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YUNNAN

Historical Background

Over 1000 years ago, the tea farmers of the Chinese Province of Yunnan started to deliver their highly requested Pu'er tea to India and the faraway Tibet. They used horses to get past the arduous paths through the Himalaya. The so-called "Ancient Tea-Horse Road" existed until the 60s of the 20th century.

Please note: For the purposes of this game, the Pu'er and Qamdo district will be considered stand-alone Provinces. In this game, we will use the present-day names for the regions.

Game Idea

Each of you leads a team of 3 to 7 tea traders selling tea in the Provinces during the **Travel phase** over the course of about 7 rounds. Starting at Pu'er, your tea traders will travel to the Provinces using the Tea-Horse Road.

The greater the distance they travel, the greater your income will be. Initially, you want to invest your income in progress; towards the end of the game, you will mainly focus on Victory points. Progress is bid on during the **Auction phase** that is preceding the Travel phase. You take turns to place one of your Traders on the game board. If you bid too low, you may be overbid. At the end of the Auction phase, you pay your bid and gain the corresponding progresses. You can get more **Traders**, increase the number of **Borders** you may cross when travelling, use **Horses** to get to faraway Provinces that you could not access before, increase your **Influence** and build **Structures**. Greater Influence allows you to displace other Traders, but this may catch the attention of the Province inspector.

However, you can please him if you invite him to one of your Tea houses. You can also go to the **Bank** to enhance your liquidity. Traders that you want to earn money by selling tea either stay in the Provinces or are placed in **the Market of Pu'er**.

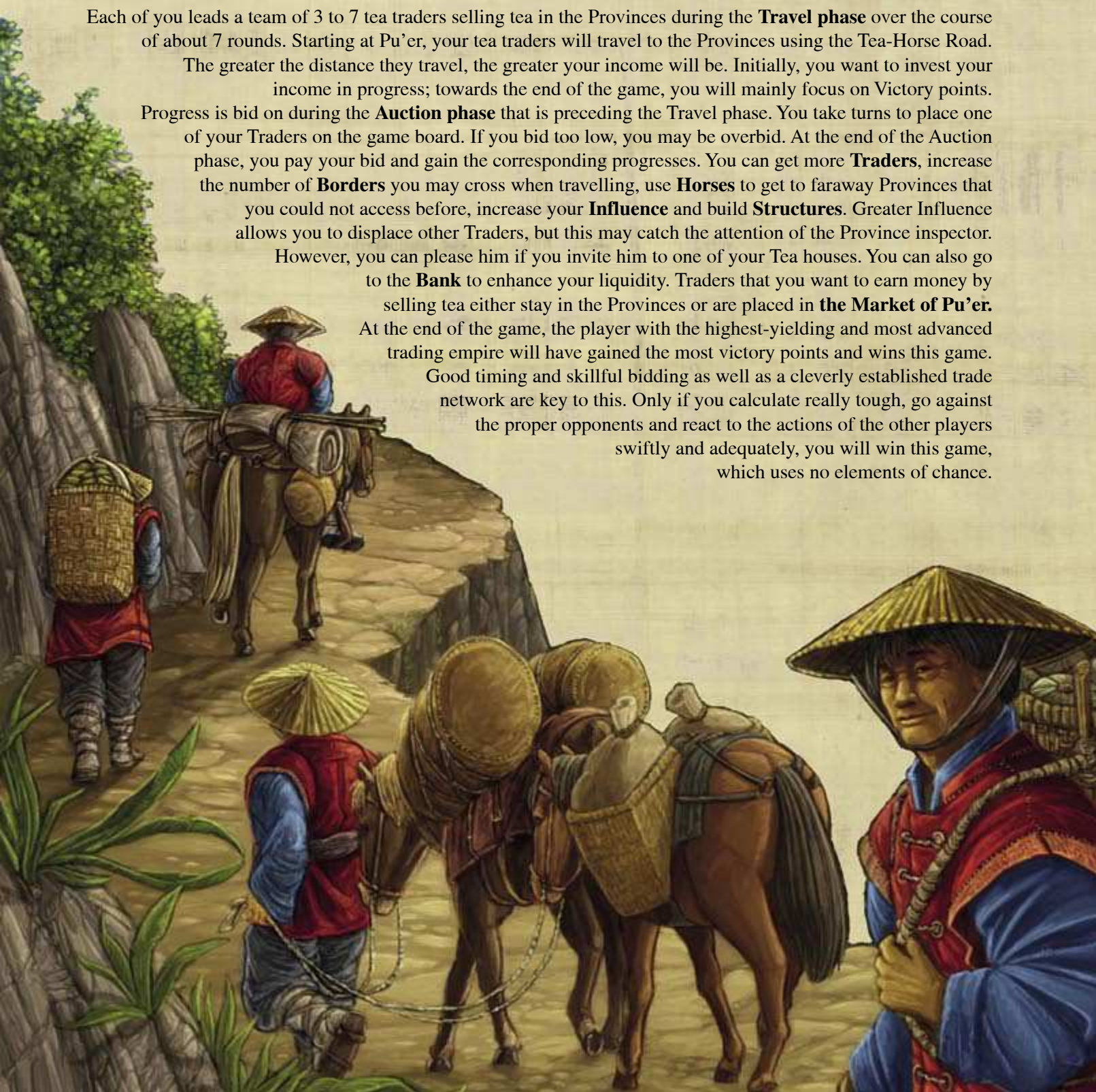
At the end of the game, the player with the highest-yielding and most advanced trading empire will have gained the most victory points and wins this game.

