YUNNAN

Aaron Haag / David Schneider

SpielWorxx

Aaron Haag

YUNNAN

A Game for 2 - 5 players

Background & Overview

More than 1,000 years ago, tea farmers in China's Yunnan province began shipping the coveted pu'er tea, named after the town Pu'er in Yunnan, to far-away regions like Tibet and India. With pack animals, Chinese tea traders embarked on long journeys through dangerous mountain terrain. The "Ancient Tea Horse Road" existed until the 1960s. The game is set during the Song dynasty (960-1279), and where appropriate, the old names of provinces are used.

In **Yunnan**, players control the fate of their tea business. The aim is to establish a wide and seamless trading network to deliver tea to the farthest provinces. From your hometown of Pu'er, you must set the course for a lucrative business. New Traders need to be trained, better Horses procured, and sufficient Border Passes applied for to be able to cross province borders.

But trade alone is not enough to beat the growing competition. A strong social influence is needed and the construction of an exclusive Teahouse helps to appease the Province Inspector. The construction of Bridges across gorges allows shortcuts, and Trading Posts in the distance secure the route along the Tea Horse Road.

Each player leads a team of initially 3, and later up to 7 Traders to sell tea. From the city of Pu'er, Traders travel to the provinces along the Tea Horse Road. The farther a province is from Pu'er, the higher the revenue generated. Players invest their earnings in progress or victory points as they see fit.

Good timing, clever tactics when bidding, and a prudent expansion of your own trade network are required to win this game, which includes no elements of chance.

Components

Your **Yunnan** copy includes these components:

 1 Game Board

 5 Victory Point Markers (1 each in 5 player colors)   10 Trading Posts (2 each in 5 player colors)

 5 Horses (1 each in 5 player colors)   10 Teahouses (2 each in 5 player colors)

 5 Income Markers (1 each in 5 player colors)   5 100 VP Tokens (1 each in 5 player colors)

 10 Progress Markers (2 each in 5 player colors)   1 Gorge Blocker

 5 Turn Order Markers (1 each in 5 player colors)   1 Province Inspector

 5 Guards Markers (1 each in 5 player colors)   14 Present Tokens

 35 Traders (7 each in 5 player colors)   16 Dúlì Cards

 10 Bridges (2 each in 5 player colors)   53 Coins (with values of 1, 3, 6 and 12)

STANDARD GAME RULES

We first explain the standard game for 3 to 5 players.
A game of **Yunnan** is played over several game rounds. Each round consists of 3 successive phases:

The Bidding & Progress Phase ➤ **The Build & Travel Phase** ➤ **End of Round**

SETUP

1. Place the game board on the table. It is surrounded by the **Victory Points Track** Ⓐ and shows the **Provinces** Ⓑ and the city of **Pu'er** Ⓒ with its buildings and the market Ⓓ. The notches in the **Victory Points Track** are the semicircular **Income Spaces** Ⓔ. Depicted at the top of the game board is the **Sequence Board** Ⓕ showing the *blue* **Turn Order Track** Ⓖ for the Bidding & Progress Phase and the *gray* **Turn Order Track** Ⓗ for the Build & Travel Phase. Additional icons at the sides of the two tracks depict the sequence of actions of a game round.

2. Each player chooses a color. The components of the selected colors are placed next to the game board to form the **General Supply** Ⓘ. If there are fewer than 5 players, any excess player material remains in the box.

3. Player order is determined by taking the **Turn Order Markers** Ⓙ of each color in one player's fist, then dropping them over the **Sequence Board**. The owner of the marker closest to the lightest colored hex space on the *blue* **Track** becomes the starting player (place the marker on that space) and the others follow in order of distance (place markers further away on the darker hex spaces).

    Note: Empty spaces on either of the two tracks are ignored; only the relative position of the markers to each other matters.

4. The **Victory Point Markers** Ⓚ are stacked on space 0 of the **Victory Points Track** in any order, and the **Income Markers** Ⓛ are placed next to them outside of the game board.

5. All players place their **Progress Markers** on the lowest levels of the **Influence Track** (valued **0 Influence**) Ⓜ and **Border Passes Track** (valued **2 Border Passes**) Ⓝ.

6. The golden **Province Inspector** Ⓞ is placed on the space next to the Inspector's House Ⓟ. The silver **Gorge Blocker** Ⓠ is placed on the space next to the Dianmu Temple Ⓡ.
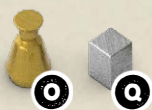
7. All players take 3 of their **Traders** Ⓢ into their **Personal Supply**.

8. Players receive the following amount in **Coins** according to player order on the *blue* **Turn Order Track**:

   The rest of the **Coins** form the **General Supply** Ⓣ. The **Coins** of all players are always openly visible.

Player	1.	2.	3.	4.	5.
Coins	9	9	12	12	15

9. All players place their **Horse** Ⓤ in the **Stables** in the **Yunnan Province** Ⓥ.

10. All remaining player material (**Bridges**, **Trading Posts**, **Teahouses, 100 VP Tokens,** and remaining **Traders**) remains in the **General Supply** next to the game board.

11. Stack the following number of **Present Tokens** Ⓦ on the **Presents Spaces** Ⓧ in the four upper **Provinces** of the game board: **Sichuan**: 5, **Kang**: 4, **Tibet**: 3, **Qinghai**: 2.

