

Dunhuang setting up

With less than **four** players

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

For **two** players, also remove the '9' cards and tokens.

Put the goods cards and the characters in the marketplace

Place the shuffled goods cards in the centre - face down. **1**

Place the eight character tiles randomly around the goods card pile. **2**

Draw 8 cards from the pack and place one at the foot of each character. **3**
This is Dunhuang's market.

Players' cards

Each player takes three goods cards from the pack.

Choose one and discard the others from the game: back in the box. Unseen by others.

Money

Each player takes seven coins. *(Six for three players, and five for two players.)*

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

Randomly select a starter player.

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

The **last** player puts the camel on the character of their choice. **4**

That's where its journey begins.

Now everything's ready to start, and the first player does so.



Download the leaflet here .. fungames4casualplayers.com/Dunhuang/

Mandoo Games' rules leaflet in English also is there.



Scoring

If the goods pile runs out, the market closes ...

Finish the round by going round to the player who started last.

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

Then remove all the goods cards from the shops, but **keep** the Majority Tokens.

Then, with pencil and paper to hand ...

► First - Majority Tokens

Gain 2 victory points for each Majority Token held.

Keep the Majority Tokens on display - they're needed again later.

► Second - Prestige Tokens

Take 1 point for each Prestige Token held.



► Third, and last ... big scores may be made from goods in hand ...

- Starting with gold (*there is only one gold card*), work upwards to card-value 10.
- If a player has more goods-cards of that value than anyone else, or if they're tied with the most, they (*each*) keep one card of that value.
- All other cards of that value can be put back in the box.
- Do this for all the goods. For each type of goods, nobody will have more than one card.
If players tied for one of the goods, more than one card of that type will be on display.

► **Players can only score for as many goods as they have Majority Tokens.**

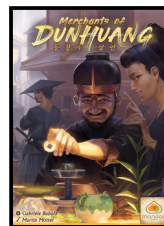
If someone has three goods cards on show but they have only two Majority Tokens, only two goods cards can be scored. Discard cards that they do not want to use for scoring.

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



Add everything up to find the Merchant of the moment

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



Merchants of Dunhuang

**Push your way forward
to become the town's Top Merchant.**

How can I do that?

Either A

Fill your shop and your in-hand store to become the town's top merchant
Claim outright victory as top merchant if

1... at the end of your turn you have at least four Majority Tokens in your Shop
(five in a 2-player game)

2...and at least four different goods in hand. This may include goods that are in your shop, but that is **not** essential.

or B

A more gentle way to end the market day.

When the market closes, everyone can accrue victory points

Once the goods deck is emptied, the market closes.

The game ends after the current turn is finished, going round to the last player.

Victory points are then calculated (*as shown on page 8*).

Points come from

- **Majority tokens** in shop displays
- **Prestige tokens** ~ loved by the nouveau riche
- **Goods stored in hand** ~ having more in store puts you above other Merchants

Cash does not contribute to scoring, but if there's a tie, the one with most cash wins.

Each turn ...

FIRST action, move that camel !

The camel must move at least one space, to the next character. That costs nothing.
But, to move more, merchants must pay one coin per extra step moved.



SECOND action, take goods

Take the goods at the feet of the character the camel has trampled on.

- **Either** retain the card in hand (*in storage*) **or** place it face up, displayed in your shop.

You must make this decision before the third step.

- **Note** - goods can be passed between hand & shop only by the **Maid** or the **Domestic**.

If your shop now has most of the goods just collected, or ties with another shop in the number on display, you take the **Majority Token** for those goods.

Put it atop your collection of cards of that goods-type, with the number face-up.

Cards in hand

Cards in hand do not get Majority Tokens, but they can be **very** useful later on.

Cards in hand are **essential** in order to become top merchant during your turn.

They are **essential** to getting victory points if the game ends when goods run out.

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

THIRD action ...

what does the character now permit you to do?

You now do one of these

... **EITHER** ...

- Take **ACTION** - undertake the action that the character offers you

... **OR** ...

- Take **MONEY** - take three coins from the bank instead.



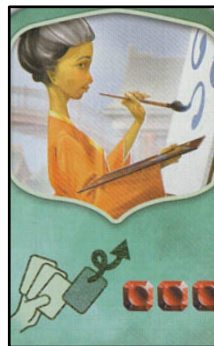
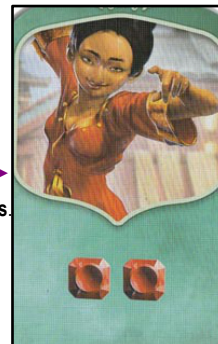
Princess

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



Dancer

Collect two **Prestige Tokens**.



Painter

Discard one goods card from your hand (*into the box - out of play*) and take three **Prestige Tokens**.



Musician

Discard one goods card from your shop (*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.



◀ Soldier

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

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, back into your **hand**



◀ Manichean

Flip one Majority Token to show its Chinese 'trader' symbol. 商
That prevents others from taking that token if they achieve a tie.

If a "guarded" Majority Token is taken by another player, it's flipped back to show its number.

Once only! Having once applied the mystical power, the Majority Token is flipped back to show its number.

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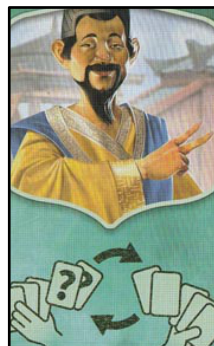


Buddhist ▶

Display the Chinese 'trader' symbol on one 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's shop **has more** items of the protected goods, they can take the token without payment.



◀ 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.



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' 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 Majority Token.

The religious men's effects do apply.



Domestic ▶

Remove one item of goods from your shop, and add it to your hand ... or the reverse: from hand to shop.





◀ Interpreter

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



Diplomat ▶

Take two goods from the deck.
Keep one in hand and the other to the bottom of the deck.



◀ Shepherd

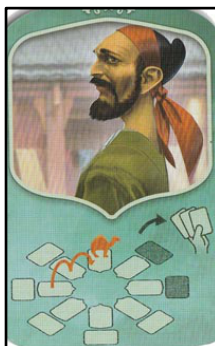
Collect an additional goods card from the next or the previous market space to where the camel's sitting, and place it in hand.



Farmer ▶

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

If the camel took three steps, you can choose the goods from any of the next three spaces.



Each turn's final actions ...

FOURTH action check to see if you are "today's 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 have Majority Tokens in the shop for the goods in-hand.

*Those in hand must be different from each other. They **may** be in the shop also.*

FIFTH and last action, replenish the market

NOW replace goods-cards that were just removed from the market, going clockwise

If there are no goods cards left, the game moves to its end (*page 8*).

Characters

The eight characters in the market are influential ...

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

The two characters are similar in their effects - but they're not the same.

In the following pages, each side is shown.

In each game only **one** of each card's characters is visiting the market.

Once the characters are in place they do not change for the rest of the game.

