

RÔLA E COSTA

VINZI — MING



RULEBOOK





INTRODUCTION

Yinzi means “silver” in Chinese. During the Ming dynasty (1368–1644), China experienced the most significant economic expansion in its history. *Yinzi: Ming* tells the story of how the global trade of silver between the Americas, Europe, and China profoundly reshaped the world economy, perhaps even marking the birth of global capitalism.

Social mobility in China contributed to the growth of cities, particularly in the Lower Yangtze region, which emerged as the primary production hub for tea, fruits, paintings, porcelain, and numerous other goods destined for all across the empire.

The Ming government abolished the forced labor system imposed on peasants by earlier dynasties, replacing it with a system of wage labor. This transition boosted productivity and trade. Many rural workers migrated to the cities, where they found employment in private or state-run workshops, producing goods such as paper, porcelain, refined sugar, and silk textiles.

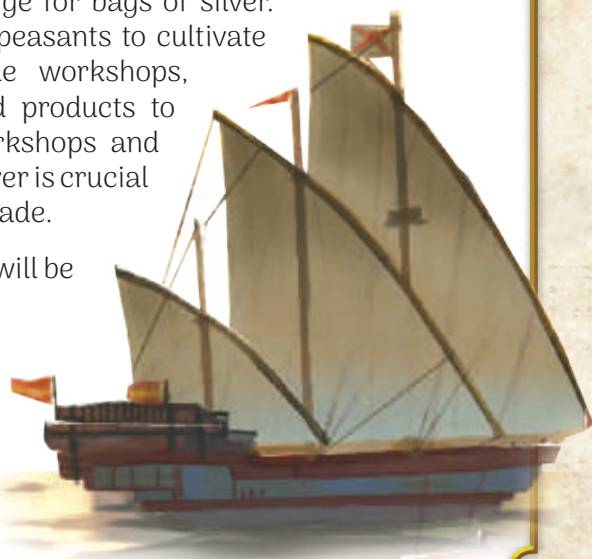
Trade and commerce flourished in this liberalized economy, supported by government-funded infrastructure projects, including the construction of canals, roads, and bridges. During this period, prominent merchant families emerged, amassing significant wealth.

At the beginning of the Ming dynasty, the government attempted to introduce paper currency, but it proved ineffective for trade with Europe and Japan. While small denominations were minted from base metals, most commerce relied on silver ingots. As China's economy grew, silver became the most valued currency, fueling the empire's expansion.

In *Yinzi: Ming*, you take on the role of the leader of a merchant clan developing various regions of China during the late Ming period, in the 17th century.

As a merchant, you must transport goods along the final 200 kilometers of the Yangtze River before reaching the China Sea, from where they will be shipped to Asia and Europe in exchange for bags of silver. Furthermore, you will recruit overseers and peasants to cultivate plantations, sell goods, build and upgrade workshops, produce raw materials, and deliver finished products to ships waiting in the harbor. Developing workshops and improving transportation along the Yangtze River is crucial for reaching the port and engaging in global trade.

Making the right choices at the right time will be your key to success.



COMPONENTS

2 Game boards



1 Rulebook



4 Merchants
(1 per player)



92 Overseers
(23 per player)



72 Peasants
(18 per player)



Resources
(8 Stone & 14 Wood tokens)



35 Yinzi
(silver) ingots



62 Sapeque
(copper) coins



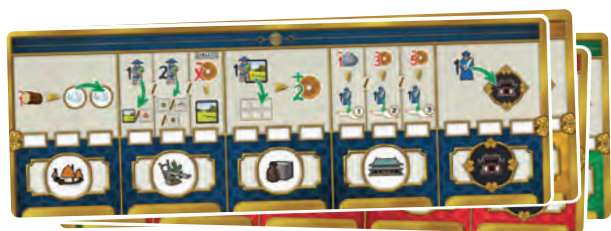
16 Misfortune tiles



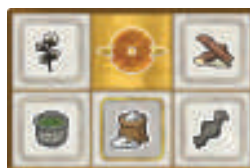
8 Ambassador tokens
(2 per player)



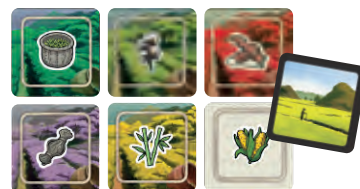
40 Goods tokens
(10 per player)



4 Player boards
(1 per player)



8 Local Market tiles



30 Crop tiles
(5 each of six different)



18 Ship tiles
12 Asia-bound
6 Europe-bound



20 Silk Road Caravan tiles



48 Order cards
(12 per player)



1 Scoring pad



16 Workshop tiles
(4 each for four different goods)



2 displays



1 Cotton bag

1 Six-sided die



1 Exchange marker



4 Corruption Rules Aids
(1 per player)



4 Player Aids
(1 per player)



A Place the two Boards in the center of the table as shown in the image.

B Local Markets

Shuffle the Local Market tiles face down and randomly place one face-up tile in the designated area on the following provinces, according to the player count:

- **2 players:** Huguang (grey), Jiangxi (white), and Nanzhili (brown). The Zhejiang province (black) will not be used in the game.
- **3 players:** Huguang (grey), Jiangxi (white), and Zhejiang (black). The Nanzhili province (brown) will not be used in the game.
- **4 players:** Huguang (grey), Jiangxi (white), Nanzhili (brown), and Zhejiang (black).

C Ships

Shuffle the Asia-bound Ship tiles into a face-down stack and return a number of Asia-bound Ships to the box, according to the player count, without revealing their face:

- **2 players:** Four.
- **3 players:** Two.
- **4 players:** None.

Then, reveal Asia-bound Ship tiles equal to the number of players, and place one in each designated space in the Port.

Next, shuffle together all the remaining Asia-

bound Ship tiles and the Europe-bound Ship tiles into a face-down stack, and place it next to the board. Reveal two Ships and place one above the other next to the stack to create the Open Sea area.

D Crop Display

Set aside the 5 Maize Crop tiles. Then, put all the remaining Crop tiles into the Bag and shake it well. Next, draw six Crop tiles from the bag and place one face-up tile in each Crop display space. Last, add the 5 Maize Crop tiles into the bag, shake it well, and put it within players' reach.

E Silk Road Caravans

Shuffle the Silk Road Caravan tiles into a face-down stack, and place the stack above the Caravan display. Then, reveal Silk Road Caravan tiles equal to the number of players and place one face-up tile in the designated spaces on the Caravan display.

F Exchange Ratio

Place the Exchange marker on position '2' of the Exchange Rate track.

G Common Reserve

Place the Wood and Stone tokens, the Yinzi, the Sapeques, and the Misfortune tiles near the board to form a common reserve.

PLAYER SETUP

H Player components

Each player chooses a color and takes the following components in that color:

- 1 Player board
- 1 Merchant, 23 Overseers, and 18 Peasants
- 2 Ambassador tokens
- 10 Goods tokens
- 12 Order cards

If playing with fewer than four players, return the remaining components to the box.

H1 Place your Player board in front of you.

H2 Shuffle your Order cards into a face-down deck and place the deck next to your Player board. Reveal **3 Order Cards** and place Overseers on each according to the number shown.