*Note: The **Guards Markers** and **Dúlì Cards** are not used in the standard game.*

5

PLAYER ORDER

Player order is determined by the position of the players' **Turn Order Markers** on the two tracks shown in the **Sequence Board**. The *blue* Turn Order Track is used during the **Bidding & Progress Phase**. The *gray* **Turn Order Track** is used during the **Build & Travel Phase** and the **End of Round Phase**. On both tracks, the player order starts from the lightest colored space followed by the darker colored spaces.
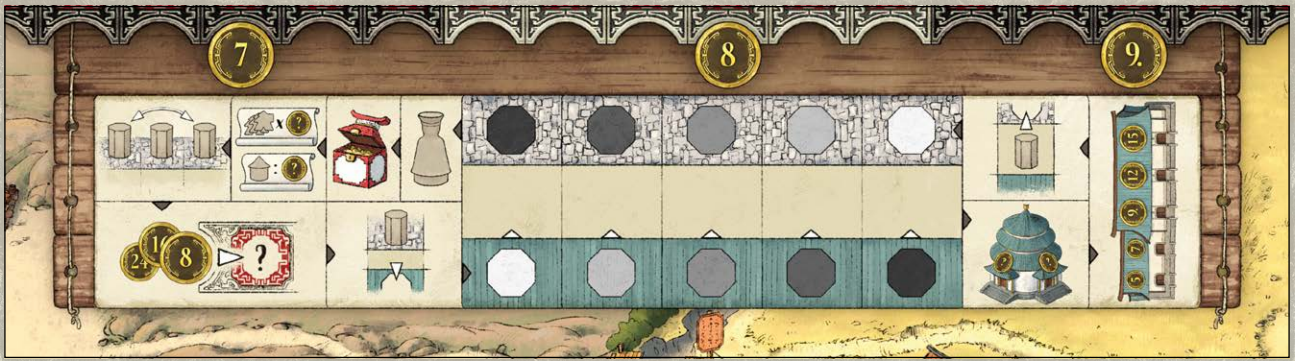
When the **Bidding & Progress Phase** ends, the **Turn Order Markers** are shifted over to the *gray* track without changing their relative positions. This <u>reverses</u> the player turn order in the **Build & Travel Phase** compared to the **Bidding & Progress Phase**.

BIDDING & PROGRESS PHASE

During this phase the players improve their tea business. Using their **Traders**, players bid in buildings that will provide them with progresses and advantages, if successful.

PLACE A TRADER

Starting with the player on the <u>lightest</u> space and following in the order of the **Turn Order Markers**, you may either place **1 Trader** in a building or pass.

Placing **1 Trader** per turn in turn order continues until all players have passed. At this point all bids are resolved.

*Note: If you want to place a **Trader**, you must take it from your **Personal Supply** or from a **Province**, <u>never</u> from a building or the **Market in Pu'er**.*

You place a **Trader** in one of the **Progress Buildings** (**Trading School A , Customs Office B , Horse Trader C , Traders Guild D , Building Yard E)** to bid for a Progress, in the **Temple F** for an Advantage, in the **Bank G** for a Cash Payout, or in the **Market of Pu'er H** to later Travel to the **Provinces**.

1. Bid for Progress or Advantage

You may bid in any building, unless you are already present there (exception: see Expert Game Rules) or have reached the maximum progress of that building.

You may bid on any empty space in a building. Exception: You may only bid on a <u>small</u> space (5 or 7 in the **Progress Buildings**, all spaces in the **Temple**) if your bid is the <u>highest</u> in that building. The number shown indicates the number of **Coins** you will have to pay later for a successful bid. When bidding, you must always have enough **Coins** to pay all your bids.

Red bids on 9. *Yellow* can now bid on any of the large spaces without *Red* having to remove her bid.

Outbidding: If your **Trader** is outbid on one of the small spaces, you immediately take it back in your **Personal Supply**. If you have already passed, immediately return your **Turn Order Marker** to its previous position on the *blue* **Turn Order Track** and rejoin the **Bidding & Progress Phase** as if you had never passed. However, the **Traders** you placed in the **Market of Pu'er** when you passed must stay there.

Red bids on 5. Yellow bids on 9. Immediately, Red must take her Trader back to her Personal Supply.

On all large spaces of a building (9 to 15 in the **Progress Buildings**, none in the **Temple**) your **Traders** are safe and do not get removed by higher bids.

Note: You do not pay for your bids yet!
Remember: You may not place more than one Trader in the same building! (exception: see Expert Game Rules)
Remember: You may only bid in a building if you make progress by doing so, i.e., you have not yet reached the top space in the Progress Buildings or have not yet taken all your structures from the General Supply!
Important: You may never bid more than you can pay. This is especially important if you plan to go to the Bank but want to drive up the price of a progress beforehand. Therefore, as an aid to memory, you should place the Coins you need to pay for all your bids in front of you.

2. Go to the Bank
You place **1 Trader** on an empty space of the **Bank**. Immediately afterwards you must move **all** your **Traders** in **Progress Buildings**, the **Temple**, and your **Personal Supply** to the **Market of Pu'er** and pass by shifting your **Turn Order Marker** to the *beige* space. The spaces in buildings thus freed are available again for other players to bid on, following the normal bidding rules.


3. Go to the Market of Pu'er
You place **1 Trader** in the **Market of Pu'er**. The **Market of Pu'er** is the starting point of all trade routes, i.e., from here **Traders** will travel to the more distant **Provinces**. You may have any number of **Traders** here. **Traders** in the **Market of Pu'er** are protected from displacement and banishment but hardly earn any income.

Note: You may transfer Traders from distant Provinces to the Market of Pu'er, which can then be used to displace Traders of other players in your Build & Travel Phase.

4. Pass
If you cannot or do not want to place any more **Traders**, you pass and move your **Turn Order Marker** over to the *beige* area between the tracks. When you pass, you must place any remaining **Traders** in your **Personal Supply** in the **Market of Pu'er**. The **Bidding & Progress Phase** is over for you unless you are later outbid (see above).
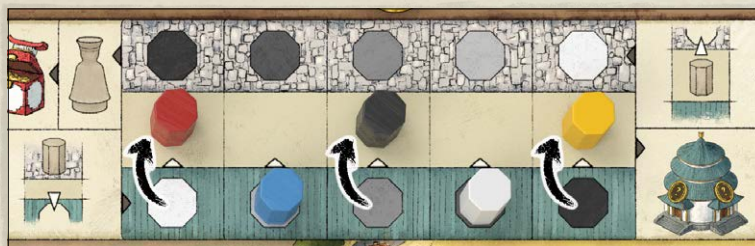
Red, Black and Yellow have passed and moved their Turn Order Markers.

RESOLVE THE BUILDINGS
Once all players have passed, you evaluate the **Traders** in the buildings.