Good timing and skillful bidding as well as a cleverly established trade network are key to this. Only if you calculate really tough, go against

the proper opponents and react to the actions of the other players

swiftly and adequately, you will win this game,

which uses no elements of chance.



COMPONENTS

1 game board



In each of the 5 player colors:



1 Victory point marker



1 Horse to indicate range



1 Income marker



2 Progress markers



1 Turn order marker



7 Traders



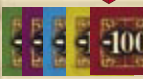
2 Bridges



2 Trading posts



2 Tea houses



1 "-100/0" marker
(for the pro game)



1 Round marker
(for the pro game)



1 Province inspector



14 Presents



53 Coins

Please note: The shape of a token indicates its function. Money, Buildings that produce money, and Income markers are round. Victory point markers have a rectangular shape; other markers have an octagonal shape.

1. Place the **game board** on the table.

It displays a map with all of the Provinces and the Progress buildings and the Market of Pu'er. The map is surrounded by a Score track with **square Victory point** and **half-round income spaces**. In the middle of the game board, there is the **green Auction track** for the Auction phase and the **brown Travel track** for the Travel phase.

3. Place the **Victory point markers** on **space 0** of the Score track in any order. Place the **Income markers** next to this space (outside the game board).



4. Place your **Progress markers** on the bottommost step of the **Influence track** (i.e. on the space with no Dragon heads in the Dragon House) and the **Border pass track** (i.e. on space "2" in the Customs Office).

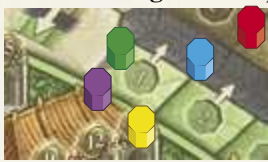
5. Place the **Province inspector** token on the space at the bottom left of the game board.

6. Take 3 of your **Traders** from the general supply and put them in your **personal supply**.



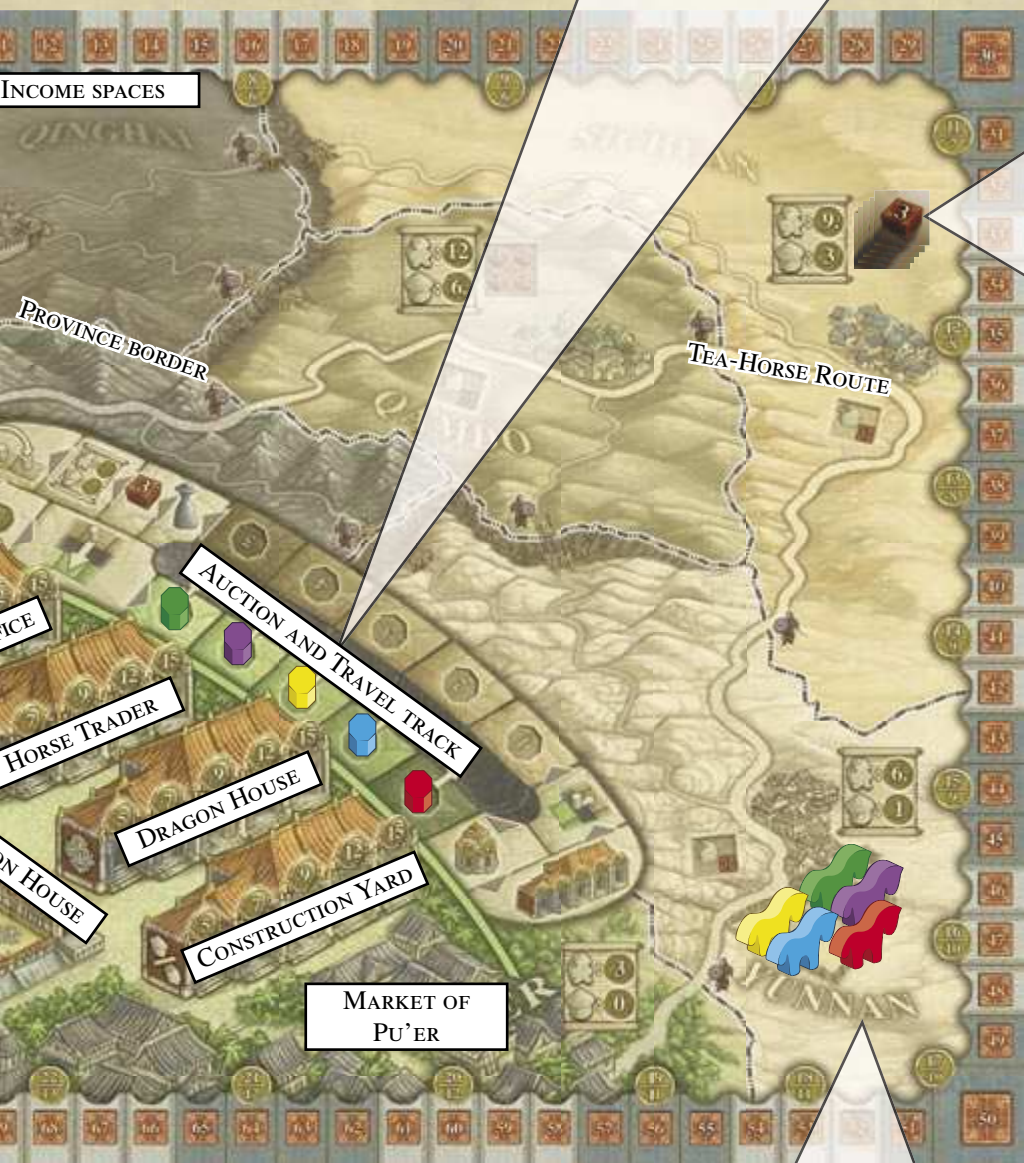
SET UP

2. Each of you, choose a color. Remove the components of unused colors from the game. Place all remaining components on the table as a **general supply**.



