④ S/he also receives 1 Celadon and 1 amulet, and executes "senior investment" once.

Finally, ⑤ S/he returns the assistant on [1] and [2] to the personal supply area.



End of the Game and Final Scoring


When the round marker moves to the end of game space, the current player will finish his/her turn and receive the amulet on the end of game space. All of the other players will get 1 turn before the game ends.

End of game space

2 Players: 7th 4 Players: 10th

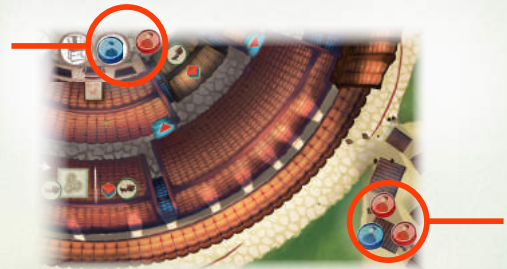
3 Players: 8th 5 Players: 12th

»» During the final scoring, players receive honor points from the followings :

① Amulets: Each different amulet makes a set. Player may have multiple sets if they have amulet of the same types. Receive honor points according the number of different amulets in each set. Any expert cards with  icon should be included for calculate.

	Amulets	1	2	3	4	5	6	7	8	9	10	11
	Honor	1	3	5	8	12	16	21	27	35	44	55

④ Assistants: For each assistant occupying a chair or dispatched in a town, receive 1 honor point.



② Order cards: Receive all the honor points on the fulfilled orders.




⑤ Coins: Players may exchange all remaining resources and assistants in the personal resource area to coins, in a 1:1 ratio.

Then, every 3 coins can be exchanged into 1 honor point.



③ Family: Check the assistant supply area on the player board, receive 4 honor points if there is only 1 assistant left ; receive 12 honor points if none of the assistants remains.



Note: During final scoring, players do not receive order cards if the assistant on the point track passes through .

○ Move the assistant on the point track to reflect honor points received, and the player with the highest honor points wins the game.

○ If there is a tie, the player with more coins remaining wins. If there is still a tie, then the victory is shared.

2 Player Special Rules

Players can control the neutral family leaders in the game.

» Add 2 more family leader token from an unused color as neutral family to the ancestral hall.
 » During game set up, place the 2 neutral family leaders on the ancestral hall tile. There are 2 sets of rules regarding the neutral family leaders. Players must decide which rules to use before the game. (Rules ① is suggested for first-time players):

- ①. At the start of a player's turn, before moving their own family leader, the player must move one of the neutral family leaders 1 to 3 rooms forward, but the room action will not be activated.
- ②. Same as the above, but players may execute the room action.

Note: Neutral family leaders move the same way as players family leader, except for the following:

- Neutral leader can move along the blue corridor, but not the stairs.
- After moving neutral leader, one leader must stop in the inner circle, while the other must stop in the outer circle.
- When neutral leader moves through the ancestral hall, it must skip that space. Neutral leaders cannot stop at ancestral hall, nor can they execute the worship action.

Order Card Effects

» For orders fulfilled this turn, the effect will start next turn.
 » The permanent effect on each order will only activate once per turn.
 » There are 4 types of continuing effect:

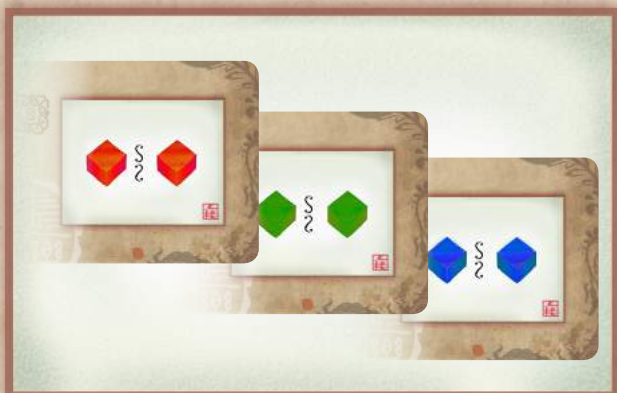
1. When receiving coins, receive 1 or 2 extra coin.



2. When receiving specified resource shown on the card, receive 1 or 2 honor point.



3. When receiving resource of the color on the shown on the card, receive 1 extra resource of the same color.



4. When receiving any resource, receive 1 honor point or 1 extra resource of the same kind.



Expert card effects



1. Su Trader : (one-time effect)
Receive 3 coins.

with amulet icons can be kept after activation.



2. Jin Trader : (one-time effect)
Receives 1 coin and 1 honor point.

with amulet icons can be kept after activation.



3. Elder: (Permanent effect)
Once per turn, when executing Investment action, gain 3 honor points.



4. Wealthy Man: (Permanent effect)
Once per turn, when receiving Gold, receive 2 honor points.



5. Celadon Merchant: (one-time effect)
Immediately place 1 Celadon on a free space of any Market on the game board, and receive double rewards.

Note: Do not execute the assistant action marked on the space.



6. Tea Supplier: (one-time effect)
Immediately place 1 Tea on a free space of any Market on the game board, and receive double rewards.

Note: Do not execute the assistant action marked on the space.



7. Fruit Supplier: (one-time effect)
Immediately place 1 Fruit on a free space of any Market on the game board, and receive double rewards.

Note: Do not execute the assistant action marked on the space.



8. Mistress: (one-time effect)
Return 1 assistant from the personal resource area to assistant supply area to gain 4 coins and 1 Gold.



1. Sales Lady : (one-time effect)
Receive 1 celadon or 1 fruit.

with amulet icons can be kept after activation.



2. Porter : (one-time effect)
Receive 1 tea or 1 celadon.

with amulet icons can be kept after activation.



3. Farmer: (one-time effect)
Receive 1 fruit or 1 tea.

with amulet icons can be kept after activation.



4. Craftsman: (one-time effect)
Dismiss 1 assistant back to the assistant supply area, and receive 1 basic resource and 1 Gold.



5. Shandon Trader: (one-time effect)
Immediately place 2 resources on free spaces of any Market, and receive rewards marked on the corresponding space.

Note: Do not execute the assistant action marked on the space.



6. Maiden: (one-time effect)
Receive 2 basic resources, and all the other players receive 1 coin.



7. Shopkeeper: (Permanent effect)
Once per turn, when receiving Tea, Fruits or Celadon receive 1 honor point.



8. Clerk: (Permanent effect)
Once per turn, when receiving expert cards, receive 2 honor points.



1. Amulet Merchant : (one-time effect)
Receive 4 coins or 3 honor points.
with amulet icons can be kept after activation.



5. Nanny: (one-time effect)
Receive 1 coin and execute Recruit action twice.



2. Little Master : (one-time effect)
Receive 1 coin and execute Merchant Dispatch once.
with amulet icons can be kept after activation.



6. Noble Lady: (one-time effect)
Execute Recruit action once and Merchant Dispatch twice.



3. Servant : (one-time effect)
Immediately execute Investment once.
with amulet icons can be kept after activation.



7. Guangdong Trader: (one-time effect)
Execute Recruit action once and Investment action once.



4. Bookseller: (one-time effect)
Receive 1 coin, And receive 1 coin for each assistant in personal supply area.



8. Hui Trader: (one-time effect)
Receive 1 coin, execute Recruit action and Merchant Dispatch once.

Credits

Designer: Eros Lin, Zong-Ger
Artist: Garss
Producer: Jia-Pong Lin
Logo Design: Lanty Huang, Sesame Chen
English Translation: Winnie Chang, Smoox Chen
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Round House is an Euro-style board game is designed over 2016. The first idea originated from Zong-Ger.

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EmperorS4

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