1. The Bank
The Bank is the first building to be processed. If at least 1 **Trader** is placed here, the bids of all **Traders** in all buildings (**Progress Buildings** and the **Temple**) are added up. This sum is the **Total Amount Bid** by all players in this round. Look for that amount on the **Victory Points Track**. A **Bank** payout amount is displayed alongside the **Victory Points Track**, which applies to all adjacent bid amounts of the same color shading. (*If the total payment is higher than 99, use the value of this area, i.e., 27*).

The **Total Amount Bid** of all **Traders** is 73 (9+9+5+9+12+15+9+5). On the **Victory Point Track**, 73 is associated with the **Bank** payout of 23, as shown by the *dark gray* area ranging from 70 to 74. *Red* receives 23 **Coins** from the **General Supply** and adds them to her **Personal Supply**. She then returns her **Trader** from the **Bank** to her **Personal Supply**.

Each player with a **Trader** on a **Bank** space receives the number of **Coins** indicated. Take the **Coins** from the **General Supply**. Players then return their **Traders** from the Bank to their **Personal Supply**.

2. Progress Buildings and Temple

In turn order, players must now pay their bids, return their Traders, one by one, from a building to their **Personal Supply**, and take the building's progress.

• **Dianmu Temple: Block a Gorge**

Dianmu is the Chinese weather goddesses of lightning and allows the successful bidder to make a single gorge inaccessible. You take the temple's **Gorge Blocker** and immediately place it across any **Gorge** on the game board. This **Gorge** is now blocked for all players in the upcoming **Build & Travel Phase**. If there are **Bridges** across the **Gorge**, they cannot be used in the **Build & Travel Phase**. Likewise, no new **Bridges** may be built across a blocked **Gorge**. The **Gorge Blocker** is returned to the **Temple** at the end of the round.

• **Trading School: Get 1 additional Trader**

Take a **Trader** of your color from the **General Supply** and place it in the **Market of Pu'er**. This **Trader** may already travel in this round!

• **Customs Office: Get 1 additional Border Pass**

Move your **Progress Marker** on the **Border Pass Track** one level higher. From now on you have one additional **Border Pass** available each round.   ▶

• **Horse Trader: Gain access to the next higher Province**

Move your **Horse** to the next higher **Province** along the **Tea Horse Road** - never along a side road across a **Bridge**. From now on, your **Traders** may travel up to this **Province**. In this **Province** you are now also allowed to build **Structures**. At the end of the game, you will receive **Victory Points** for the final position of your **Horse**.

• **Traders Guild: Increase your Traders' Influence**

Move your **Progress Marker** on the **Influence Track** one level higher. The new **Influence** level is effective immediately.

Red successfully bid in the **Customs Office** and increases the number of her **Border Passes** by one step.

• **Building Yard: Get 1 new Structure**

Take a **Structure** (**Trading Post**, **Bridge**, **Teahouse**) of your color from the **General Supply**. You may place it immediately in a **Province** (see below) or take it into your **Personal Supply** from where you may build it in the coming or any later **Build & Travel Phase**. Structures in your **Personal Supply** may only be placed during the **Build & Travel Phase**. Remember that the **Turn Order** will then be reversed!

○ **Trading Posts** help build a connected trade route because they are protected from displacement and banishment.
○ **Bridges** are used as a shortcut across **Gorges**.
○ **Teahouses** protect against the **Province Inspector** and yield **Victory Points** at the end of the game.

*Reminder: All Traders in Progress Buildings, the Temple, and the Bank are returned to the players' Personal Supply. These Traders do not travel this round!*

BUILD & TRAVEL PHASE

Shift all **Turn Order Markers** from the *beige* area to the hex spaces on the *gray* **Turn Order Track** without changing their relative positions. The player on the hex space in the lightest color is now the first to go. Thus, the turn order has been reversed compared to the **Bidding & Progress Phase**.

On your turn, you may perform your actions in any order you like. You may build **Structures** from your **Personal Supply,** and move your **Traders** eligible for traveling.
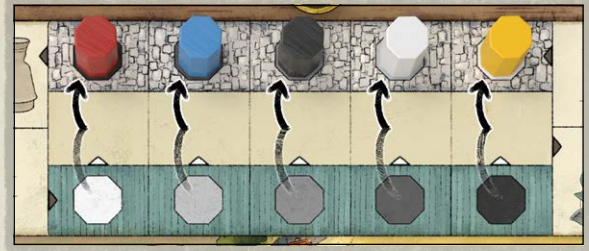
Once you have finished building and traveling and checked that you have a connected route, it is the next player's turn.

BUILD STRUCTURES

You may take any number of structures from your **Personal Supply** and place them on the game board at no cost.

*Note: You may only build in **Provinces** that you have already reached or passed with your **Horse.**
You do not have to build all the structures in your **Personal Supply** and may instead keep them for later rounds.*

1. Trading Posts

Only 1 **Trading Post** per player may be built in a **Province**. Once placed, **Trading Posts** remain in their **Province** until the end of the game.

*Note: Pu'er is not a **Province** thus **Trading Posts** may not be built there.*

2. Bridges

There are 4 **Province** borders on the game board where **Bridges** may be built to cross a **Gorge** on a side road. You may only place a **Bridge** across a **Gorge** if your **Horse** has reached or passed both of the two **Provinces** to be connected and the **Gorge** is currently not blocked by the **Gorge Blocker**. Several players may build a **Bridge** across the same **Gorge**.

When traveling, **Traders** may only use their <u>own</u> **Bridges**. Crossing a **Province** border via a **Bridge** requires a **Border Pass**, the same as with borders along the main **Tea Horse Road**.

3. Teahouses

A **Teahouse** is placed on the designated square in a **Province**. Only one **Teahouse** may be placed in each **Province**, regardless of its owner. A **Teahouse** protects its owner's **Traders** from being banished from that **Province** by the **Province Inspector**.

Victory Points for **Teahouses** will be awarded at the end of the game.

MOVE TRADERS

You may move any number of your **Traders** from their current **Province** in any direction to a destination **Province**, crossing any number of **Province** borders - provided you have enough **Border Passes**. However, you may only travel through or into those **Provinces** that your **Horse** has already reached or passed.