Determine the turn order by taking 1 **Turn order marker** of each color into your fist and drop them above space 11 of the **Auction track** (i.e. the lightest green one). Then place the markers on the Auction track according to their distance to this space. Thus, the player whose marker ended up being closest to space 11 becomes Start player. In 3-player games, 2 of the darker green spaces will stay empty; in 4-player games only 1.

Note: Empty spaces on the Auction and Travel track do not matter, only the relative position of the players to one another.



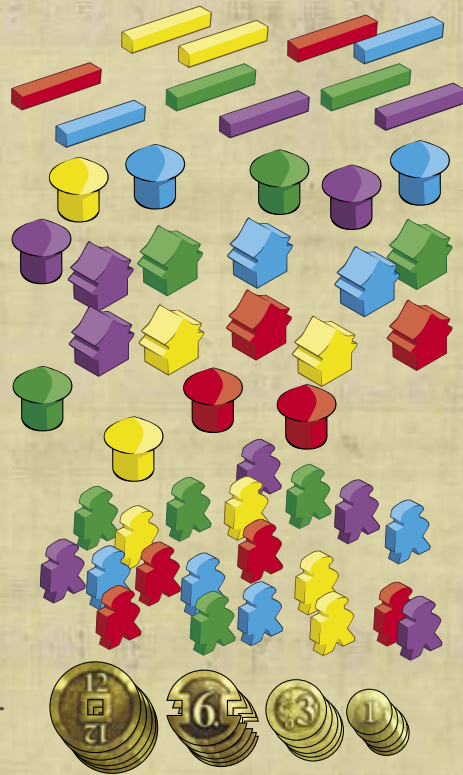
10. Place the depicted number of **Presents** in stacks in the Provinces as indicated on the game board at each Province.



- Yunnan: 0**
- Sichuan: 5**
- Qamdo: 4**
- Tibet: 3**
- Qinghai: 2**



9. All your other components (Bridges, Trading posts, Traders, Tea houses) stay in the **general supply** next to the game board.



7. Put the coins in a **general supply** next to the game board. Take the following amounts of **money** from there according to your position on the Auction track:

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

Your money is public information, so keep it visible to all players.

8. Place your **Horse** in the **Stable** of the Province **Yunnan**.

Rules for 3-5 players

GAME PLAY

Every round goes through 2 phases, the Auction and the Travel phase. These phases are further divided into several sub-phases and played one after another.

I. AUCTION PHASE

IA) PLACE TRADERS

In the order of the green Auction track, place **one** Trader from your personal supply or from the Provinces:

- in a building for Progress
 - in the Bank for money
 - in the Market of Pu'er to travel
- or
- pass for the rest of the Auction phase

Never bid more than you can pay!

“5” and “7” spaces in buildings are not safe.

When passing, move your Turn order marker to the black area in the middle.

Once all players have passed, resolve the buildings.

IA) PLACE TRADERS

In the order indicated by the Auction track, beginning with the player on the lightest green space (1), take turns to place **one** of your **Traders** on a Progress building or in the Market of Pu'er, or pass. If you choose to pass, move your Turn order marker off the Auction track to the adjacent black space between the Auction and Travel track. Play continues until all Turn order markers have been moved onto the black spaces.

WHERE FROM? At first, you have to take Traders from your personal supply. From round 2 on, if you have no Traders left in your personal supply, you may take them from one of the 5 Provinces but not from the Market of Pu'er or any of the Progress buildings.

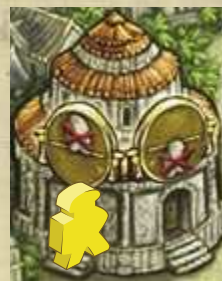
WHERE TO? You may place your Traders in the 5 **Progress buildings** to bid on progress, or on one of the two **Bank spaces** to get money, or in the **Market of Pu'er** to travel from there later and generate income.



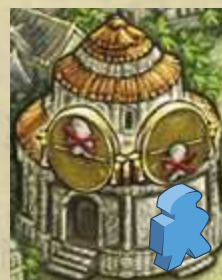
5 PROGRESS BUILDINGS: You may place a Trader on an empty space in one of the 5 Progress buildings unless there is already one of your Traders in that Progress building. The number above the space indicates the bid. You may only place a Trader on a small space (“5” or “7”) if you are the highest bidder. If you place a Trader on a small space and another player outbids you, you must immediately remove your Trader from that building and take him back into your personal supply. You can place this Trader again **on your next turn**. If you have already passed, you immediately move your Turn order marker back on the Auction track. You keep your Trader if on large spaces (“9” and up) even if other players bid higher.