H3 Place your remaining components nearby to form your personal supply. Take 1 Wood or 1 Stone at your choice, and 4 Sapeques from the reserve, placing them in your supply.

H4 Take a Player Aid and a Corruption Rules Aid.

I Ambassadors

Each player places one of their Ambassador tokens on the '1' space of the Yangtze Transport Capacity track , and another on the Ship icon on the Negotiation track .

J Turn Order

Randomly determine the initial turn order. Each player places their Merchant on the corresponding numbered space on the Turn Order track.

K Workshops

Return any Workshop tiles from **unused** player color(s) to the box. Then, shuffle all the remaining Workshop tiles into a face-down stack next to the board, and reveal Workshop tiles equal to the number of players (multiple Workshop tiles of the same color are allowed).

In reverse turn order, each player chooses one of the face-up Workshop tiles and places it in one of the available provinces. **The chosen Workshop doesn't need to match the player's color.** A Workshop tile must cover exactly three spaces. Those spaces can have a Crop icon , , but not a Salt Mine icon , nor can they partially or entirely overlap another Workshop. You can **rotate the Workshop tile as needed**. After placing a Workshop tile, put **one Overseer** from your supply on the Workshop designated space to mark it **as yours**. Multiple players can choose the same province to place their initial Workshop tile.

Last, reveal a new set of Workshop tiles equal to the number of players.

PLAYER COMPONENTS H

In limited quantity per game.

H2

J



x1



x23

H1



H3



GAME OVERVIEW

Yinzi: Ming is played over **four rounds**, each comprising the following sequential phases:

A: EXCHANGE RATE

Determine the ratio for trading Sapeques for Yinzi or vice versa.

B: BONUS & TURN ORDER

Choose a Merchant bonus and determine the turn order for the round.

C: DIRECTIVES - ORDER CARDS

Carry out actions with your Order Cards, and manage your Overseers and Peasants.

D: REGULATION

Feed and pay your Overseers and check the Silk Caravan status. Optionally, resolve Disasters.

E: MAINTENANCE

Prepare for the next round.

After completing the fourth round, proceed to the End of the Game and Final Scoring Phase.

The player with the most **Wealth Points (WP)** at the end of the game **wins**.



In the event of a tie, the tied player whose Merchant is in the lowest-numbered space on the Turn Order track wins.

ROUND PHASES

A: EXCHANGE RATE

Exchange rates are constantly shifting, and so is the Yinzi value. Will you take advantage of favorable winds?

The position of the Exchange marker indicates the Sapeques to Yinzi exchange rate for the round. In this phase, roll the die and adjust the position of the Exchange marker accordingly:

- If the die result is higher than the current rate, the rate increases by 1. Move the marker by one space clockwise.
- If the die result equals the current rate, the exchange rate remains unchanged. Do not move the marker.
- If the die result is lower than the current rate, the rate decreases by 1. Move the marker by one space counterclockwise.

During your turn, you may exchange Sapeques from your supply with Yinzi from the reserve at the rate displayed, or Yinzi with Sapeques at the inverse rate.

EXAMPLE



The Exchange marker is on the '4' space. You roll the die and get a 2, a value lower than the current exchange rate. Therefore, you move the Exchange marker counterclockwise to the '3' space. During their turn in this round, every player can spend 3 Sapeques for 1 Yinzi ingot, or 1 Yinzi ingot for 3 Sapeques.

B: BONUS & TURN ORDER

All help is welcome, no matter how small it may be.

In this phase, each player chooses a bonus. The position of the chosen bonuses on the Bonus register will determine the turn order for the remainder of the round.

OBTAINING A BONUS

Each player chooses a Bonus in turn order.

On your turn:

- Place your Merchant in an empty space on the Bonus register to obtain the corresponding bonus (each space can contain one Merchant only). Some bonuses have an immediate effect, whereas the effect of others is related to specific actions or phases, as described below.
- You may then purchase the Crop to its right, by paying the indicated cost (1-3 ). If so, take that Crop tile and **2 Peasants** from your supply, and place them in a single unattended Field of your choice in any available Province. An unattended Field is one with no Peasants (either yours or from another player).



You can place a Crop tile on a space with a Crop icon or on top of another Crop tile, provided there are **no Peasants in that Field**. You cannot place a Crop tile over a Salt Mine (as these are not Fields) or a Workshop tile.

EXAMPLE

- 1 Elliot (yellow) is first in the turn order. He chooses the 4th Bonus and places his Merchant in the corresponding space.
- 2 Then, he pays 2 Sapeques to the reserve to purchase Tea, and takes the Tea Crop tile to the right of his Merchant.
- 3 Next, he places the Tea Crop tile on an unattended Field of his choice, and 2 of his Peasants on that tile.

Elliot has completed the bonus selection, and the other players follow in turn order.



BONUSES



SMOOTH TALKER

Gain 1 additional Sapeque for each sale at the Local Market, including those fulfilling High Demand requirements (see Sell at Local Markets, p.10).



ROTTEN TO THE CORE

Immediately place 1 Overseer from your supply in an empty space of the Corrupt Administration (see Corrupt Administration, p.11).



NAVIGATOR

Immediately advance your Ambassador 1 space on the Yangtze Transport Capacity track (see Increase the Transport Capacity, p.9).



FOOD FOR ALL

All your Overseers are fed for the round, and you do not have to spend any resources to feed them in the Regulation Phase (see Feed Overseers, p.18).



PAYDAY

All your Overseers are paid for the round, and you do not have to spend any Yinzi to pay them in the Regulation Phase (see Pay Overseers, p.21).



BUILDER

Immediately Build or Upgrade 1 Workshop for free (see Build or Upgrade a Workshop, p.11).

DETERMINING THE TURN ORDER



The position of the Merchants on the Bonus register determines the **new turn order**: The player with the topmost Merchant is the first player, the second topmost is the second player, and so on.

Do not move the Merchants onto the Turn Order track at this time.

EXAMPLE

The turn order is now Blue, Red, Yellow, Green, and will remain so until the next Bonus selection round.

Once all players have chosen a Bonus, slide the remaining Crop tiles on the Bonus register upward to fill any empty spaces. Then, draw Crop tiles from the bag and fill any empty spaces in the Crop display, from top to bottom.

C: DIRECTIVES - ORDER CARDS

Set your strategy in motion and expand your influence across the empire. Remember, every choice is crucial. Don't make any missteps!

Players take turns in turn order until everyone has taken six turns.

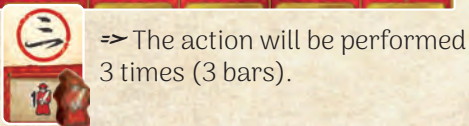
In each of your turns, select and resolve a different half of one of your three revealed Order cards:

- Use **the top half** to issue a Command Directive to your Overseers and perform one type of action from your Player board.
- Use **the bottom half** to issue a City Directive to your Overseers and perform one type of action in the City.

Every player issues three Command Directives and three City Directives during this phase.



Top part – Issue a Command: Use this part by placing the card in **one action slot** on your personal board. Perform the action as many times as there are bars shown on the card (1, 2, or 3).



