

Yunnan (Spielworxx 2023)

A game for 2-5 players by Aaron Haag. Condensed rules for 3-5 players by Eric Postpischil, <https://edp.org>.

Setup

Choose whether to use base rules or expert rules with the guards expansion, the double bidding expansion, or both.

For each player:

- Put a square victory point (VP) marker on 0 of the score track and a round income marker beside the track.
- Put 1 octagonal marker in the bottom of each of the 2 tracks (Border Pass and Influence) at the bottom center.
- Put 1 horse in the stable in the Yunnan province at the right center.
- Give the player 3 traders to put in front of them as their personal supply.
- Give the player 4 traders, 2 teahouses, 2 bridges, 2 trading posts, and 1 100 VP marker to put aside as a reserve.
- **Base game:** Remove the guard marker (crest shape) from the game. **Guards expansion:** Put aside as a reserve.

Shuffle 1 octagonal marker for each player and put them on the blue-green auction order track in random order.

Give the 1st / 2nd / 3rd / 4th / 5th player 9 / 9 / 12 / 12 / 15 Yuán (money).

Put the province inspector (gold pawn) on their space near the lower left of the board (above 74 VP).

Put the gorge blocker (grey) on its space (right of VP 83-84) below Dianmu Temple at the lower left of the board.

Stack the 14 presents on their spaces in the provinces: 5 in Sichuan, 4 in Kang, 3 in Tibet, and 2 in Qinghai.

General Rules and Orientation

Money is public. Pu'er is not a province. The main road route is Pu'er, Yunnan, Sichuan, Kang, Tibet, and Qinghai.

For travel and building, you may only access provinces from Pu'er along the main road up to where your horse is.

A *connected route* for a player is a path from Pu'er with at least 1 trader or trading post of theirs in each province.

- A trader or trading post is not needed in Pu'er. The path may use the main road and/or the player's bridges.
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Play

Play the phases below in rounds until all presents are distributed or, **in the base game only**, a player reaches 80 VP.

When sliding turn order markers, preserve their relative physical positions.

- (This reverses turn order between the blue-green auction order track and the gray travel order track.)

Auction

Take turns in blue-green auction order until all players have passed. On each turn, either pass or move one of your traders from your personal supply or from any province beyond Pu'er to one of the places below.

Pass: Slide your turn order marker to the beige center strip, move any traders remaining in your personal supply to the market of Pu'er, and take no further turns during this auction phase.

Move to an unoccupied **bank** space (to gain a portion of other players' bids this round and not make any purchases):

- Move all your traders from the temple and progress buildings, if any, to the market of Pu'er and pass as above.

Move to an unoccupied **temple** (to block a gorge) or **progress building** (to bid on an advancement) space:

- You may not bid in a building if you currently have a trader in that building.
 - **Double bidding expansion:** You may bid up to twice in a progress building, still obeying rules below.
- You may not bid in a 5 or 7 space or in any temple space if there is already a higher bid.
- If you outbid a trader in a 5 or 7 space or in any temple space, return the trader to their player's personal supply.
 - That player may play the trader on a future turn. If they passed, slide their marker back to the auction track.
- The 9, 12, and 15 spaces in a progress building, but not the temple, may each have a trader.
- You may not bid, in total, more money than you have.
- You may not bid where you will not progress (because you have exhausted that category of progress).

Move to the market of **Pu'er** (starting point for advancing traders into provinces).

- (It can be strategic to move traders from other provinces to Pu'er to use to displace other traders during travel.)

Resolve the Bank

Add all bids in the progress buildings. On the VP track, locate that sum (but maximum 99), the dark or light section it is in, and the yellow circle with a number for that section. Pay each trader in the bank that amount in Yuán.

Return the traders from the bank to their players' personal supplies.

Resolve the Temple and the Progress Buildings

In blue-green auction order (which matters only for the temple and the Construction Yard), each player pays their bids and uses the actions of their traders in buildings and returns those traders to their personal supply:

- **Temple:** Put the blocker across any gorge. (This blocks the gorge during the Travel and Build phase this round.)
- **Trading School:** Move a new trader from your reserve to the market of Pu'er. (You are limited to 7 traders.)
- **Customs Office:** Advance your marker in the Border Pass track. (This increases your movement points.)
- **Horse Trader:** Advance your horse to the next province along the main road. (This opens a new province to you.)

