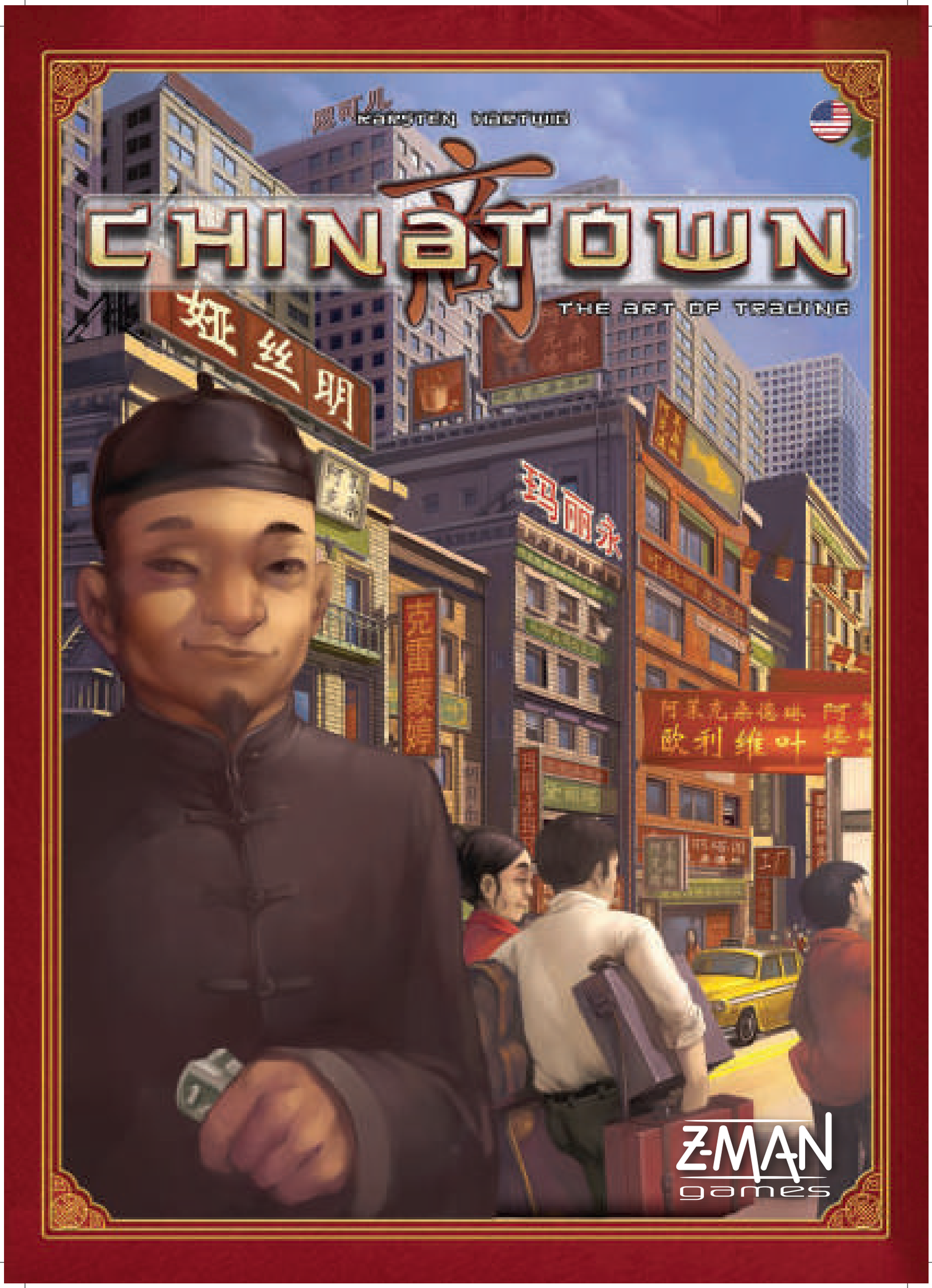

KARSTEN HARTWIG
CHINATOWN
THE ART OF TRADING
Z-MAN
games

CHINATOWN

New York in the 1960's. A new wave of Chinese immigrants is moving into Chinatown. The adoption of the new immigration act has launched the district in a demographic boom! It now reaches Canal Street to the north and Bowery Street to the east. The immigrants, hard-working men and women, are arriving by the thousands to buy buildings, establish businesses and fulfill the *American Dream*! In this game, you are one of them. With all your savings in hand, the Big Apple is up for grabs! Will you know how to use your talents and acquire the most extraordinary fortune in America?