Bottom part – Send Overseers to the City: Use this part in **one and only one district** of the City board. Perform the action as many times as the number of Overseers you send (1, 2, or 3).



COMMAND DIRECTIVE

You issue a Command Directive to perform one of the available actions on your Player board.

To do so, place one of your revealed Order cards beneath the player board action space of your choice, along with any Overseers on the card. You cannot select the same action more than once each round.

The number of lines on the top half of the card (1-3) equals the number of times you can carry out the chosen action. **You can increase that number by allocating one or more Overseers from your supply**, placing them on the designated area within the action space. Each Overseer increases the number of actions by one. However, **the sum of lines and Overseers cannot exceed four (4)**.

Resolve one action completely before starting another when performing the same action more than once.

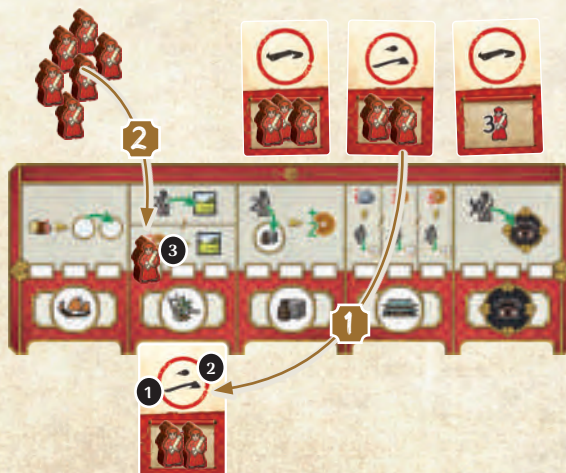
There are five actions available:

- Increase Transport Capacity
- Deploy Peasants
- Sell at Local Markets
- Build or Upgrade a Workshop
- Corrupt Administration

EXAMPLE

1 Narguiza (red) chooses to perform the Deploy Peasants action on her player board. She selects an Order Card with two lines and places it in the corresponding action slot.

2 To strengthen that action, she assigns one Overseer from her supply, placing it on the designated space. She may now carry out the Deploy Peasants action three times in her turn, two from the card and one from the Overseer **1 2 3**.





INCREASE TRANSPORT CAPACITY

With the acquisition of larger and better-equipped junks, you can travel greater distances, meeting the needs of local markets, the growing demand for labor in the city, and exporting goods.

The position of your Ambassador on the Yangtze Transport Capacity track indicates your Transport Capacity, which you may use to move Peasants or Goods across Provinces and to the Port.

To increase your Transport Capacity, **pay 1 Wood and advance your Ambassador 1 space** on the Yangtze Transport Capacity track. If your Ambassador is already at the end of the Transport Capacity track, this action has no effect.



The Yangtze River passes through all provinces; therefore, they are all connected to each other with a Transport Capacity of 1.

Each Peasant or Good requires:

- 1 Transport Capacity to move from one province to any other province.
- 2 Transport Capacity to reach the Port when starting from Huguang (grey) or Jiangxi (white).
- 1 Transport Capacity to reach the Port when starting from Nanzhili (brown) or Zhejiang (black).



Movements that require Transport Capacity include:

- **Selling at the Local Market:** Moving Peasants to Market spaces.
- **Producing Goods:** Moving Peasants from Markets to Workshops.
- **Supplying the Ships:** Moving Peasants working in Tea Fields, Salt Mines, or transporting Goods to Ships on the Port.



DÉPLOYER DES PAYSANS

Send your peasants to work, harvesting food crops, extracting salt, or tending crops for commercial use.

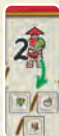
This action allows you to place one or more Peasants from your supply in an unattended Field or Salt Mine.

Reminder: An unattended Field / Salt Mine has no Peasants (yours or another player's).

Choosing one of the three options depicted on your player board:



Place 1 Peasant from your supply in an unattended Fruit, Bamboo, Ramie, Sugarcane, Cotton, or Tea Field.



Place 2 Peasants from your supply in an unattended Rice, Maize, or Salt Mine space.



You can only perform this **once per Command**.

Pay the cost for any Crop on the Crop display (1-3 ) and place that Crop tile and 2 Peasants from your supply in an unattended Field.

EXAMPLE

- 1 Narguiza issues a Command Directive of value three and chooses the Deploy Peasants action.
- 2 She first purchases a Sugarcane Crop from the Crop display for 1 Sapeque , and places the corresponding tile along with 2 Peasants from her supply in an unattended Field. She cannot do this again in this round.
- 3 She places 2 Peasants from her supply on a Salt Mine for her second action.
- 4 Finally, she places 1 Peasant from her supply in an unattended Tea Crop field.





SELL AT LOCAL MARKETS

The result of your peasants' hard work in the fields will earn you money at the local markets.

If you have a Peasant on a Crop field or Salt Mine, you can sell the corresponding production at a Local Market with a matching icon if both of the following conditions are met:

- The Local Market space with the matching production icon has no Peasants.
- You can move your production to that Local Market (see Transport Capacity Rules below).

If both conditions are met, place your Peasant on the matching Local Market space and immediately gain 2 Sapeques from the reserve.



Use transport capacity:

The position of your Ambassador on the Yangtze Transport Capacity track determines the number of movements available.

During your turn, you may use as many movements as your Transport Capacity allows, for one or more moves. It is not necessary to move your Ambassador on the Transport Capacity track when using transport.

When moving multiple Peasants and/or Goods, you must take into account the Transport Capacity required for each unit:

- 1 point to cross a border, including diagonal movements or movements between a Province and the Port;
- 0 points to move within the same Province.

The total of your movements used cannot exceed your available Transport Capacity.



High demand:

Some of the Local Markets have a Sapeque icon space and two arrows pointing at two other spaces, indicating that the products pointed at are in high demand.

To fulfill a product in high demand, move one of your Peasants from a matching Field or Mine to the Sapeque space in the Local Market, respecting Transport Capacity rules, and immediately gain 3 Sapeques for his sale (1 more than for a regular sale).

The high demand is considered fulfilled as long as a Peasant occupies the Sapeques space.

However, selling goods to the spaces indicated by the arrows **for 2 Sapeques is still possible**, provided the usual selling requirements are met.

The high demand rule applies again if the Peasant is later removed from the Sapeque space.

EXAMPLE

1 Narguiza plays an Order card beneath the Sell at Local Markets action space, allowing her to sell three times.

2 She wants to sell four times, so she places an Overseer from her supply in the designated space to reinforce the action



3 Narguiza first sells to the Huguang Local Market, moving a Peasant from a Sugarcane Field in the same Province to the High Demand space, symbolized by a Sapeque, thus fulfilling a demand and earning 3 Sapeques.



4 She then moves another Peasant from Sugarcane field in Huguang to the matching Local market space, earning 2 Sapeques.

5 For her third action, she moves a Peasant from a Cotton field in Huguang to the matching Local Market space earning 2 Sapeques.