Restriction: If you have already used a Progress building to its full extent, you may not place a Trader in that building anymore!

BANK:



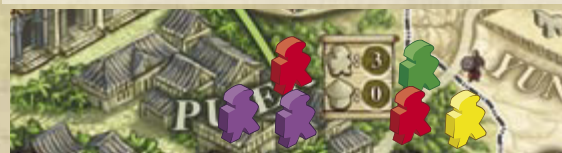
If you place a Trader in one of the Bank spaces, immediately move all of your Traders from the Progress buildings to the Market of Pu'er. Until the end of this Auction phase, you may not place any Traders in any of the Progress buildings anymore. The other players may place their Traders on the spaces you have freed up.



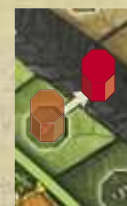
You may not use both of the Bank spaces during the same Auction phase.

MARKET OF PU'ER: More than one Trader may be placed here, both by the same player and by different players.

Note: You may move a Trader from a faraway Province to the Market. This might make sense when you plan on displacing other Traders (see below).



PASSING: If you do not want to place any more Traders, you pass by moving your Turn order marker off the Auction track to the black area. Unless another player outbids you in a Progress building, this Auction phase is over for you.



NO OVERSPENDING: You may **not** bid more than you can pay (in the basic version). Organize your bids in small heaps to keep track of your available money.

1B) RESOLVE THE BANK

The first building to be resolved is the Bank (*unless no player has placed a Trader there*).

Add up all the bids of all players in the 5 Progress buildings to determine the **total payment**, which defines the bank payouts.

The Score track indicates the amounts of money the players in the Bank will get depending on the total payment. The Score track is divi-

ded into several sections of dark and light shade. At each such section, there is a circle with two values, one on top and one on the bottom. Check the circle in the section that contains the total payment. (If the total payment is greater than 99, use the last such circle, i.e. 27/15.) The player on the left Bank space will get the bigger amount, and the other player will get the smaller amount. The players take the money from the general supply and remove their Traders from the Bank into their personal supply.

1B) RESOLVE THE BANK

Add up all the bids.

Check the Score track for the amounts that need to be paid out.

The players in the Bank get their money (the player below gets the smaller amount).

Example:

In the Trading School, **Red** has bid 9 and **Blue** 12.

Blue has bid 5 on Border passes.

Green and **Red** have bid 9 and 12 on Horses, respectively. **Red** has bid 7 on Influence. Finally,

Blue and **Green** have bid 9 and 12 on Structures, respectively.

The total payment is: $9 + 12 + 5 + 9 + 12 + 7 + 9 + 12 = 75$.

Space 75 is associated with circle 24/14 as this circle is adjacent to the shaded section that space 75 belongs to.

Purple is on the the left Bank space, **Yellow** on the right Bank space.

Purple gets 24 and **Yellow** only 14 Yuán from the Bank.

Purple and **Yellow** take their Traders back.



1C) RESOLVE THE PROGRESS BUILDINGS

In the order of the Auction track, the other players have to pay for their Traders in the Progress buildings.

The players resolve the buildings and take their Traders back.

1C) RESOLVE THE PROGRESS BUILDINGS

Now all players have to pay their bids in the order indicated by the Auction track. Then remove your Traders one after another and use the building's Progress action that you took the Trader from. (*This way you will not miss on the*

Progresses you have bid on.) In the Construction Yard, you **now** have to choose between the 3 Structures. If you choose a Tea house, you may build it immediately or put it in your personal supply like the other Structures.

PROGRESS BUILDINGS

Trading School:
take a Trader from the general supply and place him in Pu'er

Customs Office:
increase your travel distance:
+1 Border pass

Horse Trader:
move your Horse into the next farther Province

Dragon House:
increase your Influence:
+1 Dragon head

Construction Yard:
take a Trading post, Bridge or Tea house

2. TRAVEL PHASE

2A) TRAVEL, DISPLACE, BUILD

In the order of the brown Travel track

Traveling

Move all or part of your Traders in the Provinces:

- in any direction but without changing it
- not back to the Province they started in
- you must use a Border pass for each Province border you cross
- no further than to the Province indicated by your Horse

THE PROGRESS BUILDINGS

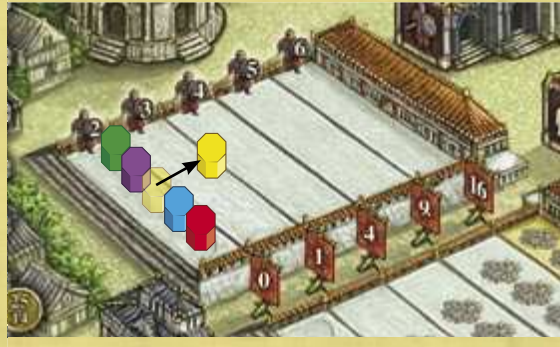


Trading School: new Trader
Take one of your Traders from the **general supply** and place him in the Market of Pu'er, i.e. you will already be able to use this Trader in the upcoming Travel phase!



Customs Office: new Border pass (2, 3, 4, 5, 6)
In this building, you can increase the number of borders your Traders may cross. Move your Progress marker in the Customs office up one space. This increases the number of Border passes immediately.

Example: In round 1, Yellow invests in Border passes. She moves her marker from space 2 to space 3. Now she has 3 Border passes.