OVERVIEW

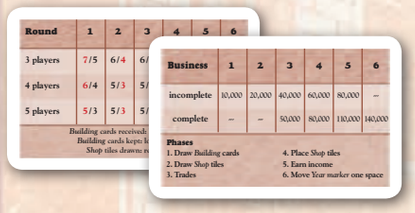
The board represents the New York Chinatown of the mid-60's. It is divided into 6 districts containing buildings numbered from 1 to 85.

A game is played over 6 rounds. In each round, the players receive income from the businesses they have managed to establish. To generate the maximum income, shops of the same type need to be built on adjacent buildings. At the beginning of each round, players draw new *Building* cards and new *Shop* tiles. They must then use their negotiation skills to acquire adjacent buildings and establish businesses.

But it is not always that easy...

In this game where everything can be negotiated, only the hard laws of the market prevail.

CONTENTS



5 English *Player Aid* cards



85 *Building* cards



80 *Money* cards
(in $10,000, $50,000, $100,000 and $200,000 bills)



90 Shop tiles



1 First Player card



150 *Ownership* markers
(30 each in 5 different colors)





1 *Year* marker

1 game board

1 linen bag

15 blank *Shop* tiles to create your own shops (see page 8)

SET-UP

- Place the game board in the middle of the table.
- Each player selects a color (red, yellow, green, white or purple) and takes the 30 corresponding markers.
- Each player receives a *Player Aid* card: on one side you will find the number of *Building* cards and *Shop* tiles the players receive at the beginning of each round and on the other side, the money received for each business built, depending on its size.
- Each player receives $ 50,000. The remaining *Money* cards are sorted out and placed next to the game board as the bank.
- The *Shop* tiles are put in the bag, which is then placed next to the board.
- The *Building* cards are shuffled and placed face down in one pile next to the board.
- The *Year* marker is placed on "1965" on the Chinese calendar located on the lower right side of the board.
- The last player to have visited a Chinatown (New York, Montréal, Paris, etc) receives the *First Player* card.

SHOP TILES



The tiles represent different types of shops that could be found in the New York Chinatown of the 1960's.

The 12 types of shops are illustrated on the left.

Each *Shop* tile has a number (3, 4, 5 or 6) that indicates the number of adjacent tiles (touching orthogonally, never diagonally) needed to complete a business to its maximum size.

In the game, each type of tile includes 3 more copies than its maximum size. For example, there are 6 *Photo* tiles and 9 *Restaurant* tiles in the game.

A player builds a business by placing a Shop tile on a vacant building space on the game board. You can then increase the size of the business by adding other *Shop* tiles of the same type on one of the vacant buildings.

The size of a business can vary from 1 to 6. The closer the size of the business is to its maximum size, the more income it generates at the end of each round.

GOAL

The player with the most money at the end of the 6th round wins the game.

PLAYING THE GAME



A game is played over 6 rounds. Each round represents one year. The game begins in 1965 (Year of the Snake) and ends in 1970 (Year of the Dog).

Each round is divided into 6 phases:

1. Deal *Building* cards
2. Draw *Shop* tiles
3. Trades
4. Place *Shop* tiles
5. Earn income
6. Move *Year* marker one space

1. Deal Building Cards

The owner of the *First Player* card distributes new cards to the players, according to Table 1.
These cards represent the numbered building board. There are 85 buildings devided into 6 districts.

Round	1	2	3	4	5	6
3 players	7/5	6/4	6/4	6/4	6/4	6/4
4 players	6/4	5/3	5/3	5/3	5/3	5/3
5 players	5/3	5/3	5/3	4/2	4/2	4/2

Table 1

Proceed according to the following:

- The number of cards varies with the number of players and the round in play.
- Each player receives the highest number of *Building* cards (the one on the left).
- The second number represents the number of cards that each player must keep.
- The remaining cards are discarded.
- The discarded cards are put back into the draw pile and re-shuffled for the next round.
- Each player reveals the *Building* cards they kept and puts a marker of his color on each corresponding
- building on the board. Once the markers are placed, the cards are discarded from the game.

Example: In a 4-player game, each player receives 6 Building cards at the beginning of the first round. They must discard 2 cards of their choice and keep 4 cards to play the round.

2. Draw Shop Tiles
Starting with the first player and continuing clockwise, each player draws new Shop tiles from the bag. The number of tiles every player must draw is shown in Table 1 (page 4).

Proceed according to the following :
- The number of tiles drawn varies with the number of players and the round in play.
- Each player draws as many tiles as indicated by the red number.
- Shop tiles are kept face down until every player has drawn their tiles.
- All Shop tiles are revealed simultaneously, so that trading can begin at the same time for all players.