You may only move on the **Tea Horse Road** or via side roads using your own **Bridges**. From the **Market in Pu'er**, a **Trader** always moves to **Yunnan** first.

*Note: A **Trader** may enter each **Province** only once while traveling!*

1. Border Passes

Each crossing of a **Province** border by a **Trader** requires the possession of a **Border Pass**. At the beginning of the **Build & Travel Phase**, you have as many **Border Passes** as indicated in the **Customs Office**, up to a maximum of 6. **Border Passes** may be distributed among your **Traders** as you wish. You do not have to use all the passes you own.

*Important: Border Passes are not consumed, i.e., the **Progress Marker** in the **Customs Office** is not moved during the **Build & Travel Phase**.*

Red wants to travel with 2 **Traders** from the **Market of Pu'er** to **Sichuan** and crosses 2 **Province** borders along the way. As each **Trader** requires a **Border Pass** for each border, <u>4</u> **Border Passes** are needed. *Red* has sufficient **Passes** as indicated by the position of her **Progress Marker** at the **Customs Office**.
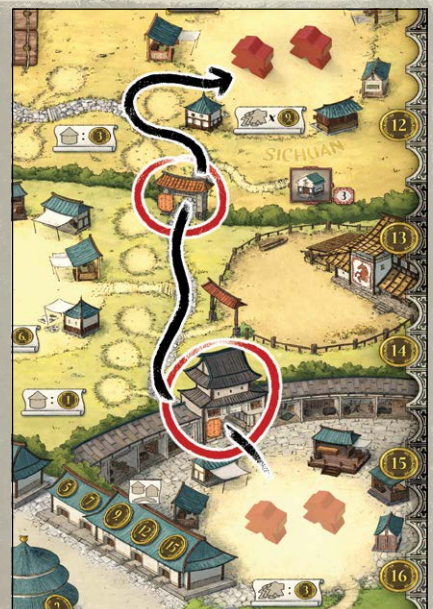
2. Displacement

Once your Trader **ends** its journey in a **Province**, you may displace 1 **Trader** of an opponent with **lower Influence** from that **Province**. Only **Traders** that traveled may displace other **Traders**. A displaced **Trader** is moved along the **Tea Horse Road** to the next lower **Province** - never across a side road using a **Bridge**. The displaced **Trader** may not displace other **Traders** in the **Province** it is displaced to. A displaced **Trader** may be displaced again by a different **Trader** of any player.

Note: A previously displaced **Trader** *may travel normally in its* **Build & Travel Phase** *and thus may displace a* **Trader** *at its destination.*

You cannot displace **Trading Posts**!

Red has an **Influence** of 3 and moves 1 **Trader** from **Pu'er** through **Yunnan** to **Kang**. She cannot displace **Traders** in **Yunnan** as she did not end the Trader's move there. *Red* may not displace a *yellow* **Trader**, as her **Influence** is not higher. Among the other players, she decides to displace *Blue*. So she moves a *blue* **Trader** to the next lower **Province** along the **Tea Horse Road**, which is **Sichuan**.

3. Check Connected Route

Once you have finished traveling, each of your **Traders** must be able to use a route to **Pu'er** that passes exclusively through **Provinces** where you have **Traders** and/or **Trading Posts**. This route may use the **Tea Horse Road** and/or side roads with your own **Bridges**. You may use a route from a lower to a higher **Province** to be able to use a **Bridge** from this higher **Province** (see example).

If any of your **Traders** does not have a connected route to **Pu'er**, it is deemed isolated and must be placed in the **Market of Pu'er** immediately. Isolated **Trading Posts** stay where they are.

If your connected route is interrupted by displacement or banishment <u>after</u> you have finished your **Traders'** movement, any now isolated **Traders** remain where they are and are not moved back to the **Market of Pu'er**. They will later incur transportation costs.

Red has a **Bridge** connecting **Sichuan** to **Qinghai**. She has a **Trader** in **Qinghai** and **Tibet**, and a **Trading Post** in **Yunnan** and **Sichuan**. Each of her **Traders** has a connected route to **Pu'er** using her **Bridge** as shown. Without a **Bridge**, *Red* would have to use the **Tea Horse Road** through **Kang** and her **Traders** in **Tibet** and **Qinghai** would have no connected route. In this case, *Red* must place those **Traders** in the **Market of Pu'er.**

Note: Pu'er itself is not a **Province**, *but a city in* **Yunnan**. **Yunnan** *is thus always connected to* **Pu'er**. *Therefore, it is not necessary to have* **Traders** *present in the* **Market of Pu'er** *to have a connected route.*
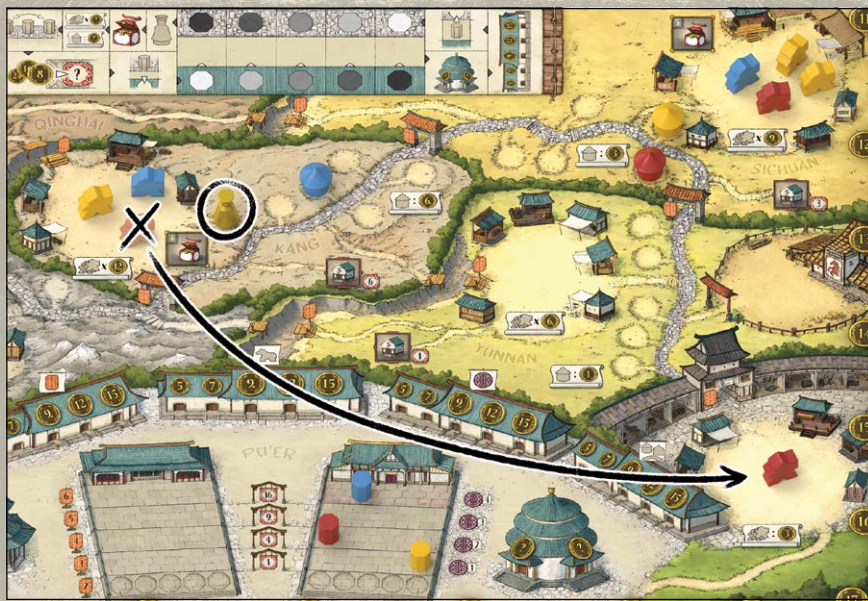
A Visit by the Province Inspector

Once all players have completed their **Build & Travel Phase**, the **Province Inspector** is placed in the **Province** that will pay out the highest **Province Revenue** (see **Calculate Income** below) in this round, disregarding any transportation costs due to possible gaps in a transport network. The **Province Revenue** is the sum of the incomes of all **Traders** and all **Trading Posts** in that **Province**. If there is a tie between **Provinces**, the **Province Inspector** moves to the tied **Province** furthest away from **Pu'er** following the **Tea Horse Road**. From the **Province** thus determined, the **Province Inspector** banishes 1 **Trader**, if possible, back to the **Market of Pu'er**.