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- Traders Guild: Advance your marker in the Influence track. (This increases your influence.)
- Construction Yard: Move a trading post, bridge, or teahouse from your reserve to your personal supply.
 - You may immediately build it by the rules below. (You may not build an item purchased earlier at this time.)
 - **Guards expansion: Instead of a structure, you may take your guard marker, which you immediately place in any province, ignoring your horse position. It protects your traders there from displacement this round.**

Travel and Build

Slide all turn order markers from the beige center strip to the gray travel order track.

In gray travel order, each player performs all of their travel and building in any order.

You may build any number of trading posts, bridges, and teahouses from your personal supply:

- At most one trading post per province in any province you can access, regardless of other players' posts there.
- A bridge over any unblocked gorge whose far side you can access, regardless of other players' bridges there.
- A teahouse on any empty teahouse space (there is one per province) you can access.

Your traders may make as many border crossings (one trader crosses one border) as your Border Pass marker shows (2 at its bottom level, 1 more for each additional level.)

- A trader may move in either direction along the main road or across one of your unblocked bridges.
- A trader may not re-enter a province it was in previously this travel and build phase (no back-and-forth or loops).
- When a trader ends its (non-zero) movement in a province with a trader with lesser influence (Traders Guild), you may displace one such trader one border back toward Pu'er along the main road (not a bridge).
 - **Guards expansion: You may not displace a trader while its player's guard is in its province.**

When you end travel, your traders without a connected route move back to Pu'er. (Trading posts remain.)

Province Inspector

Move the province inspector to the province beyond Pu'er with the greatest total income across all players.

- Each trader and each connected trading post earns the income shown in the province.
 - (Do not discount for transportation costs for gaps assessed in the Determine Round Income step.)
- If tied, use the tied province farther from Pu'er.

Determine which player with traders in the province has the greatest influence but excluding players with 4 influence or with a teahouse in the province.

- If tied, use the player earlier in gray travel order.

Banish one trader of the designated player from the province to Pu'er. If all players are excluded, none are banished.

Return the province inspector to their space.

Presents

In each province with presents remaining, give 1 present to each trader in influence order, greatest influence first.

- If there is a tie with more tied traders than presents, give each tied player (not trader) 1 present in gray travel order. If ungifted traders remain, repeat distribution in gray travel order until the presents are exhausted.

Determine Round Income

In gray travel order, calculate each player's income for all their traders and connected trading posts as shown in the provinces (and note only 1 trader per player may earn income in Pu'er), but:

- Each trader not on a connected route earns 3 less for each empty province on the trader's best route to Pu'er.

Mark round income by putting the player's income marker in the corresponding semicircle space along the VP track.

- If a previous player has the same round income, stack the new marker on top.

Update Turn Order

Rearrange the markers in the travel order track, higher income earlier, upper income markers before lower ones.

Convert Income Into VP and Yuán

In gray travel order, each player takes their choice of VP and Yuán totaling their current round income.

End of the Round (If all presents were distributed or, **in the base game**, any player reached 80 VP, skip this step.)

Each player moves their traders from Pu'er to their personal supply.

Slide all turn order markers to the blue-green auction order track.

Return the gorge blocker to its space by the temple.

Guards expansion: Remove played guard markers from the game. (Each serves only for a single round.)

Game End

After the round in which the presents are exhausted or, **in the base game**, a player reaches 80 VP, add final points:

- 1 VP per 3 Yuán, 3 VP per present.
- 0 / 1 / 4 / 9 / 16 VP for level 0 / 1 / 2 / 3 / 4 in the Border Pass track.
- 0 / 1 / 4 / 9 / 16 VP for level 0 / 1 / 2 / 3 / 4 in the Influence track.
- 0 / 1 / 4 / 9 / 16 VP for a horse in Yunnan / Sichuan / Kang / Tibet / Qinghai.
- 1 / 3 / 6 / 10 / 15 VP per teahouse in Yunnan / Sichuan / Kang / Tibet / Qinghai.

Ties are broken by more influence (Traders Guild). Further ties are broken in favor of earlier gray travel order.