Horse Trader: access to another Province
In this building, you can increase the range of your Traders. Move your Horse to the next farthest Province along the main Tea-Horse Road. From now on, you are allowed to move your Traders into this Province and also build structures there.



Dragon House: increase Influence
In this building, you can increase the Influence of your Traders. Move your Progress marker in the Dragon House up one space. This increases your Influence immediately.



Construction Yard: new Structure
In this building, you get a Trading post or a Bridge or a Tea house that you will build in the upcoming or a future Travel phase.

Trading posts are used to create a connected trade route. They cannot be displaced or banished.

Bridges can be used as short-cuts over ravines.

Tea houses protect you from the Province inspector and are each worth 12 Victory points at the end of the game.

2. TRAVEL PHASE

2A) TRAVEL, DISPLACE AND BUILD

Move all of the Turn order markers from the black spaces to the corresponding brown spaces of the **Travel track**. The player on space 1 (i.e. the lightest brown one) is the Start player for this phase. Thus, the turn order is reversed in this phase.

On your turn, you can do your actions in any order you like. You can build any number of Trading posts, Tea houses and Bridges from your personal supply, and move any number of your Traders. As soon as you have **completely** finished building and moving, the next player may take his turn.

MOVING TRADERS: Traders move in **any direction** from the starting Province to the target Province by crossing the Province borders along the depicted **Tea-Horse Road** (or by using Bridges along a side track, see below). Consequently, a Trader starting in Pu'er moves

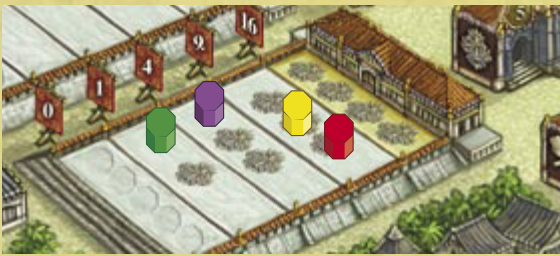
to Yunnan first. The Tea-Horse Road starts in Pu'er and leads to higher-yielding Provinces. You may not use Traders from your personal supply in this phase. When traveling, a Trader may not return to the Province he started in.

BORDER PASSES: For each Border that your Traders cross, you must use a Border pass. At the beginning of each Travel phase, check the Customs Office to see how many Border passes you may use in this phase. In the Customs Office, you can increase the number of Border passes you have up to a maximum of 6. You can distribute your Border passes among your Traders any way you like. You do not have to use all of them.

RANGE: You can only travel to or build Structures in the Provinces you have access to. You have access to all Provinces from Pu'er to the Province indicated by your Horse.

DISPLACING: When you **end the movement** of one of your Traders in a Province that contains Traders of your opponents, you may displace one of them if your Influence is **greater** than your opponent's. (A Trader that did not move at all may not displace other Traders.) Move your opponent's Trader to the adjacent Province that is closer to Pu'er along the Tea-Horse Road. Displaced Traders cannot displace other Traders. Trading posts cannot be displaced.

Example: Red has an Influence of 3 Dragon heads and moves one of her Traders from Pu'er through Yunnan to Qamdo. She cannot displace Traders from Yunnan as she has not ended the movement there. In Qamdo, Green (1 Dragon head) has 3 Traders. Yellow (3 Dragon heads) and Purple (2 Dragon heads) each have 2 Traders there. Red may not displace a yellow Trader as her Influence is not greater. Among the other players, she decides to displace Purple as she suspects her to be ahead. So she moves a purple Trader to Sichuan.



BUILDING: You may build any number of Structures from your personal supply (that you have gained in this or a previous round) without any further costs. You may only place them in Provinces that you have access to, i.e. that you have reached or passed with your Horse. (In case of a **Bridge**, you must have access to both Provinces!)

There is no limit to the number of **Trading posts** per Province. You may place a Trading post in a Province regardless of how many Trading posts of other players are already there. You may even place both of your Trading posts in the same Province. Trading posts remain in the Province chosen until the end of the game.

At 4 locations on the game board, there are illustrations of **Bridges** across a ravine. You can only place Bridges at these locations. You may only use your own Bridges. Using a Bridge does not cost any fees. It is allowed that two or more players build Bridges at the same location, next to each other.



Tea houses are placed on the marked spaces on the game board. In each Province, there can only be one single Tea house regardless of which player.



CONNECTED ROUTE

Each Trader and Trading post with a route to Pu'er leading only through Provinces with either your Traders or Trading posts is deemed to have a **connected** route. This route may lead via the Tea-Horse Road or a side track with your Bridges. You do not need to be present in Pu'er. If, at the end of your turn in the Travel phase, you have Traders **without** a connected route you must send them back to Pu'er. Trading posts without a connected route stay where they are but will not yield any Tea income this round.

Example: Red owns a Bridge between Sichuan and Qinghai. She has a Trader in Qinghai and Tibet, and a Trading post in Sichuan. Red is not present in Qamdo. She has a connected route leading through Tibet and Qinghai and further over the Bridge to Sichuan.



Displacing

Displace an opponent's Trader from the Province you end up in if you like.

Building

Build any number of Trading posts, Bridges and Tea houses from your personal supply in the Provinces.

You may only build in Provinces that you can reach with your Horse. (Bridges: both Provinces!)