6 For her fourth and last action, Narguiza moves one Peasant from a Cotton field to the Nanzhilil Local Market, where Cotton is in High Demand. She uses one Transport Capacity point to move across the Province border and gains 3 Sapeques more, for a total of 10 Sapeques from her Sell at Local Markets action.



BUILD OR UPGRADE A WORKSHOP

The high demand from foreign markets for high-quality Chinese goods encourages merchants to invest in specialized workshops. Drawn by the prospect of a better life, peasants migrate en masse to the cities, where they become artisans.

This action allows you to Build or Upgrade a Workshop.

To Build a Workshop, follow the sequence below:

- Pay **1 Stone** from your supply to the reserve.
- Choose a face-up Workshop tile from the display and place it over three unattended Fields (not Salt Mines) in any available Province. You can rotate the Workshop tile as you wish, but cannot overlap other Workshop tiles.
- Place **1 Overseer** from your supply on the designated space on the Workshop tile to mark it as yours.

A newly built Workshop is always a Level I Workshop.

You can upgrade your Workshops from Level I to Level II, and from Level II to Level III. Each upgrade consists of an independent action.

To Upgrade one of your Workshops, follow the sequence below:

- Pay 3 Sapeques to upgrade to Level II, or 5 Sapeques to upgrade to Level III.
- Place 1 Overseer from your supply on top of your Overseer(s) on the Workshop tile.

The number of Overseers on a Workshop indicates the Workshop level.

If you have built any Workshops, refill the face-up Workshop display at the end of your turn, so it shows as many Workshop tiles as players.

EXAMPLE

1 Narguiza wants to build a Workshop and issues the corresponding Command. The Workshop tiles on display are two yellow Workshops (one for Porcelain and another for Silk), one green Workshop (Paper), and one blue Workshop (Refined Sugar).

2 She decides on a Porcelain Workshop, anticipating a strong export demand for this good. Narguiza pays 1 Stone and places the Porcelain Workshop tile over three empty spaces in a province of her choice.

3 She places one Overseer from her supply on the dedicated space of the Workshop tile to mark it as theirs.

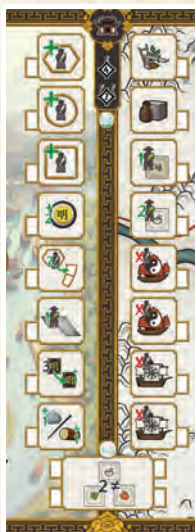


4 Narguiza still has two actions available and decides to upgrade one of her Level I workshops to Level II, paying 3 Sapeques and placing an Overseer on the Workshop tile. Then, she performs the action again, paying 5 Sapeques and placing another Overseer on the same Workshop tile, upgrading it from Level II to Level III.



CORRUPT ADMINISTRATION

Corruption is widespread throughout the empire and beyond. Use your privileged status to place your overseers within the corrupt administration. But beware, such places are highly contested.



Place one Overseer from your supply in an **empty space** of the **Corrupt Administration** to access the benefit indicated in that space.

You can use the benefits **at any time except during the Phase in which you place your Overseer.**

To use a benefit, remove the Overseer from the Corrupt Administration, then apply the indicated effect as described below.

If you have multiple benefits available, you can use any number, but you must completely resolve one before moving to another.

CORRUPTION IN DETAIL



IMPERIAL FAVOR

Add this Overseer to your Overseers in the Imperial Palace (see p.13). You cannot use this benefit if you have no Overseers there.



MASS PRODUCTION

Add this Overseer to your Overseers in the Artisan Quarter, Trade Port, or Materials Market (see p.14,15,16). You cannot use this benefit if you have no Overseers there.



ADDITIONAL RECRUITMENT

Add this Overseer to your Overseers in the Caravanserai (see p.17). You cannot use this benefit if you have no Overseers there.



GRAND ADMINISTRATOR

Increase your presence by 2 in the Caravanserai during Regulation: Check Escort (see p.19.).



MASS EXODUS

Move up to 2 of your Overseers from the Imperial Palace Quarter to the City Entrance upper space.



WORKFORCE

When you perform the **Artisan Quarter** action, you may use this benefit to gain 1 virtual Peasant of any color in a Workshop (see p.16). This Peasant must be used immediately.



PRIVATE CARAVAN

Draw 3 Silk Road Caravan tiles at random. Choose one to place face up before you, and shuffle the other two into the pile of Caravan tiles. You may fulfill the demand for the chosen Caravan at any time during your turn or at the end of the game. Steppe Mongol and Natural Disaster icons on this Caravan have no effect.



OVEREXPLOITATION

Gain 1 Stone or 1 Wood and use it immediately.



EXCEPTIONAL HARVEST

Perform a Deploy Peasants action, choosing one of the three options shown on your player board, including buying a Crop tile from the Crop display even if you have already done so once this round



SHREWD MERCHANT

Perform a Sell at Local Markets action to send 1 of your Peasants from a Field to a Local Market (see p.10). You may benefit from the Smooth Talker Merchant Bonus effect.



SALTWORKS

Send 1 of your Peasants from your reserve to a Local Market, Caravan, or Ship. Use that Peasant immediately. No Transport Capacity is required.



OPULENCE

Gain 2 Rice and use them immediately.



TRADE TO ASIA

There are two such spaces. When a Ship sets sail to Asia (see p.15) and you use this benefit, **do not return the Overseer to your supply**; remove it from the game instead (they embark on the journey!) and advance your Ambassador token one space on the Negotiation Track.



TRADE TO EUROPE

There are two such spaces. When a Ship sets sail to Europe (see p.15) and you use this benefit, **do not return the Overseer to your supply**; remove it from the game instead (they embark on the journey!) and advance your Ambassador token one space on the Negotiation Track.



FOOD SURPLUS

This space can contain 1 Overseer of each player. Move 2 of your Peasants from different Food Crops to any demand slot on a Ship in the Port **using Transport Capacity**. Gain 1 Yinzi as with a normal loading.

EXAMPLE

1 Elliot (yellow) and Taméris (green) had already heavily corrupted the Administration. Narguiza, who already has Overseers in place, wishes to increase her presence there and uses an Order card to take the Corrupt Administration action twice.

2 She uses the two actions to place one Overseer from her supply in the Mass Production space + and another in the Trade to Asia Track space X in the Administration.

3 Narguiza activates her Overseer, previously placed on Shrewd Merchant, and gains a Sell at the Local Markets action.

4 She sends one of her Peasants to sell Sugarcane at a Local Market where that is in High Demand, earning 3 Sapeques.

5 Narguiza could not have chosen the Food Surplus space as it already has one of her Overseers.



CITY DIRECTIVE

A City Directive allows you to perform the action indicated on one of the five City Quarters:

-  **Imperial Palace Quarter** - Fulfill a request from the Emperor
-  **Materials Market** - Purchase Wood or Stone
-  **Trade Port** - Export Goods
-  **Artisan Quarter** - Produce Goods in the Workshops
-  **Caravanserai** - Supply and escort Silk Road caravans

 Two other spaces are next to the river, forming the City Entrance. You cannot select these spaces for an action; their use is explained later.

To issue a City Directive, select one of your revealed Order cards with one or more Overseers on it and place all those Overseers in a single City Quarter space with none of your Overseers. If you issue a City Directive more than once during a round, you must choose a different City Quarter each time.