If you own a **Tea House** in this **Province**, your **Traders** are always immune to banishment, likewise all **Traders** with an **Influence** of 4.

Among the remaining **Traders** present in the **Province**, the **Province Inspector** chooses the one with the highest **Influence**. If there is a tie, the **Inspector** banishes one of the tied **Traders** of the player earlier in sequence on the *gray* **Turn Order Track** (i.e., on the lighter space).

The **Province Inspector** is then returned to its place at the bottom of the board.

There are 4 **Traders** and 2 **Trading Posts** in **Sichuan**, and 3 **Traders** and 1 **Trading Post** in **Kang**. In both of these **Provinces**, the tea income is 42 (9+9+9+9+3+3 and 12+12+12+6, respectively). As **Kang** is farther away from **Pu'er** than **Sichuan**, the **Province Inspector** will banish a **Trader** from **Kang**.

Blue has 4 **Influence** and thus is protected from the **Province Inspector**. Since *Red* has a higher **Influence** (2) then *Yellow* (1), her **Trader** is banished to the **Market of Pu'er**. If *Red* had built a **Tea House** in **Kang**, her **Trader** would have been protected from the **Province Inspector** and the yellow **Trader** would have been banished instead.

Reminder: If a connected route is interrupted by the **Province Inspector's** banishment, isolated **Traders** remain where they are and are not returned to the **Market of Pu'er** (but they will later incur transportation costs).

Note: If all **Traders** present in the **Province** either have an influence of 4 or own a **Teahouse** there, the **Province Inspector** does not banish anyone (nor moves to a different **Province**).

Important: **Trading Posts** are never banished.

Receive Presents

If there are **Present Tokens** available in a **Province**, each **Trader** in this **Province** now receives one of them. If there are fewer **Presents** in the **Province** than there are **Traders**, the **Traders** with higher **Influence** have priority.

Ties in **Influence** are resolved in turn order. A **Trader** of the first player in sequence receives 1 **Present**, then a **Trader** of the next player etc.. Then, if **Presents** are still available, players receive **Presents** for additional **Traders** of that **Influence** level, if any.

Important: Each **Trader** receives a maximum of 1 **Present**.

Note: Majority of **Traders** in a **Province** does not matter.

Note: **Victory Points** for **Presents** are granted at game end only.
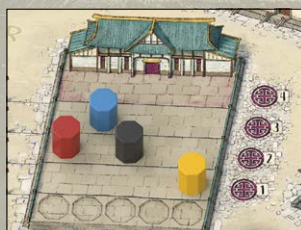
There are 5 **Presents** left in **Sichuan**. **The Turn Order** is as follows: *Yellow, Red, Black, Blue*.
Yellow has 4 **Traders** in Sichuan and 1 **Influence**, *Red* has 2 **Traders** and 2 **Influence**, *Black* has 3 **Traders** and 2 **Influence**, *Blue* has 2 **Traders** and 3 **Influence**.
Blue has the most **Influence**, so both of her **Traders** get a **Present**. *Red* and *Black* have the same **Influence** but *Red* is first on the **Turn Order Track**, so *Red* gets **Present** #3 and *Black* gets **Present** #4. **Present** #5 goes to *Red* again for her 2nd **Trader**.
Since all **Presents** are now gone, the remaining black **Trader** and the yellow **Traders** get nothing.

Calculate Income

In turn order (lightest space on *gray* **Turn Order Track** goes first), players calculate the revenue for the tea they sell with their **Traders** and **Trading Posts** in the **Provinces**.

Each of your **Traders** and **Trading Posts** in a **Province** earns the amount indicated on the game board. At the **Market of Pu'er**, you will receive only 3 **Coins** in total if you have at least one merchant there.

However, for each **Province** in the route of your **Trader** or **Trading Post** to **Pu'er**, which does not have at least one of your Traders or your Trading Post, transportation costs are incurred: For <u>each</u> such gap in a **Trader's** route to **Pu'er** you must deduct <u>3 **Coins**</u> transportation costs from their revenue and any gap in a route of a **Trading Post** reduces their revenue to 0.

You may use your **Bridges** as a shortcut for your tea transport or to bypass gaps. You do not have to take the shortest possible route to **Pu'er**.

Red has **Traders** in Tibet and **Qinghai**, and **Trading Posts** in **Yunnan** and **Sichuan**.
She also has a **Bridge** on the side track between **Sichuan** and **Qinghai**. Therefore she does not have any transportation costs as there are no **Province** gaps on the route to **Qinghai** and **Tibet** (via **Qinghai**). Without the **Bridge**, she would lose 3 **Coins** per **Trader** in both of these **Provinces** for the transportation via **Kang**.

*Reminder: **Trading Posts** with gaps in their route yield no income!*
*Reminder: Transport costs for gaps in a **Trader's** route are 3 **Coins** <u>per gap</u>!*
*Reminder: You do not need **Traders** in the **Market of Pu'er** to have a connected route.*
*Reminder: Unlike in the **Provinces** where you receive income for each **Trader**, you only receive a total of 3 **Coins** for all your **Traders** in the **Market of Pu'er**.*

The sum of all your **Traders'** and **Trading Posts'** revenue minus any transportation costs incurred is your **Round Income**. Place your **Income Marker** in the corresponding notch inside the **Victory Points Track**. If there is already a marker of another player, place your marker on top. The income is not paid out yet!