Only one total Tea house per Province regardless of color!

Connected route

At the end of your Travel phase send all traders without a connected route back to Pu'er.

2B) THE PROVINCE INSPECTOR

2B) PROVINCE INSPECTOR

Moves to the Province with the highest tea income (ignoring transportation costs).

Banishes the Trader with the highest Influence and sends him back to the Market of Pu'er.

A Tea house or an Influence of 4 Dragon heads protects you from being banished.

Ties are broken according to the Travel track.

After all players have completed their turns of the Travel phase, the Province inspector will move into the Province (except Pu'er) that will yield the highest tea income this round (ignoring any transportation costs). The tea income of a Province is determined as the sum of payouts (as depicted on the game board) of all Traders and all connected Trading post in that Province.. In case of a tie, the Province inspector prefers the Province farther away from Pu'er. In this Province, he will banish one of the Traders back to the Market of Pu'er.

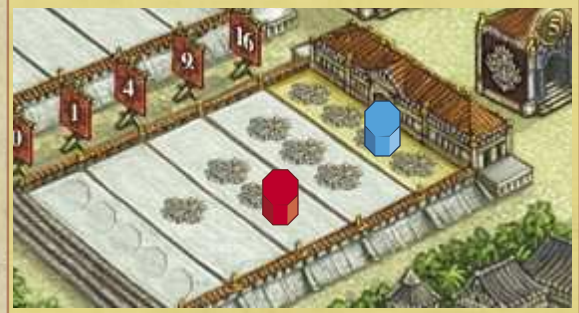
Example: There are 3 Traders and 1 Trading post in Sichuan, and 2 Traders and 1 Trading post in Qamdo. In both of these Provinces, the tea income is 30 Yuán (9+9+9+3 and 12+12+6, respectively). As Qamdo is farther away from Pu'er than Sichuan, the Province inspector will banish a Trader from Qamdo.



Among the players in this Province that have an Influence of **fewer than 4 Dragon heads** and that do **not** have a **Tea house** there, the Province inspector will banish the player with the greatest Influence. In case of a tie, he will banish the player who comes earlier in turn order according to the Travel track (i.e. who is on the lighter brown space).

If all of the players in that Province have an Influence of at least 4 Dragon heads or built a Tea house there, the Province inspector will not banish anyone. Trading posts cannot be banished at all.

Example: The **blue** Trader in Qamdo has an Influence of 4 Dragon heads and is protected from the Province inspector. The **red** Trader only has an Influence of 2 Dragon heads and will be banished. If **Red** had built a Tea house in Qamdo, her Trader would have been protected and the Province inspector would not have banished anyone at all.



Finally, put the Province inspector back into the bottom left corner of the game board.

2C) PRESENTS

2C) PRESENTS

Distribute the Presents left in a Province among the Traders there.

One Present per Trader.

If there are more Traders than Presents, the Traders with greater Influence will take priority.

Ties are broken according to the Travel track.

If there are still Presents left in a Province, **each** Trader in that Province will get **one** of these tiles.

If there are fewer Presents left than Traders present, the Traders with **greater Influence** will take priority.

In case of a tie, the Presents will be distributed according to the Travel track. The leading player will get 1 Present, then the next player and so on. If then there are still Presents left, the players will get Presents for their remaining Traders in the same fashion.

Note: When dealing out presents, it does not matter if you have the most Traders in a Province.

2D) DETERMINE INCOME

In the order indicated by the Travel track (beginning with the lightest brown space), tea will now be delivered to the Traders and Trading posts in the Provinces and sold there.

TEA INCOME: Each Province (including Pu'er!) pays an amount of money to **each** Trader (3, 6, 9,...) and to **each** Trading post (1, 3, 6, 10, 15) for the delivered tea. Trading posts in Pu'er do not yield a Tea income!

SUBTRACT THE TRANSPORTATION COSTS! If there are Traders or Trading posts missing in Provinces on the route from Pu'er to a **Trader** that is being supplied with tea, you will have to pay transportation costs for **each** such Trader that is being supplied through a gap in your trade route. The transportation costs are 3 Yuán per Trader per Province gap.

Exception: Trading posts are only supplied with tea if they are connected to your trading network without any gap. In case of a gap they will not yield a Tea income.

You are allowed to use your Bridges to avoid transportation costs if possible. For this purpose, you do not need to take the shortest route from Pu'er to the Provinces.

Missing Traders in Pu'er will never cause any transportation costs.

Example: **Yellow** has Traders in Tibet and Qinghai, and a Trading Post 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 Yuán per Trader in both of these Provinces for the transportation via Qamdo.