3. Trades
In this phase, anything goes! Only the laws of the market prevail. All negotiations and trades take place simultaneously. Players can trade with the player of their choice; they can even trade with more than one player at the same time! A player can intervene in any negotiation at all times. Anything can be traded and negotiated: buildings (with or without *Shop* tiles on them), *Shop* tiles and money, in any combination or quantity.

When a building is traded (with or without a *Shop* tile on it), the owners must change the *Ownership* markers accordingly. A marker that is taken off the board returns to the player's supply.

Negotiations continue until all players have agreed to move on to the next phase.

Important: Once placed on the board, a *Shop* tile can never be moved or removed until the end of the game. However, ownership of the shop may change during the game.

Example: Chang (red) offers Lucy (yellow) his Tea House (built on the board) and $ 10,000 for her 2 Dim Sum Shop tiles and building #20.



Lucy agrees to the deal, gives her 2 Dim Sum Shop tiles and takes the $ 10,000. Chang's red marker is removed from the board and replaced by one of Lucy's yellow markers. Lucy now owns 3 adjacent Tea Houses. The yellow marker is replaced by a red one on building #20.



4. Place Shop Tiles

Starting with the first player and continuing in clockwise order, each player places/builds the number of *Shop* tiles he wants. To build a shop, a player must place a tile on a vacant Building that he owns on the board. It is very important to place an *Ownership* marker on the *Shop* tile once built. A player can build his shops in the order he chooses or decide to pass and not build anything during this phase.

A player may add a *Shop* tile next to a group he already owns. Adjacent *Shop* tiles of the same type (touching orthogonally, never diagonally), belonging to the same player, form a Business.

Example: Lucy owns 3 adjacent Dim Sum tiles. She therefore owns a Dim Sum business of size 3. She can, in later rounds, add new Dim Sum Shop tiles to that business.



However, adjacent tiles of the same type, but owned by different players, are distinct businesses.

Example: 4 Tropical Fish tiles are placed together, side by side. Chang (red) owns 3 and Simon (green) only 1. Chang has a business of size 3 and Simon one of size 1. If later in the game, Simon trades his shop with Chang, the latter will then own a Tropical Fish business of size 4.



When a player has placed more Shop tiles than the maximum size of the business (as displayed at the bottom of the tile), they are then considered 2 seperate businesses: one business with the maximum number of tiles, and the other with the remaining tiles.

Example: Chang owns 5 adjacent Photo Shop tiles. He owns 2 Photo Shops: the first one composed of 3 tiles (maximum size) and another one of 2 tiles.



5. Earn income

At the end of each round, players earn money for each business they have on the board. The *Shop* tiles that have not yet been placed and the empty *Building* sites are not worth anything. A player is selected to act as banker and distributes to each player their income according to the following:

Business	1	2	3	4	5	6
incomplete	10,000	20,000	40,000	60,000	80,000	–
complete	–	–	50,000	80,000	110,000	140,000

Table 2

Income is distributed according to the size of the business (from 1 to 6 tiles) and its state (complete or incomplete). A business that reaches the maximum number of tiles (as indicated) is considered complete and earns the most money. For example, an *Antique Shop* composed of 6 tiles is considered complete, while a *Dim Sum* of 4 is not. A complete *Dim Sum* business is composed of 5 adjacent tiles.

Income example: At the end of the third round, Simon owns the following shops:



Simon receives $ 50,000 for his complete Seafood business but only $ 40,000 for his Laundry (size 3) since it has not yet reached its maximum size. The 2 Factory shops are considered separate businesses since they are not adjacent one to another. Simon receives $ 20,000 for the first Factory business and $ 10,000 for the second one. The 2 factories may later be joined to form only one if Simon builds a Factory tile on building site 55 in later rounds.

Important: Money owned by the players must be kept secret during the game.

6. Move Year Marker One Space

At the end of each round, a year is completed and the Year marker is moved onto the next space of the Chinese calendar.

END OF THE GAME

The game ends at the end of the 6th round, when the Year marker is on the 1970 space (Year of the Dog). The players receive their last income for every one of their businesses. The player with the most money wins the game. In case of a tie, the player with the most Shop tiles on the board wins.

SUGGESTION

Instead of removing the *Building* cards from the game, it is useful to keep them in front of you while playing the game. When buildings are traded, exchange the *Building* cards along with the *Ownership* markers on the board. This way, if markers are moved accidentally during the game, it is easier to find their original place.

CREATE YOUR OWN SHOPS

This edition of Chinatown includes 15 blank tiles to create your own shops. Do not forget the following when creating a Shop type : there are always 3 more tiles than the number printed on the tiles. For example, there are 6 Sea Food tiles (3 + 3) and 9 Restaurant tiles (6 + 3). When using your own creations, replace one type of tiles with another that has the same number of tiles.

CREDITS

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