Adjust Turn Order

Move the **Turn Order Marker** of the player with the highest **Round Income**, as indicated by the **Income Markers**, to the first place of the *gray* **Turn Order Track** (= the space in the lightest color), followed by those of the other players in descending order of **Round Income**. In the event of a tie, the stack of **Income Markers** is worked through from top to bottom. The new turn order takes effect immediately.
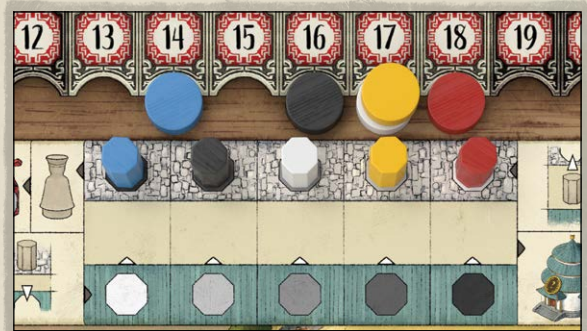
End of Round

Convert Income into Victory Points

In the new turn order, players may now convert any amount of their **Round Income** into **Victory Points** at a ratio of 1:1. Players advance their **Victory Point Marker** on the **Victory Point Track** accordingly and receive the remaining amount as **Coins** from the **General Supply**. Take the **100 VP Token** when you exceed the 99 victory point mark on the track. Return all **Income Markers** next to the game board.

*Reminder: Players may freely decide whether to convert all, part, or none of their **Round Income** into **Victory Points**.*
*Important: Players may only convert their income of the <u>current</u> round into **Victory Points**.*

Check for Game End

Check if a **Game End Condition** has been triggered:
• Any player's score has reached <u>80</u> or more **Victory Points**, and/or
• no **Present Tokens** are left on the game board.
If so, the game ends immediately with **End of Game Scoring** (see below).

PREPARE NEXT ROUND

If the game end has not been reached, all players take their **Traders** from the **Market in Pu'er** back into their **Personal Supply**.

Return the **Gorge Blocker**, if in play, to the **Temple**. All players shift their **Turn Order Marker** onto the *blue* **Turn Order Track** without changing their relative position *(the turn order is thus reversed again!)* and the next round starts with the **Bidding & Progress Phase**.

END OF GAME SCORING

At the end of the game, players receive 1 **Victory Point** for every 3 **Coins** in their possession plus 3 **Victory Points** for each **Present Token** they hold.

Afterwards all players receive **Victory Points** for progress made according to the following table:

Border Passes	2	3	4	5	6
Influence	0	1	2	3	4
Victory Points	0	1	4	9	16

The players return their **Traders** from the **Market of Pu'er** to their **Personal Supply**.

Finally, all players receive **Victory Points** for the location of their **Teahouses** and **Horses**:

	Yunnan	Sichuan	Kang	Tibet	Qinghai
Teahouse	1	3	6	10	15
Horse	0	1	4	9	16

The player with the most **Victory Points** wins the game. In the event of a tie, follow the same procedure as for **Present Tokens**: The tied player with the most **Influence** wins, if still tied, the tied player earlier in the current turn order wins the game.

Expert Game Rules

It is strongly recommended to play this version only after all players have gained sufficient experience with the Standard Game Rules.

The Expert Game Rules add two new elements to the game: double bidding and **Guards**.
• Double bidding allows players to bid a second time on a **Progress Building** to receive that progress twice if successful.
• **Guards** allow players to protect their **Traders** in a **Province** once per game from being displaced by other players.

Both elements are independent of each other and may be used in combination or separately at the discretion of the players. In addition, the game end triggers have been reduced from two to one.

The Expert Game Rules follow the Standard Rules with the following changes:

Setup

When playing with **Guards**, place the players' **Guards Markers** in the **General Supply** together with the other structures.

Bidding & Progress Phase

Double Bidding
During bidding, you may bid on a **Progress Building**, unless there are already <u>two</u> of your **Traders** or there are no additional empty bidding spaces in the building. If both bids are successful, you get the progress of the building <u>twice</u>. This means that you either get 2 **Traders** or **Border Passes**, move your **Horse** to the next but one **Province**, increase your **Influence** by 2 levels or acquire 2 structures at once (this can be 2 of the same or 2 different structures). Normal bidding rules apply, i.e., any **Trader** on a small square must be removed if outbid, even if you outbid yourself. And you may only bid twice if you can take the progress twice.
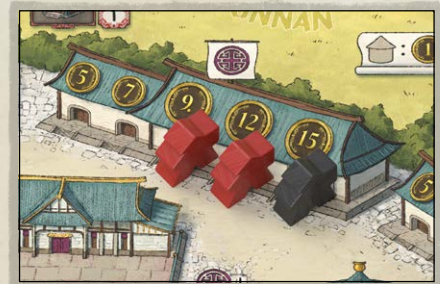
Guards
If you successfully bid on the **Building Yard**, you may take your **Guards Marker** instead of a structure. In this case you must immediately place this marker in any **Province**. Ignore the position of your **Horse** and no **Border Passes** are required.

Blue acquired her **Guards Marker** and placed it in the **Kang Province** to protect her **Trader** from displacement.

Build & Travel Phase

Build Structures
You cannot place a **Guards Marker** in this phase. They are placed immediately after they are acquired.

Displacement
Having your **Guards Marker** in a **Province** protects your **Traders** in that **Province** from being displaced in the current round. **Guards Markers** of several players may reside in a **Province** at the same time. **Dúlì** (in a 2-player game, see below) never uses her **Guards Marker**.

A Visit by the Province Inspector
Guards Markers offer <u>no</u> protection from the **Province Inspector**.

End of Round

At the end of a round, all **Guards Markers** in **Provinces** are removed and returned to the game box. **Guards** protect your **Traders** from displacement only once per game!

Victory Points no longer trigger the end of the game! The game ends when there are no more **Present Tokens** on the game board at the end of a round.

In a 2-player game, a bot player (**Dúlì = "The Independent"**) is used as a third player. **Dúlì's** actions are performed using the 16 **Dúlì Cards**.