Use an Order card with Overseers, whether or not the card has already been played as a Command Directive (under your player board space).

The number of Overseers you place equals the number of times you can carry out the chosen action. You can move one or more Overseers from the City Entrance upper space to that City Quarter to increase that **number up to a maximum of 4 total Overseers**.

EXAMPLE

- Narguiza wants to produce resources on her next turn and decides to take action in the City. She places the three Overseers on their Order card in the Materials Market.*
- She could have reinforced the action by using her Overseer in the City Entrance upper space, but she chose not to.*



IMPERIAL PALACE QUARTER

Maintaining the grandeur of the Palace requires external aid. Be one of the selected and fulfill a Request from the Emperor.

The Imperial Palace contains four spaces, each showing a different Imperial Request. To fulfill an Imperial request, follow these steps:

- Choose an Imperial Request and place the required number of Overseers on the corresponding space of the Imperial Palace (see Imperial Requests below).
- Gain 2 Sapeques .
- Gain the benefit associated with that Imperial Request, as described below.

Imperial requests:

-  **PALACE MAINTENANCE**
Requires 1 Overseer.
Gain 1 Sapeque.

Every player can fulfill the Palace Maintenance request once per round. The other requests can only be fulfilled by one player at a time.

-  **ESTABLISH A NEW TRADE ROUTE**
Requires 2 Overseers.
Draw 3 Silk Road Caravans, choose 1, placing it face up in front of you, and put the other 2 at the bottom of the Caravan pile. Mongols of the Steppes and Natural Disaster symbols on this Caravan have no effect (see p.20). You may fulfill the Caravan's demand at any time during your turn.



BUILD AN IRRIGATION CANAL

Requires 3 Overseers.

Advance your Ambassador on the Yangtze Transport Capacity track by 1 space.



BUILD BRIDGES

Requires 4 Overseers.

Build or Upgrade a Workshop for free.



MATERIALS MARKET

Merchants use wood and stone to build junks and workshops.

Pay 1 Sapeque  for each of your Overseers in the Materials Market space that you want to use. Then, for each Overseer you paid for, gain either 1 **Stone** or 1 **Wood**.

EXAMPLE

1 Elliot (yellow) needs both Stone and Wood for his upcoming actions. He sends the two Overseers from one of his Order cards to the Materials Market.



2 Elliot pays 2 Sapeques to the general supply and chooses to take 1 Wood and 1 Stone, which he adds to his supply.



TRADE PORT

Seek to acquire the much-needed Yinzi that China lacks by exporting products via the foreign ships arriving at the coast.

When you select this action, you can load a Ship. To do so:

- Move a single Peasant from a Crop, or a single Good token, onto a matching slot on a Ship. You can use salt as a wildcard, moving it into the Ship to replace any required Good or Crop. In either case, always apply the Transport Capacity rules when the salt comes from a Salt Mine.
- Gain 1 Yinzi .

Goods or Peasants placed in a Ship can no longer be sold or moved until the Ship departs.

Ships

Ships have cargo slots: two in Asia-bound ships and three in Europe-bound ships.

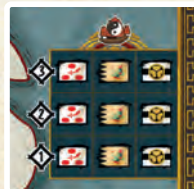
Each slot can contain a Good matching its icon or a Peasant from Crop field shown.

You can replace any required Good or Crop with Salt.

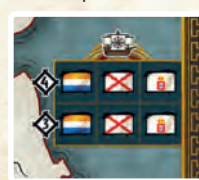
A Ship sets sail as soon as all its cargo slots are filled.

Foreign Market & Destinations:

Asia-bound



Europe-bound



When all slots on a Ship are filled, it immediately sets sail for its destination, interrupting any ongoing action. When this occurs, resolve the following steps:

- Each player with a Peasant or a Good on the Ship, as well as an Overseer in a Trade space of the Corrupt Administration matching the Ship's destination (Asia or Europe), may use this benefit. They remove their Overseer from the game and advance their Ambassador 1 space on the Negotiation track.

In this case, the Overseer is not returned to the player's supply and is removed from the game.

- Place all Goods on the ship in the Foreign Market corresponding to the ship's destination, stacked on the topmost available space. Return any Peasants on the Ship to their owners' supply and remove the Ship from the game.

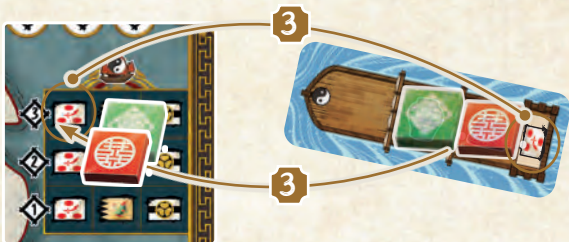
- Move the topmost Ship from the Open Sea to the vacant space in the Port.
- Slide the remaining ship in the Open Sea up and reveal a new Ship from the Open Sea stack to fill in the bottom space in the Open Sea area.
- Resume any ongoing action (the new Ship is immediately available for further loading).

EXAMPLE 1

- 1 On her turn, Taméris (green) sends 3 Overseers to the Trade Port Quarter.
- 2 With her first action, she loads 1 Porcelain Good. The ship is fully loaded and immediately sets sail, interrupting Taméris' turn.



- 3 She stacks the two Goods from the Ship and places them on the first empty space for the corresponding destination country in the Foreign Market area on the board. These goods will earn her points at the end of the game.



- 4 Taméris resumes her turn, resolving the two remaining actions.

When a Ship sets sail to Asia, Taméris and Narguiza may remove one of their Overseers from the Corrupt Administration from the game to accompany it. Then, they advance the Ambassador token on the Negotiation Track.

EXAMPLE 2



- 1 Elliot (yellow) sends the 2 Overseers from a 2/2 Order Card to the Trade Port Quarter, reinforcing the action with 1 Overseer from the City Entrance upper space. He now has three actions available at the Trade Port

2 For his first action, Elliot places 1 Porcelain Good from Nanzhili onto the Portuguese ship, which already contains 1 Peasant from a Tea Field belonging to Taméris (green).

- 3 For his second action, he loads 1 of his 2 Paper Goods from a Workshop in the Zhejiang province onto the same Portuguese ship. The cargo is complete and the ship immediately sets sail.

4 The 2 Goods from Elliot on the Portuguese ship are transferred to the Foreign Market and placed on the first available demand slot. Each of these Goods will be worth 4 WP at the end of the game. Taméris' Peasant is returned to her supply.



- 5 Taméris and Elliot contributed to loading the ship and can send an Ambassador to negotiate. However, Elliot does not have an Overseer on the Corrupt Administration space for Europe, so he misses the opportunity to increase his commercial influence.
- 6 Taméris, on the other hand, removes her Overseer from the corresponding Corruption slot and advances her Ambassador by one space on the Negotiation Track



- 7 A Ship from the Open Sea immediately replaces the departed Portuguese Ship, and a new Ship is revealed in the Open Sea.
- 8 Elliot notices that Taméris has 1 Paper Good ready for export in her Nanzhili Workshop, but only one export demand remains for this Good.
- 9 Elliot cunningly exports Salt to fulfill the last paper demand and gain an advantage. Elliot receives a total of 3 Yinzi for the goods he loaded.



