Dunhuang players' leaflets

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

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

Setting up

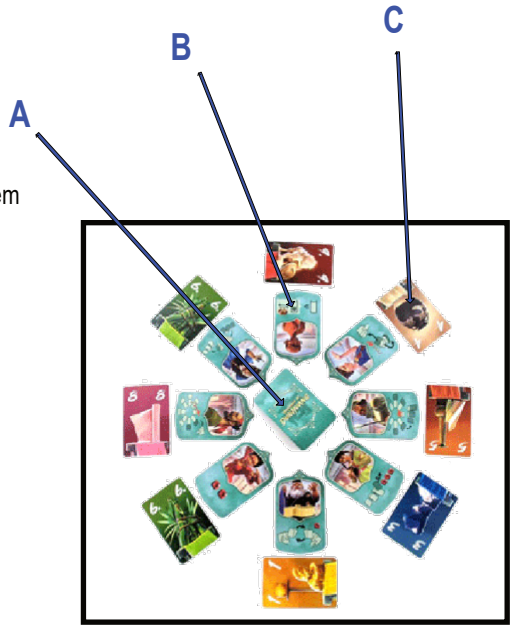
For three players, remove all cards for goods '1' and '10' plus those Majority Tokens.

For two players, also remove '9'.

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

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

C Draw 8 cards from the pack and place one at the foot of each character (rotate them 90°to what's shown if you choose).



This creates Dunhuang's market.

Next

Each player takes three goods cards from the pack - not shown to the others.

They choose one and discard the other two from the game *(not back into the deck)*.

Then

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.

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 remember this at the end of the game)*.

The player who will be last to begin places the camel on the character of their choice.
That's where its journey begins - it now does, with the camel being made to lurch onwards *(clockwise)* by the first player.

Becoming top merchant when the goods run out

If the goods deck empties, 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, **keeping** the Majority Tokens.

With pencil and paper to hand ….

▶ **First**

Score 2 victory points for each Majority Token held.

Keep the Majority Tokens - they're needed again soon.

▶ **Second**

Take 1 point for each Prestige Token held.

▶ **Third, and last … big scores may be made from goods in hand**

- Starting with gold *(its value is 1)*, work upwards, to value 10.
  For each value, lay down and count all the cards of those 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.
  If they tied, more than one will have goods of the same type on display.
- **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



There is stiff competition to become the trading-town's most worthy Merchant

To become top dog, you need to either …

Gather enough goods and such a splendid shop that you stand out strongly as the town's top Merchant

You can 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 hand *(majority tokens are not relevant)*.

That means 'different from each other' - they may be the same as goods in your shop.

Or become top Merchant the slower way ….

When the market closes, can you accrue most victory points

Once the goods deck is emptied, the market closes.
The game ends after the current turn is finished - go round to the last player.

Victory points are then calculated.

These come from

- majority tokens ~ impressive shop displays
- prestige tokens ~ much loved by Merchants
- goods in hand ~ if you have more than other Merchants

See last page

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

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

Each turn, you do this …

First

move that camel !

The camel must move at least one space. That costs nothing.

To move more, you must pay one coin per extra step moved.

Next

take goods ….

Take the goods at the feet of the character that the camel has lurched onto.

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

Note that goods can pass between goods in hand and in the shop only if a Maid or Domestic does it.

If the shop now has most of the goods just collected, or ties with another shop, you take the Majority Token for those goods, and puts it atop you collection of those goods - with its number facing upwards.

That number shows how many cards for those goods are in the total pack.

Cards in hand don't get Majority Tokens, but they may be useful later on.

Cards in hand are essential if going for a 'top merchant'.

They may help get victory points if the game ends when cards run out.

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

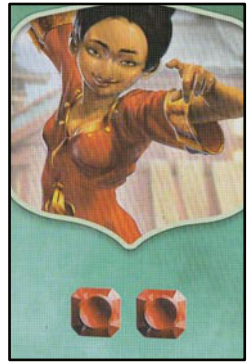
Make your decision NOW, before you take the third step (on page 3).

Will you keep the goods-card in hand, or display it in your shop?



◀ 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 *(back into the box)* and take three Prestige Tokens.



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.



◀ 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

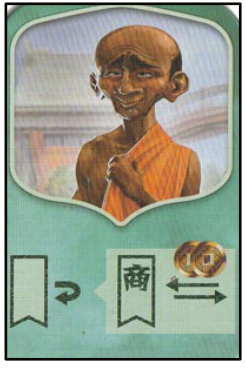
Flip one Majority Token to show its Chinese 'trader' symbol.

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.

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

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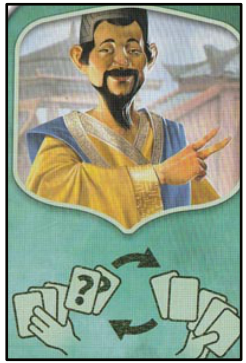


Buddhist ▶

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.



◀ 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, that shop acquires the Majority Token.

The religious men's effects do apply.



Domestic ▶

Take 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.

Third

does the character permit you to do something useful?

You have a choice. You now do one of these ….

… **EITHER** …

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

… **OR** …

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

Then, are you top dog?

check to see if you're the town's top merchant

You immediately win if at the **end** of your turn these two things are true …

▶ 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.
That means 'different from each other' - they may be the same as goods in your shop.
You don't have to hold Majority Tokens for in-hand goods.

Last

replenish the market

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

If there are no goods cards left, the game moves to its end.

Characters - starting overleaf

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

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

They're shown with each card's pair close to each other on the page.

In each game just one of each card's characters is in the market.

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