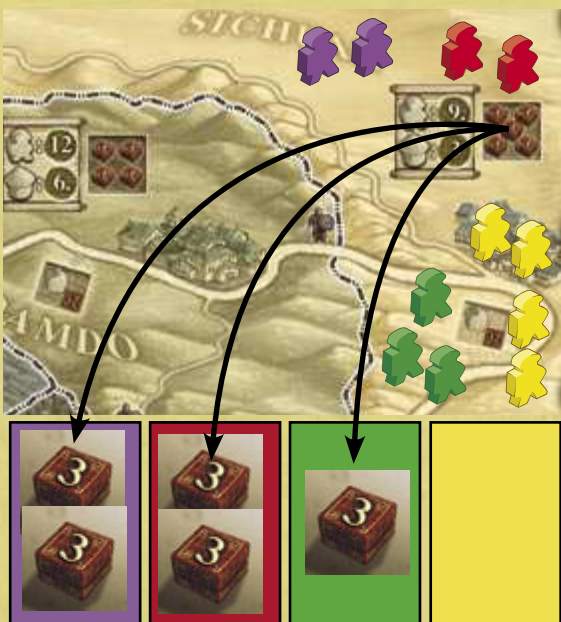
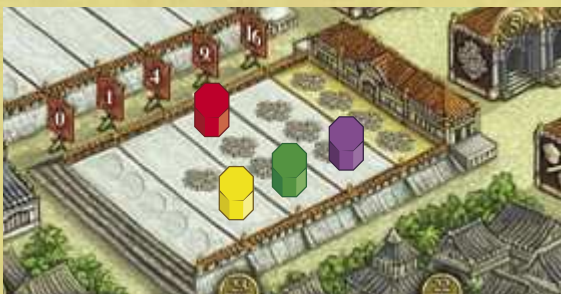
Beispiel: There are 5 Presents left in Sichuan. The Travel track indicates the following turn order:

Yellow, Red, Green, Purple.

Yellow has 4 Traders and 1 Dragon head,
Red has 2 Traders and 2 Dragon heads,
Green has 3 Traders and 2 Dragon heads,
Purple has 2 Traders and 3 Dragon heads.

Purple has the greatest Influence and gets one Present per Trader for a total of 2 Presents.
Red and **Green** both have the same Influence but **Red** comes before **Green** on the Travel track, so **Red** gets Present #3 and **Green** gets Present #4. Then **Red** gets Present #5 for her 2nd Trader.

Green does not get any more Presents for her other two Traders. **Yellow** has the most Traders and is leading on the Travel track, but both these things do not matter as she has the least amount of Influence.



2D) DETERMINE INCOME

In the order of the Travel track

Tea income in a Province =
 number of Traders and
 Trading posts times
 Province value

No income for Trading posts that are not connected!

Total income of a player =
 total amount of
 tea incomes minus
 transportation costs

Subtract the transportation costs!

Subtract 3 Yuán per gap for each Trader that is being supplied through gaps.

In the order of the Travel track:

Indicate the total income on the half-round Income spaces at the Score track. Place later players on top.

2E) NEW TURN ORDER

- Place the player with the highest total income on space 1 of the Travel track.
- If tied, go through the markers from top to bottom.
- The other players follow according to their total income in descending order.

2F) CONVERT TOTAL INCOME INTO VICTORY POINTS

- Convert part or all of your total income into Victory points at a 1:1 ratio.
- Move your Victory point marker accordingly.
- Take the remaining money from the general supply.

2G) END OF THE ROUND

Take your Traders back from Pu'er and put them into your personal supply. Move your Turn order marker back to the Auction track.

END OF THE GAME

Triggered when a player reaches 80 or more Victory points

OR

there are no more Presents left on the game board.

Convert money into Victory points at a 3:1 ratio.

Use the Income markers and place them on the half-round Income spaces of the Score track to indicate your total income. Your total income is the sum of the tea income of all of your Traders and all connected Trading posts minus the transportation costs. If an Income marker is about to be placed on an Income space that already has a marker of another player, place the new marker on top of it. You will not get your income quite yet.

2E) NEW TURN ORDER

The Turn order marker of the player with the **highest** total income is placed on space 1 of the Travel track (i.e. on the lightest brown one). The other players follow in the order of their total income. In case of a tie, go through the stack of Income markers from top to bottom. Leave the Turn order markers on the Travel track for now.

2F) CONVERT TOTAL INCOME INTO VICTORY POINTS

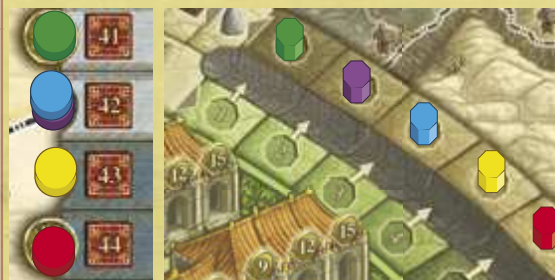
In the **new** turn order indicated by the Travel track, you may now convert part or all of your total income into Victory points at a 1:1 ratio. Move your Victory point marker accordingly and take the **remaining** amount of money from the general supply. Then remove your Income marker from the game board.

Example: **Blue** has a total income of 21 Yuán. She converts 6 Yuán into Victory points and gets 15 Yuán from the general supply.

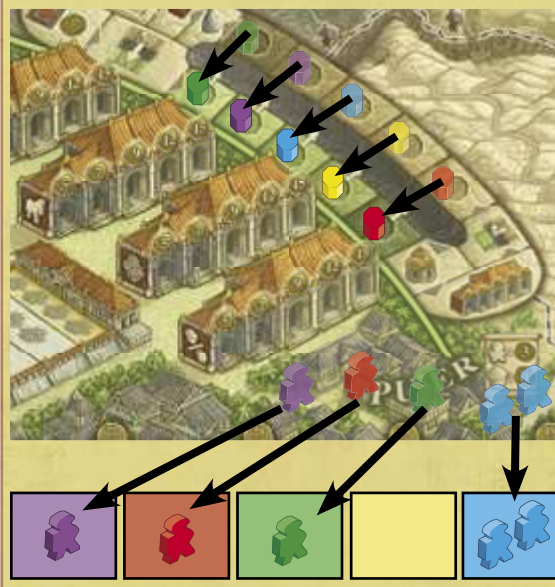
2G) END OF THE ROUND

Remove all of your Traders from Pu'er and put them back into your personal supply. Move your Turn order markers to the side onto the Auction track. (This will reverse the turn order again.) Then start a new round with the Auction phase.

