

# Yunnan (Argentum Verlag 2013)

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

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## Setup

Put the province inspector on their space by the lower left of the board.

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

For each player:

- Put a square VP marker on 0 of the score track and a round income marker beside the track.
- Put 2 octagonal markers in the bottoms of the 2 tracks near the lower left (Customs Office and Dragon House).
- Put 1 horse in the stable in the Yunnan province.
- Give the player 3 traders to put in front of them as their personal supply.
- Give the player 4 traders, 2 teahouses, 2 bridges, and 2 trading posts to put aside as a reserve.

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

Give the 1<sup>st</sup> / 2<sup>nd</sup> / 3<sup>rd</sup> / 4<sup>th</sup> / 5<sup>th</sup> player 9 / 9 / 12 / 12 / 15 Yuán.

*In the pro variant, put the round marker on 1 on the round track, near top left of board, and give each player a -100 / 0 double-sided VP marker, initially 0 side up.*

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## General Rules and Orientation

Money is public.

The progress buildings are used to purchase benefits listed in the Resolve the Progress Buildings step below.

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 a player reaches 80 VP or all presents are distributed.

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

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

### Auction

Take turns in green auction order until all players have passed. On each turn, either:

- pass: slide your turn order marker to the black strip and take no further turns during this auction phase, or
  - move one of your traders from your personal supply or any province beyond Pu'er to one of the places below.
- An unoccupied space in the **bank** (to gain a portion of other players' bids this round and not make any purchases):
- Immediately move all your traders from progress buildings to the Market of Pu'er.
  - In future turns during this phase, you may only place traders in the Market of Pu'er or pass.

An unoccupied space in a **progress building** (to bid on an advancement):

- You may not place a trader in a progress building if you currently have a trader in that building.
- You may not place a trader in a 5 or 7 space if there is a higher bid.
- If you outbid a trader in a 5 or 7 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 building may each have a trader.
- You may not bid where you will not progress (because you have exhausted that category of progress).
- *In the basic variant, you may not bid, in total, more money than you have.*

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 two numbers for that section. Pay the higher amount in Yuán for the trader in the left bank space and the lower amount for the right space.

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

### Resolve the Progress Buildings

All players pay their bids.

- *In the pro variant, each player loses VP shown on the round track for each Yuán they are short. Use the -100 VP marker if needed.*

Each player uses the action of each building they have a trader in and returns the trader to their personal supply. Do the Construction Yard in green auction order:

- Trading School: Move a new trader from your reserve to the Market of Pu'er. (You are limited to 7 traders.)

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- Customs Office: Advance your marker in the Customs Office 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.)
- Dragon House: Advance your marker in the Dragon House track. (This increases your influence.)
- Construction Yard: Move a trading post, bridge, or teahouse from your reserve to your personal supply.
  - If you take a teahouse, you may immediately place it in an empty teahouse space you have access to.
  - (You may not place a teahouse purchased in a previous round at this time.)

### **Travel and Build**

Slide all turn order markers from the black strip to the brown travel order track.

In brown 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:

- You may build a trading post in any province you can access, regardless of other trading posts there, even yours.
- You may build a bridge at any indicated location whose far side you can access, regardless of other bridges there.
- You may build 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 Customs Office 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 bridges.
- A trader may not return to its starting province within the travel and build phase.
- When a trader ends its (non-zero) movement in a province with a trader with lesser influence (Dragon House), you may displace one such trader one province back toward Pu'er along the main road (not a bridge).

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 tea income across all players.

- Each trader and each connected trading post earns the tea income shown in the province.
  - (Do not discount for transportation costs for gaps assessed in the Determine Tea 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 brown 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 brown travel order. If ungifted traders remain, repeat distribution in brown travel order until the presents are exhausted.

### **Determine Tea Income**

In brown travel order, calculate each player's tea income for all their traders and trading posts as shown in the provinces, but:

- Each trading post not on a connected route earns no income.
  - Each trader not on a connected route earns 3 less for each empty province on the trader's best route to Pu'er.
- Mark tea income by putting the player's income marker in the corresponding semicircle space along the VP track.
- If a previous player has the same 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 brown travel order, each player takes their choice of VP and Yuán totaling their current tea income.

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

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

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

[In the pro variant, advance the round marker in the round track, unless it is at the end.](#)

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## Game End

After finishing the round in which a player reaches 80 VP or all the presents are distributed, add final points:

- 1 VP per 3 Yuán, 3 VP per present, and 12 VP per built teahouse.
- 0 / 1 / 4 / 9 / 16 VP for level 0 / 1 / 2 / 3 / 4 in the Customs Office track.
- 0 / 1 / 4 / 9 / 16 VP for level 0 / 1 / 2 / 3 / 4 in the Dragon House track.

Ties are broken by more influence (Dragon House). Further ties are broken in favor of earlier brown travel order.