- 10 Elliot used 4 Transport Capacity points to move all the goods: 1 for the Porcelain, 1 for the Paper, and 2 for the Salt. With a Transport Capacity of 5, he was able to complete all the deliveries.



ARTISAN QUARTER

Refined sugar, paper, luxurious silk fabrics, and fine porcelain are produced in the workshops.

This City Quarter allows you to produce in different Workshops, **regardless of ownership, once per Workshop and per round.**

To produce in a Workshop, follow these steps:

- **Select a Workshop**

The Workshop where you can produce depends on how many Overseers you have in the Artisan Quarter:

Level I: 2 Overseers.

Level II and III : 1 Overseer.

Paying for the Use of Another Player's Workshop

If the Workshop you selected belongs to another player, **pay 1 Yinzi** to its owner.

If you cannot or do not want to pay, you cannot choose other players' Workshops.

- **Move Peasants:**

Matching the color of the Workshop tile from a Local Market to the selected Workshop tile, **applying the Transport capacity rules.**

The number of Peasants required depends on the Workshop Level:

Level I and II: 1 Peasant

Level III: 1/2 Peasants (which can come from the same or different Local Markets)

You must use Peasants from Local Markets only, not from the Fields.

- **Take Good tokens:**

From your supply that match the Workshop production and place them in the designated space of the Workshop tile. Stack all the Good tokens produced in a Workshop. The number of Goods to place depends on the Workshop level:

Level I and II: 1 Good

Level III: 1/2 Goods

The Workshop storage capacity equals the Workshop level. A Workshop tile can **only contain Goods up to its storage capacity.** When a Workshop is complete, it can no longer produce until the existing Goods are exported using the Trade Port action.

- **Return the Peasant(s):**

To the supply of the player of that color.

	REQUIRES		Goods	Storage
Level	Overseers	Peasants		
I	2	1	1	1
II	1	1	1	2
III	1/2	1/2	1/2	3

EXAMPLE

- 1 *Taméris (green) activates a red Level II Workshop owned by Elliot (yellow). She pays him 1 Yinzi for it.*
- 2 *Then, she freely moves 1 red Peasant from the Local Market to the red Workshop located in the same province. (Return the red Peasant to the red player's supply.)*



- 3 *Taméris produces 1 porcelain and adds one of her green goods to Elliot's Workshop, the porcelain remains her property, and she alone decides how to use it.*



CARAVANSERAI

The long and slow-moving caravans are a sight to behold. But beware of the Mongols and ensure you provide an adequate escort for safe travel.

Placing Overseers in the Caravanserai serves a dual purpose: It triggers the Supply a Caravan action, which allows you to claim a Caravan tile, and contributes to the Caravan Escort, which will be assessed in the Maintenance Phase (see p.21).

To Supply a Caravan, follow these steps:

- Place your Overseers on the **leftmost empty** space on the Caravanserai.
- Choose one Caravan tile from the display that you can complete by providing the depicted Goods (Crops, Salt, or Manufactured Goods).
- **No Transport Capacity is required**



- If you cannot or do not want to complete a Caravan, your action ends here; skip the remaining steps.
- Take the depicted Crops, Salt, or Peasants from matching Fields or Workshops, and place them on the Silk Road Caravan tile. That Caravan is now yours; no other player may add to it afterward.
- **Immediately** receive the reward shown on the Caravan tile, either Sapeques or Yinzi



EXAMPLE

- 1 *Narguiza (red) is the first to send an Overseer to the Caravanserai Quarter, placing it on the leftmost space. Her goal is to be the first to fulfill the Caravan Silk request.*
- 2 *She places 1 Silk Good from one of her Workshops onto the Caravan. The Caravan is complete and can no longer be claimed by any other player.*



- 3 *Narguiza immediately receives 3 Sapeques as a reward.*

- 4 *Seeing opportunities slipping away, Taméris also decides to fulfill a Caravan demand. She sends an Overseer to the Caravanserai Quarter, placing it on the leftmost empty space.*

- 5 *Taméris fulfills a Caravan request by placing 2 of her Peasants from her fields—one from Rice and one from Fruit, onto a Caravan requiring those goods. She immediately earns 2 Sapeques.*

- 6 *Elliot, who is more calculating, focuses instead on organizing the escort. Noticing that the Steppe Mongols have a strength of 5, he challenges Narguiza's dominance over the escort. He sends 3 Overseers to the Caravanserai, increasing the total number of Overseers in the Quarter to 5, matching the Mongol threat. Elliot is unable to fulfill any Caravan requests and therefore completes none, but thanks to his strategy, he becomes the player with the highest escort presence at the Caravanserai.*



THE CITY ENTRANCE

The undecided overseers, those who have strayed off course with no specific assignment, roam the city entrance, hesitating between the city and a return to the countryside.

The City Entrance lies to the right of the Caravanseraï and comprises two spaces. There is no limit to the number and color of Overseers in these spaces.

If you fail to fully resolve an action because you cannot meet all its requirements, move the Overseers from the corresponding action space to the **lower space** of the City Entrance.

You must always carry out all viable actions, and you cannot forfeit one to place Overseers in the City Entrance instead.

EXAMPLE



1 Narguiza plays a 1/3 Order Card, placing three Overseers in the Artisan Quarter to produce Goods. She uses 2 Overseers from Level II Workshops. However, the required Peasant for the third Overseer is no longer available at the Local Markets.

2 Therefore, her third Overseer cannot act and is placed in the City Entrance lower space.



During the Maintenance Phase, you will move any Overseers in the lower space of the City Entrance to the upper space. In the following round, you may use any of your Overseers in the upper space to reinforce an action in a City Quarter. However, an Overseer from this space cannot perform a City action on their own.

D: REGULATION

This phase consists of five steps, resolved in sequence:

- Feed Overseers
- Check the Caravan Escort
- Natural Disasters (optional)
- Validate Caravan Loadings
- Pay Overseers

FEED OVERSEERS

It is time to feed your overseers who so diligently carried out your directives.

Each player adds up the number of Overseers they have in:

- The City Quarters
- The City Entrance lower space
- The Corrupt Administration
- The Caravanseraï WP spaces
- Their Workshops - 1, 2 or 3 depending the level of the workshop

To feed your Overseers, return Peasants you have on **Rice, Fruit, or Maize crops** to your supply.

The number of Peasants to return depends on the number of Overseers in play:

3-5 Overseers:	1 Peasant
6-8 Overseers:	2 Peasants
9-11 Overseers:	3 Peasants
12+ Overseers:	4 Peasants

You can use Overseers in the Corrupt Administration to partially or entirely meet the food demand, for instance, triggering the **Exceptional Harvest** or **Opulence** benefits.

Remember to check if you benefit from the Merchant bonus Food for All, which automatically satisfies the food demand of all your Overseers.



If you **cannot** fully feed your Overseers, take 1 Misfortune tile for each Overseer you cannot feed.