Each card shows how **Dúlì** bids in the **Bidding & Progress Phase** (upper part) and how **Dúlì** distributes her **Traders** and builds **Teahouses** in the **Build & Travel Phase** (lower part). **Dúlì** always uses all of her 7 **Traders** in the **Build & Travel Phase**, if possible - regardless of how many she has used for bidding. Thus, she deviates significantly from the normal rules of the game.

The game may be played either by the **Standard Game Rules** or by the **Expert Game Rules**, at the discretion of the players. The same rules as in a 3- to 5-player game are used, with the following modifications:

SETUP

- Select a player color for **Dúlì**.
- **Dúlì** has all 7 **Traders** available in her **Personal Supply** right from the start of the game.
- Only **Dúlì's Progress Marker** for the **Traders Guild** (**Influence**) is used. It is placed on the lowest space just like the markers of the two players. Return the **Progress Marker** for the **Customs Office** to the game box; it is not used.
- Place both of **Dúlì's Trading Posts** on the game board, one in **Yunnan**, the other one in **Sichuan**. They will stay there throughout the game.
- **Dúlì's Turn Order Marker** is always placed in 3rd place on the *blue* **Turn Order Track**, i.e., **Dúlì** always bids last (except in the first round) and travels first.
- Place **Dúlì's Income Marker** on one of the **Bank** spaces as an indication that only 1 **Bank** space is available for the players.
- Shuffle the 16 **Dúlì Cards** and place them face down as a draw pile next to the game board.
- Place 1 of **Dúlì's Traders** on the "9" space of the **Trading School**. This is **Dúlì's** initial bid before the **Bidding & Progress Phase** begins.
- Return **Dúlì's Bridges**, her **Guards Marker,** her **Horse,** her **Victory Point Marker,** and her **100 VP Token** to the game box. They are not used in the game.

Note: Dúlì receives no Coins as she does not use them.

BIDDING & PROGRESS PHASE

When it is **Dúlì's** turn, she bids only if the other two players have not yet both passed, i.e., the **Turn Order Marker** of at least one player is still on the *blue* **Turn Order Track**. If both players have passed, **Dúlì** also passes and, unlike the players, keeps any remaining **Traders** in her supply (i.e., does not place them in the **Market of Pu'er**).

When **Dúlì** bids, the top **Dúlì Card** of the draw pile is turned over and executed. If the draw pile is exhausted, shuffle all **Dúlì Cards** and place them face down as the new draw pile.

In the upper area of the card, the symbol furthest to the left shows in which **Progress Building Dúlì** places a **Trader**. She always bids on the cheapest permissible space. If **Dúlì** can no longer bid in this building - either because she already has one **Trader** there or there are no more empty spaces left - **Dúlì** bids in the next **Progress Building** shown in the symbol list of the **Dúlì Card** (left to right). **Dúlì** never bids in a building if she already has a **Trader** there, even if the **Expert Game Rules** are in force.

Dúlì bids on the **Trading School**. If this is not possible, she bids on the **Horse Trader**. If this is not possible either, she bids on the **Traders Guild**, etc.

Dúlì will never go to the **Bank** and only bids in **Progress Buildings**, never in the **Temple**.

RESOLVE THE BUILDINGS

Dúlì's bids are included when calculating the total sum bid for a **Bank** payout. When evaluating the **Progress Buildings**, **Dúlì's** bids are ignored except in the **Traders Guild**. If **Dúlì** has successfully bid on the **Traders Guild**, her **Influence** is increased by 1. **Dúlì** does not pay for bids. Remove **Dúlì's Traders** from all **Progress Buildings** once all buildings have been resolved.

BUILD & TRAVEL PHASE

Dúlì always travels first. Unlike the players, **Dúlì** has no **Traders** present in the **Provinces** from the previous round and places her **Traders** card-controlled in the **Provinces** anew every round. To do this, turn over the next **Dúlì Card**. If the draw pile is exhausted, shuffle all **Dúlì Cards** and place them face down as the new draw pile. The lower area of the card drawn shows how **Dúlì** distributes her **Traders** in the **Provinces** in this round.

Building a Teahouse

If the **Dúlì Card** shows a **Teahouse**, **Dúlì** places one from her supply in the **Province** that is farthest away from Pu'er and occupied by player **Traders**. If there is already a **Teahouse** there, she places it in the next lower **Province** without a **Teahouse**. If this is not possible, or if **Dúlì** has already placed 2 **Teahouses**, she ignores the **Teahouse** on the card.

Move Traders

Dúlì places the number of **Traders** in each **Province** as indicated on the card. She follows the **Tea Horse Road** beginning in **Yunnan** and going up to the farthest **Province** already reached by a player's **Horse**.

Note: *Dúlì never places Traders in Provinces not yet reached by either of the two player's Horses.*
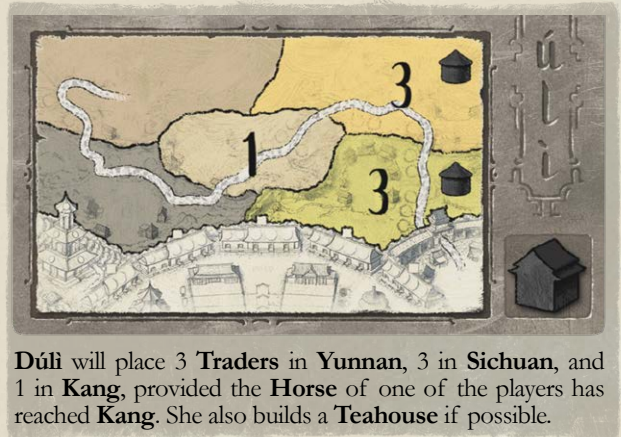
Dúlì will place 3 **Traders** in **Yunnan**, 3 in **Sichuan**, and 1 in **Kang**, provided the **Horse** of one of the players has reached **Kang**. She also builds a **Teahouse** if possible.

