

Dunhuang players' leaflets

This is a setup guide - the leaflet starts on next page



Printing

Created at A5 size, which is half of A4.

Setting up

For three players, remove all cards for goods '1' and '10' plus those Majority Tokens.

For two players, also remove '9'.

Shuffle the goods cards thoroughly and place them in the centre - face down. **A**

Shuffle the 8 character cards, including a 'which way up' shuffle, and place them around the goods card pile in a circle. **B**

Draw 8 cards from the pack and place one at the foot of each character.

It doesn't matter which way up they go: they're bound to be upside down for someone. **C**

This is the market.

Next

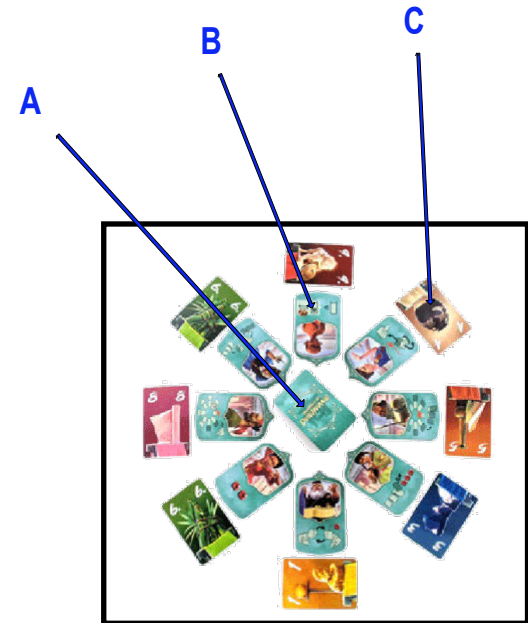
Each player takes three goods cards from the pack.

They choose one and discard the others from the game (*not back into the deck*) - unseen by the others.

Then

Each player takes seven coins.

(Six for three players, and five for two players.)



... ready to go !

Place the remaining coins, the red Prestige tokens, and the Majority tokens within reach.

Someone at random gets first move of the Camel. They take the brown starter tile and keep it on view - as a reminder of who's first player (*it's important to know this at the end of the game*).



The **last** player places the camel on the character of their choice. That's where its journey begins - **it now does**, being moved by the first player.

Scoring

... when the goods run out

If the goods deck empties, finish the round by going round to the player who started last. Then remove all the goods cards from the shops, **keeping** the Majority Tokens.

Then

► First

Gain 2 victory points for each Majority Token held.

Keep the Majority Tokens: they're needed again later.

► Second

Take 1 point for each Prestige Token held.

► Third, and last ... big scores may be made now ... **NOTE**

- Starting with gold (value is just 1), work upwards. Lay down & count all the cards of each goods that players had in hand.
- If a player has more goods-cards of that type than anyone else, or if they're tied with the most, they keep **one** card of that type.
- The other cards can be discarded.
- Do this for all the goods, after which nobody will have more than one card of any type. *Some may have goods of the same type on display if they tied for 'most of'.*
- **Players can only score for as many goods as they have Majority Tokens.**
If someone has three cards on show but only two Majority Tokens, only two goods cards can be scored. Discard cards that are not wanted.

► **NOW** each card on show after this step is worth its face value in points.

... add them all up to find the winner ... and loser

If there's a tie, the one with **most cash** wins.



Merchants of Dunhuang

Try to be Top Merchant by gaining most Victory Points.
Scores are worked out when the market closes.

Each turn, do five things ... in strict order

► first - move that camel !



The camel must move at least one space.

That is free. To move more, merchants must pay one coin per extra character moved.

Towards the end of the game, some goods-spaces may become empty. If you land on a character with no goods, tough!

► second - take goods

Take the goods at the feet of the character the camel's lurched onto.

► Either retain in hand or place it face up, displayed in the merchant's shop.

Goods can pass between hand & shop only if a servant does it.

If the shop now has most of the goods just collected or ties with another shop, the player takes the Majority Token for those goods, and puts it atop their collection: number face up.

Cards in hand don't get Majority Tokens, but they may be useful when used in conjunction with some of the special actions that are offered by characters later on.

Cards in hand are **essential** if going for a 'top merchant' (step 4).

They may get victory points if the game ends when cards run out. (page 8)

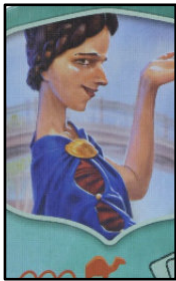


Enact your decision NOW, before the third step.

Keep in hand, or display in the shop.

► third - next page





◀ Interpreter

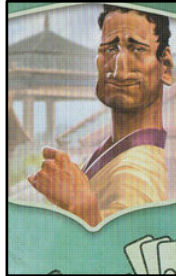
Take as many goods-cards from the deck as steps the Camel took. Keep one in hand and return the others to the bottom of the deck.

◀ 'Internationals' ▶

Diplomat

Take two goods from the deck.

Keep one in hand and the other to the bottom of the deck. ▶



◀ Soldier

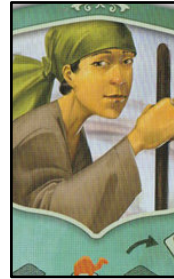
Exchange a goods card from your shop with a different kind of goods from the Market.