You will keep these tiles until the end of the game, where they will deduct points from your scoring.

The misfortune will follow you until the end!

EXAMPLE

- 1 Taméris has 3 Overseers in two Workshops.
- 2 2 at the Caravanseraï.
- 3 2 in the Artisan Quarter.
- 4 2 at the Imperial Palace.
- 5 and 2 in the Corrupt Administration, for 11 Overseers to feed, thus requiring 3 Food.
- 6 She could feed her Overseers using Peasants assigned to Rice, Maize, or Fruit fields.
- 7 However, she first activates her Overseer on the Opulence space in the Corrupt Administration to gain 2 Rice.
- 8 Therefore, she only needs to use one of her Peasants in the Rice Fields to provide the required 3 Food, successfully feeding all her Overseers without any penalty.



In either case, if there is a tie for the most Overseers, the tied player who placed their Overseers first (furthest to the left on the Escort track) receives the reward.

Since the game is played over **4 rounds**, there can be a maximum of **4 Overseers** placed next to the 4 WP and 2 WP icons. They remain there until the end of the game and must be fed like any other Overseer in play. All other Overseers present in the Caravanserai spaces are returned to their owner's supply.

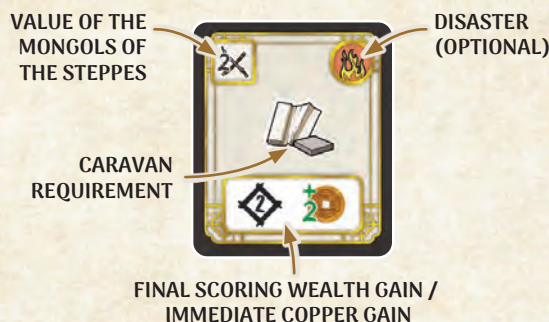
EXAMPLE



CHECK THE CARAVAN ESCORT

Assess the escort effort organized to ensure safe passage for the Silk Road caravans in the face of the Mongol threat.

Anatomy of a Caravan:



The Overseers assigned to the Caravanserai Quarter escort the Caravan, which comprises all the Caravan tiles on display (even those not reclaimed by any player). The Escort strength equals the total number of Overseers from all players in the four Caravanserai spaces. The Steppe Mongol strength equals the sum of the Steppe Mongol value in each Caravan tile.

The escort **succeeds** if its strength is equal to or greater than the Steppe Mongol strength. The player who assigned the most Overseers to the Caravanserai places one of them to the top of the 4 WP icon next to the Caravanserai.

The escort **does not succeed** if its strength is less than the Steppe Mongol strength. The player who assigned the most Overseers to the Caravanserai places one of them to the top of the 2 WP icon next to the Caravanserai.

1 The total strength of the Steppe Mongols is 5. Elliot (yellow), Narguiza (red), and Taméris (green) have placed a combined total of 5 Overseers in the Caravanserai Quarter, thus ensuring a successful escort.

2 With 3 Overseers, Elliot contributed the most to the Escort, so he places one of them to the right of the 4 WP icon of the Caravanserai.

3 Elliot (2 Overseers), Narguiza (1 Overseer) and Taméris (1 Overseer) return their Overseers to their supply.



NATURAL DISASTERS – (OPTIONAL)

The Natural Disasters rule introduces dramatic events for a more unpredictable and challenging game.

There are three types of Natural Disasters: Fire , Flood , and Drought . Each is associated with two Silk Road Caravans, as indicated by the corresponding icon in the top-right corner.

The corresponding disasters occur if one or more Caravan tiles on display show a Natural Disaster icon. If multiple different disasters appear in the same round, apply the effects of each. If the same disaster symbol appears twice in a single round, use its effect only once.

The following paragraphs describe the effects of the Natural Disasters.



Fire

The intense work pressure and the abundant wooden structures turned the risk of rapid spreading fire into an absolute nightmare, often destroying habitations and workshops.

In turn order, each player returns **one Overseer** from one of their **Workshops** to their supply (that Workshop loses one level).

If that was a Level I Workshop, it no longer has any Overseers and is considered inactive. If there was a Good in the Workshop, remove it from the game. The Workshop tile remains on the board and may be reclaimed later by any player who uses the Build a Workshop action and pays the corresponding cost.

For Level II or III Workshops that, upon being downgraded, exceed the new Workshop capacity, their owner removes a Good of their choice to comply with the new capacity limit (it can be a Good from an opponent!).



Flood

Roads, bridges, and canals were recurrently affected by floods, hindering the movement of people and the transportation of goods across the region.

Every player moves their **Ambassador** token **one space backward** on the Yangtze Transport Capacity track. If their Ambassador was already in the '1' position, it does not move.



Drought

Extended periods of scarce rain crippled the hard labor on the fields, and the possibility of famine affecting large parts of the population was more than a mirage.

Each player must remove one of their **Peasants** from **each Province**. If a player has no Peasants in a given province, they lose nothing there.

VALIDATE CARAVAN LOADINGS

The players who fulfilled the demand of one Silk Road Caravan tile this round (which are identified by their Peasants or Goods on the Caravan) take the corresponding tiles, and place them face down near their player board, and return any Peasants or Goods on the Caravan to their owners' supply.

Collected Caravan tiles award WP during final scoring.

EXAMPLE

1 Narguiza (red) has loaded a Good matching the demand of a Silk Road Caravan. She returns that Good to her supply, and places the Caravan tile face down in front of her for final scoring.

2 Taméris (green) fulfilled a different demand by loading two Peasants from her fields onto another Silk Road Caravan. She returns the two Peasants to her supply and keeps the completed Caravan tile face down for final scoring.

3 Elliot (yellow) did not fulfill any Caravan request this round, so he does not collect any Caravan tile.



PAY OVERSEERS

You have already fed them, but you must still pay them for their labor and dedication.

Each player adds up the number of Overseers involved in executing **Issue a Command** actions. That value equals the number of action lines shown on all the Order Cards you resolved this round, **plus** the number of extra Overseers you assigned to reinforce those actions.

The pay depends on the number of Overseers:

- 3-5 Overseers: 0 Yinzi
- 6-8 Overseers: 1 Yinzi
- 9-12 Overseers: 2 Yinzi

Remember to check if you benefit from the Merchant bonus Pay Day, which automatically satisfies the pay demand of all your Overseers.



If you **cannot** fully pay your Overseers, take 1 Misfortune tile for each Overseer you cannot pay.

You will keep these tiles until the end of the game, where they will deduct points from your scoring.

The misfortune will follow you until the end!

EXAMPLE

1 Narguiza (red) mobilized a total of 9 Overseers.

2 She must therefore pay 2 Yinzi for their work.



E: MAINTENANCE

If this is the fourth round of the game, perform only step 5 below and proceed to the End of the Game and Final Scoring. Otherwise, prepare for the next round by completing the following steps:

1 • REST OVERSEERS



Each player returns their Overseers on the Player board and in the City Quarters to their supply.

Do not return any Overseers in the City Entrance space or next to the Caravanserai 2 and 4 WP icons.

2 • MOVE OF THE OVERSEERS



Move any Overseers in the City Entrance lower space to the upper space. These Overseers will be available to support or reinforce actions during the next round.