1. Displacement

When placing **Traders** in a **Province**, **Dúlì** displaces other player's **Traders** following these rules:

- **Dúlì** displaces only **Traders** with lower influence than she has (according to normal rules).
- **Dúlì** displaces a <u>maximum of 1</u> **Trader**, irrespective of the number of **Traders** she places in a **Province**.
- If both players have **Traders** with lower **Influence** than Dúlì in the respective **Province**, **Dúlì** displaces the **Trader** with the lower **Influence**.
- If both players have the <u>same</u> **Influence**, **Dúlì** displaces a **Trader** from the player with more **Traders** in the respective **Province**.
- If both players have the <u>same</u> **Influence** and the <u>same</u> number of **Traders** in the respective **Province**, **Dúlì** displaces <u>no</u> **Trader**.

Players may displace **Dúlì's Traders** following the normal rules. This may be used to manipulate the destination of the **Province Inspector** in this round.

2. Check for Connected Route

The **Dúlì Cards** are created in such a way that she always has a connected trade route at the end of her **Build & Travel Phase**.

A Visit by the Province Inspector

Dúlì will be treated as a normal player by the **Province Inspector** and may be banished.

Receive Presents

Dúlì will only receive **Presents** if at least one other player also has **Traders** in the **Province** in question. The distribution of **Present Tokens** is then done according to the usual rules.

Calculate income

Dúlì does not generate income and therefore is not included in the calculation.

Adjust Turn Order

Dúlì is ignored when determining the new player order. She always occupies the 1st place of the *gray* **Turn Order Track**.

End of Round

Dúlì does not score any **Victory Points,** so is ignored when checking the end-of-game trigger. Remove all **Dúlì Traders** from the game board and place them in their supply. Put all **Dúlì Cards** from this round on a discard pile.

End of Game Scoring

Dúlì is ignored when determining **Victory Points** and the winner.

- A **Trader** either bids for progress or travels to earn income. Therefore, after acquiring a progress, you return the **Trader** you used for the bid to your supply. Only **Traders** in the **Market of Pu'er** and the **Provinces** are allowed to travel.

- You may take a **Trader** from the **Provinces** to bid with, but never from the **Market in Pu'er**. ▶

- At the end of a round, you take all **Traders** from the **Market in Pu'er** back into your **Personal Supply**.

- Never place 2 of your **Traders** in the same building (*exception: Expert Game Rules*).

- If you bid on a small 5 or 7 space of a building, you must leave on a higher bid! The **Dianmu Temple** has only small spaces!

- **Connected Route** to **Pu'er**: After completing the movement of your **Traders**, all of them must have a gapless route to **Pu'er** (*via the Tea Horse Road or your Bridges*) through **Provinces** in which either your own **Traders** or your own **Trading Posts** are present. A **Teahouse** does not count! Move all of your **Traders** that do not have a connected route back to the **Market of Pu'er**. ▶

- Gaps in the route to **Pu'er** may occur later, when a **Trader** is displaced by an opponent or banished by the **Province Inspector**. Each gap in your route reduces a **Trader's** revenue by 3 **Coins** per **Trader** who needs to cross that **Province**. **Trading Posts** that have gaps in their route do not yield any revenue! ▶

- **Trading Posts** are immovable once placed.

- In the **Market of Pu'er** revenue is low: only one of your **Traders** in this location receives 3 **Coins**, and **Trading Posts** may not be placed there at all.

- The **Teahouse** protects your **Traders** from the **Province Inspector**, but not from your fellow players!

A *red* **Trader** has been displaced from **Sichuan**, resulting in a gap in *Red's* route. When calculating income, this reduces the revenue of the *red* **Trader** in **Kang** by 3 to 9 and her **Trading Post** in **Kang** yields no revenue at all. From the 3 **Traders** in the **Market of Pu'er**, only one yields 3 **Coins**. In total, *Red* receives 19 **income**.

- Pay attention to what your opponents are doing and try to deduce their plans.

- Progress is important - but if you are not present in the **Provinces**, you will not earn income.

- Do not convert income into **Victory Points** too early.

- If you are short on cash, go to the **Bank**. But you can win the game without ever having been to the **Bank**.

- Without your **Horse** progressing, the other advances are of little use.
  But you can win the game without ever having reached the most distant **Provinces**.

- If you are the only player with the lowest **Influence**, you risk frequent displacement. If you lead in **Influence**, you can use your displacement potential well if you also have enough **Traders** and **Border Passes**. However, you often may fall victim to the **Province Inspector**.

- It may be worthwhile to move several **Traders** only one **Province** instead of one **Trader** several **Provinces**. This allows displacing more **Traders** of the other players, provided you have a higher **Influence**.

- If your **Traders** are already in an excellent position, you may still displace by moving one **Trader** from e.g., **Sichuan** to **Yunnan** and another **Trader** from **Yunnan** to **Sichuan**.

- Also pay attention to the player order and don't forget that it reverses when the phases change.
  If you earn the highest income, you bid last and travel first. Use this to your advantage.

SEQUENCE OF PLAY

1. **Bidding & Progress Phase** (*blue* **Turn Order Track**)
   - Place a **Trader** (in turn order, repeat until all players have passed)
   - Resolve the buildings (in turn order)
2. **Build & Travel Phase** (*gray* **Turn Order Track**)
   - Build structures & move **Traders** (in turn order)
   - A Visit by the **Province Inspector**
   - Receive **Presents** (highest **Influence** first)
   - Calculate income (in turn order)
   - Adjust turn order (highest to lowest income, on *gray* **Turn Order Track**)
3. **End of Round** (*gray* **Turn Order Track**)
   - Convert income into **Victory Points** (in turn order)
   - Check for game end (any player has reached 80 **Victory Points** and/or no **Present Tokens** left)
   - Prepare next round

SCORING

Your total score is calculated as follows:

Add to the number of **Victory Points** as shown by the **Victory Points Marker** on the **Victory Point Track**
- 1 point for each set of 3 **Coins**
- 3 points for each **Present**
- The **Victory Points** for your progress in **Influence**
- The **Victory Points** for your progress in **Border Passes**
- The **Victory Points** for the location of your **Tea Houses**
- The **Victory Points** for the progress of your **Horse**

The player with the most **Victory Points** wins. In case of a tie, the tied player with the highest **Influence** wins, if still tied, the tied player earlier in the current turn order wins the game.