Example: The turn order has been adjusted.



Example: End of the round



END OF THE GAME

The game end is triggered when a player's score is **80 or more Victory points** or when there are **no Presents left** on the game board. When this happens, play continues until phase 2F of the current round (phase 2G will be ignored). Then the game ends.

At the end of the game, you will get 1 Victory point per **3 Yuán** left in your supply and 3 Victory points for each Present you have got.

Finally, you will get Victory points for some of your Progress according to the following table:

Victory points	0	1	4	9	12	16	24
Border passes	2	3	4	5	-	6	-
Influence (Dragon heads)	0	1	2	3	-	4	-
Tea houses	-	-	-	-	1	-	2

The player with the most Victory points wins the game. In case of a tie, the player with the greater Influence breaks the tie. If still tied, the player earlier in turn order according to the Travel track breaks the tie (like with Presents).

YUNNAN AS A 2-PLAYER GAME

Each player gets to play two colors. Play as if this were a 4-player game. Keep the money of your two colors separate but only use a single Victory point marker for both colors. When determining the initial turn order, make sure that no player gets to play his two colors one after another. The game end is triggered when there are two or fewer Presents left on the game board or when a player's score is 100 or more Victory points. During the final scoring, you may combine the money of both of your colors and convert it into Victory points as usual.

THE PRO GAME

(RECOMMENDED AFTER YOUR FIRST GAME): PAY DEBTS WITH VICTORY POINTS

At the beginning of the game, place the Round marker on space 1 of the Round track. Move it to the right onto the next space at the end of each round. Each player gets a “-100/0” marker and places it in front of him, “0” facing up.




OVERSPENDING ALLOWED:

Money is still public information but you may bid more than you have.

BANKRUPT:

If you cannot pay all of your bids (*because you think it was worth it, or because you have converted too much money into Victory points last round and are now short a little, or because you have just miscounted*), you will lose 9 Victory points minus the current round number per Yuán you are short (*the exact values are depicted on the Round track*).

You can have a negative score! Turn your marker to “-100” when you fall below 0 Victory points and move your Victory point marker accordingly. You can get Progresses as usual. If you regain your Victory points and pass 0 again, turn your marker from “-100” back to “0”.

Example: In round 4, **Yellow** is short 3 Yuán to pay her bids. Thus, she loses 15 Victory points. Her Victory point token was on space 0 so she moves it to space 85 and turns her marker to .



PRO GAME

Use the Round marker to indicate the current round

You may bid more than you can pay

Pay debts with Victory points

Ratio depending on the round number

Indicate negative scores with the “-100” marker

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TIPS FOR BEGINNERS

ON THE RULES:

A Trader can **either** be used in a Progress building or the Bank or he can travel. This is why you have to take Traders back from the Progress buildings after you have resolved them. Only the Traders in the Market of Pu'er and the Provinces may travel.

DO NOT FORGET:

You may retract a Trader from a Province (but not Pu'er) to use him in a Progress building.

At the end of the Travel phase, the Traders in Pu'er will return to your personal supply.

You can never place 2 or more Traders in the same Progress building!

If you are outbid on a "5" or "7" space you must take back your Trader.

CONNECTED ROUTE: At the end of your turn during the Travel phase, all of your Traders that do not have a route to Pu'er (via the Tea-Horse Road or any of your Bridges) without gaps must be sent back to Pu'er. No Province that you need to pass through may be without at least one of your Traders or Trading posts. Tea houses do not count for this purpose! Trading posts, however, remain in their province until the end of the game.

GAPS may be caused anyway when another player displaces your Traders or when the Province inspector banishes one of your Traders and sends him back to Pu'er. Each gap reduces your income by 3 Yuán per Trader that needs to be supplied with tea through a Province gap. Trading posts that are not connected do not yield Tea income!

TEA HOUSES protect you from the Province inspector but not from your opponents!

ON TACTICS:

Pay attention to your opponents' actions.

Progress is important – but if you do not travel, you will be short on money.

Do not convert your money into Victory points too early in the game.

If you are short on money, go to the Bank. You can win this game without ever going to the Bank.

Without your Horse, the other Progresses are pretty pointless but you can still win the game without ever being in the farthest Provinces.

If you are the only player with the smallest **Influence**, you will most likely be displaced very often. If you increase your Influence early on, you will be able to displace the others more often but you can only do so efficiently if you also get more Traders. Also note that you will most likely fall prey to the Province inspector.

Moving several Traders just by one Province may be better than moving one Trader by several Provinces as it allows you to displace more of the opponents' Traders, provided you have a high enough Influence.

Even though you may not want to move your Traders as they are already in the Provinces you like, you can still use them to displace your opponents' Traders. For instance, you could move one of your Traders from Sichuan to Yunnan and then **another** one from Yunnan back to Sichuan.