3 • REFRESH THE BOARD



Discard all the Silk Road Caravans on the board and reveal Silk Caravan tiles equal to the number of players to replace them.

Discard all the tiles on the Crop display and draw Crop tiles from the bag, placing one face up in every Crop display space. If the bag is empty, return the discarded tiles into it.

4 • REFRESH ORDER CARDS

Remove all the Order cards used this round (three per player) from the game. They will not be used again. Then, each player draws and reveals three new Order cards, and immediately places on the card the number of Overseers from their supply indicated in the card's bottom half.

5 • UPDATE TURN ORDER

Move the Merchants from the Bonus to the Turn Order, placing the topmost on the '1' space, the second topmost on the '2' space, and so on.

EXAMPLE



Taméris (green) has the topmost Merchant and places it in the '1' space. She is followed, in order, by Narguiza (red), Elliot (yellow), and Philippe (blue). The players will choose their bonuses in this order at the start of the next round.



FINAL SCORING & END OF THE GAME

FINAL SCORING

The end of the game is triggered immediately after completing the fourth round.

Then, players have one last opportunity to fulfill any face-up Silk Road Caravan tiles they have in front of them. This may occur, for example, if they received an extra Caravan from an Imperial Palace action and did not complete it before this phase (see Imperial Requests, p.13).

Next, proceed to the final scoring.

FINAL SCORING

Use the Score pad to tally up each player's WP, as follows:



YANGTZE TRANSPORT CAPACITY

2 WP x Transport Capacity level reached by your Ambassador.



WORKSHOPS

- 1 WP for each of your Level I Workshops
- 3 WP for each of your Level II Workshops
- 5 WP for each of your Level III Workshops



GOODS

1 WP for each Good you have produced, but still in a Workshop or Ship.



FOREIGN MARKETS

Receive points for Exported Goods and Negotiation level. Exported Goods. Add up the WP indicated in the position of each of your Goods in the Asian and European markets. Negotiation level. Count the number of destinations you have delivered Goods to, and multiply this number by the Negotiation level of your Ambassador.

EXAMPLE

Narguiza (red) obtains points for having exported to the following Asian and European destinations:

- 1 Japan: 2 Goods each worth 3 WP
- 2 Korea: 1 Good worth 3 WP
- 3 Brunei: 1 Good worth 2 WP
- 4 Netherlands: 3 Goods, one worth 4 WP and two worth 3 WP each

5 Spain: 1 Good worth 4 WP

Total of 25 WP for Exported Goods.



Narguiza's Ambassador has reached level 3 on the Negotiation track, and she has exported to 5 destinations (all but Portugal). She gains $3 \times 5 = 15$ WP for the Negotiation.



She gains $25 + 15 = 40$ WP for the Foreign Markets.



CARAVAN ESCORT BONUS

4WP for an Overseer on the corresponding space at the Caravanseraï.

2WP for an Overseer on the corresponding space at the Caravanseraï.



EXAMPLE

Narguiza (red) and Elliot (yellow) each gain 4 WP. Tameris (green) gains 2 WP.



SILK ROAD CARAVANS



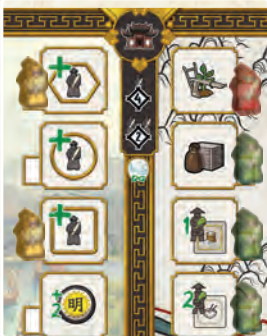
Add the WP from the completed caravans on the Silk Road. An incomplete caravan does not grant any points.



CORRUPT ADMINISTRATION

The player with the most Overseers in the Corrupt Administration gains 4WP. In case of a tie, each tied player gains 2 WP.

EXAMPLE



Taméris (green) has 3 Overseers in the Corrupt Administration, whereas Elliot (yellow) has 2, and Narguiza (red) has 1. Taméris gains 4WP. Elliot and Narguiza gain nothing.



YÍNZI

Convert your Sapeques into Yinzi according to the current exchange rate and gain 1WP per Yinzi you have.



THE CITY ENTRANCE

If you have two or more Overseers in the City Entrance upper and/or lower space, gain 2 WP.



MISFORTUNE TILES

Lose 2WP for each Misfortune tile you have.

END OF THE GAME

The player with the most WP wins the game.

If a tie occurs, the tied player who goes first in the turn order track wins.

CREDITS



Nielande 12
48727 Billerbeck
Deutschland
<https://spielworxx.de/>



6 Rue des Gémeaux
95800 CERGY France
<https://fantasy-games.com>

To Taméris,
May each of our exchanges be filled with love and respect, and may the beauty of the world continue to fill you with wonder. Flo

CONCEPTION: José Carlos Rôla & Luis Costa

ARTWORK COVER: @Creo Hsu

ILLUSTRATIONS: Crocotame & Emilien Rotival

DEVELOPMENT: Uli Blennemann, Henning Kröpke, Flo

LOCALIZATION: FENTasy Games ©2025

LAYOUT: Crocotame

THANKS: Many thanks to Paul Grogan, Miguel Conceição, Tom Heath, Chaps, Narguiza, Elliot, Taméris, Noé, Crocotame, Emilien Rotival, Uli, and all the Gamefound pledgers for their support and trust in Fantasy Games.

ICONOGRAPHY

HISTORICAL CONTEXT

ROUND SEQUENCE

- A.** Exchange Rate
- B.** Bonus & Turn Order
- C.** Directives - Order cards (a total of 6 per round)
 - Command Directive
 - City Directive
- D.** Regulation
 - Feed the Overseers.



- Check the Caravan Escort
- Natural Disasters (optional)
- Validate Caravan Loading
- Pay Your Overseers



- E.** Maintenance
 - Discard and Draw , then retrieve .



ADMINISTRATION



Increase your presence by 2 in the Caravanserai during Administration: Check Escort.



Move up to 2 of your Overseers from the Imperial Palace Quarter to the City Entrance upper space.



When you take the Artisan Quarter action, you can use this benefit to replace 1 Peasant of any color in a Workshop.



Draw 3 random Silk Road Caravans. Keep 1 face up in front of you.



Gain 1 Stone or 1 Wood and use it immediately.



When a Ship sets sail to Asia and you use this benefit, remove your Overseer from the game.



When a Ship sets sail to Europe and you use this benefit, remove your Overseer from the game.



Move 2 of your Peasants from different Food Crops to any demand slot on a Ship using Transport Capacity. Receive 1 Yinzi.

ADMINISTRATION



Perform a Sell at Local Markets action to send 1 of your Peasants from a Field to a Local Market.



Perform a Deploy Peasants action, choosing one from the three options on your player board.



Add this Overseer to your Overseers in the Imperial Palace. You cannot use this bonus if you have no Overseers there.



Use this Overseer in the Artisans' Quarter, the Trade Port, or the Materials Market to assist the Overseers already present.



Add this Overseer to your Overseers in the Caravanserai. You cannot use this bonus if you have no Overseers there.



Send 1 of your Peasants from your reserve to a Local Market, Caravan, or Ship. Use that Peasant immediately.



Gain 2 Rice and use them immediately.