◀ Warriors ▶

- If the shop no longer has the majority (or tied-most) of a type of goods, its Majority Token is returned to the bank.
- If the action gives their shop the majority of a type of goods, or a tie, the shop gets the Majority Token.
- The effects of religious men do apply.

General

Exchange one goods card from your hand with different goods from the Market ▶



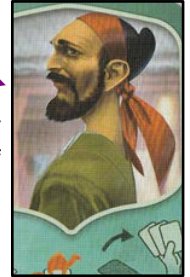
◀ Shepherd

Collect an additional goods card from the next or the previous market space to where the camel's sitting, and place it in hand.

◀ Living off the land ▶

Farmer

Choose one additional goods card from as many spaces ahead of the farmer as the Camel took steps: keep it in hand. ▶



◀ Manichean

Flip one Majority Token to show its Chinese 'trader' symbol. That prevents others from taking that token if they achieve a tie. **Once only!** Having once applied the mystical power, the token is flipped back to show its number.

◀ Religious men ▶

商

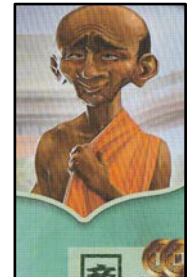
Buddhist ▶

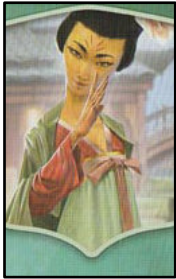
Display the Chinese 'trader' symbol on a Majority Token.

When a player ties with the symbol holder, they must pay the holder two coins if they choose to take the Majority Token.

If a player exceeds the number of items of goods, they can take the token even if the defence symbol is showing.

Whenever the "guarded" Majority Token is taken, it's flipped to show its number.





◀ Princess

Collect as many **Prestige Tokens** as you have **Majority Tokens** in your shop.

▶ **Prestigious ladies** ▶



▶ Dancer ▶

Collect two **Prestige Tokens**.



◀ Painter

Discard one goods card from your hand (*back into the box*) and take three **Prestige Tokens**.

▶ **'Arty types'** ▶



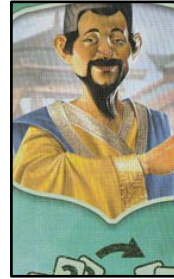
▶ Musician ▶

Discard one goods card from your shop (*back into the box*) and take three **Prestige Tokens**.

- If the Musician's action causes the shop to no longer have the majority (or tied-most) of a type of goods, its Majority Token is returned to the bank.



Only one of the two characters shown will be in the market today



◀ Trader

Randomly take two goods cards from a chosen opponent's hand, then give them two from yours.

You may give back the same cards if you want to.

▶ **Mercantile men** ▶

If either player has but one card, you can only see & exchange one.

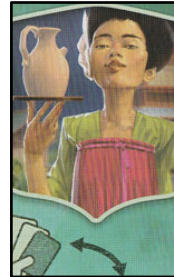


▶ Merchant ▶

Choose an opponent to **choose** two cards from their hand to give you, then give them two from yours.

You can return the same cards if you want.

Also take one **Prestige Token**



◀ Maid

Exchange one item of goods from your shop with a different type of goods from your hand.

▶ **Servants** ▶

▶ Domestic ▶

Take one item of goods from your shop and add it to your hand ...

or the reverse: from hand to shop.



- Servants' actions may cause a shop to no longer have the majority or tied-most of a type of goods. If this happens, its Majority Token is returned to the bank.
- If their action gives a shop the majority of a type of goods or a tie, the shop acquires the goods' Majority Token.
- The religious men's effects do apply.

▶ **third** - the actions the character permits you to take

You now **must** do one of these

- ▶ **ACTION** - undertake the bonus action that the character offers
... **OR** ...
- ▶ **MONEY** - take three coins from the bank instead.

▶ **fourth** - check if you're "top merchant"

A Merchant immediately wins if at the **end** of their turn **these two things** are true ...

- ▶ they have at least four Majority Tokens in their Shop (*five in a 2-player game*)
- ▶ **and** at least four different goods in their hand.
They don't have to hold Majority Tokens for in-hand goods.

▶ **lastly** - replenish the market

Replace goods-cards that were just removed from the market.

If there are no cards left, the game moves to its end
... see page 8 to see *what to do if this happens*.

If the last player was the last to take a turn, the game ends there.

Characters



Each character card has **two** characters : a different one on each side.

*Along with their image, their **effects** are shown on the cards.*

The two characters are similar in their effects - but **not** the same.

In each game **just one** of each card's persona is present.

Once the characters have been put in place, they will not change for the rest of the game.

How can you win?

Top merchant

You can stand proud and claim outright victory as top merchant if

... at the **end** of your turn you have at least four Majority Tokens in your Shop (*five in a 2-player game*) **and** at least four different goods in your hand.

Most victory points

Once the goods deck is emptied, the game comes to a close, and victory points are calculated.

Points come from

- having achieved **majority** tokens be having the largest in-shop displays
- having acquired **prestige**
- having judiciously kept **goods in hand** in the hope of making a killing later

Scoring's detailed on the last page



Gain Victory Points from shops that have the majority of goods on display.

Prestige Tokens bring points also.

Also, and very importantly, goods held in hand may gain points.

Although cash does not contribute to scoring keep your coins to hand until the end.

If there's a tie, the one with most cash wins.