
DuGuWei
Jiangnan
The Art of Influence
創意摩坎

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Players: 1-4 Time: 30 min. per player Age: 14+
Designed by DuGuWei Solo & 2-Player Rules by David Wang

Introduction

The Ming Dynasty in the 1500s.
The Pinnacle of Ancient China.

Literati scholars and artisans hike and sail across the land searching for inspiration to compose the greatest works of the age. Those seeking the greatest fame present their work at the capital city of *Jinling*, center of the prosperous *Jiangnan* region – literally meaning "south of the Qinhuai River."

As one of the legendary *Four Great Talents of Jiangnan*, you represent the best in art, poetry, opera, and calligraphy. Explore the crowded markets, tea shops, and riverways of the ancient city to compose your next great masterpiece!

However, aristocracy is fickle. Will you follow the latest trends, or will you start them? Compete against the other artisans, entice the people of Jiangnan to prove that only you are the greatest artist of the Ming Dynasty!

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Components

21 Assistant Cards (double-sided)

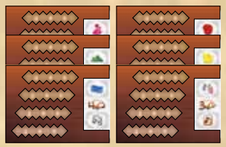



Assistant Side


Talent Side



6 Boat Tiles



4 Player Boards



3 District Boards (double-sided)



3 Upkeep Boards



(only rightmost is double-sided)

12 Wooden Scholar Markers
(3 each in 4 colors)



45 Portfolio Cards
(21 Age 1, 24 Age 2)


Age 1


Age 2

60 Idea Tokens
(20 each in 3 types)


Novels (Yellow) Dramas (Red) Paintings (Blue)

62 Coin Tokens
(42 silver, worth 1 Coin;
20 gold, worth 5 Coins)


Silver – 1 Coin Gold – 5 Coins

15 Public Scoring Trend Tiles
(double-sided)



68 Wooden Servant Markers
(17 each in 4 colors)



48 Action Tiles
(12 Age 1, 12 Age 2, 12 Age 3, 12 Age 4)



48 Starting Action Tiles
(12 each in 4 colors)



6 Shop Tiles
(double-sided)



1 Special Action Pointer Tile
(2 different Sides)


Side A


Side B

4 Travel Cards
(double-sided)



4 Spare Servant Markers
(1 each in 4 colors)



5 Draw Bags



6 Spirits Tiles



6 Charm Tiles



4 Imperial Degree Cards
(double-sided)



4 Player Aids



1 Rulebook



Game Setup

The following rules cover the setup for 3 and 4 player games.
See pages 28 and 29 when playing with 2 players or solo.

1. District Boards

Use Side A of the District Boards, and place them in the order shown to the right (A1, A2, A3). The 3 boards are double-sided, and Side B will have extra rules that will be gradually introduced to the game.
Rest of setup is for Chapter 1.

Details on setup changes for Chapters 2–6 are on page 26.

Each Chapter will have a suggested District Boards layout, but you may freely arrange them for different gameplay experiences.

2. Portfolio Cards

Shuffle the Age 1 Portfolio Cards facedown, and stack them to the left of the Society district.

Reveal 4 + N Cards *(where N = number of players)*, and place them nearby for drafting later in **step 12**.

3. Teahouse & Tavern

Take 2 Idea Tokens of each type, and randomly place 3 each across the Teahouse district and the Tavern district.

Only place 1 Idea Token in each column so that each of the 6 columns contains only 1 token.

4. Shop Tiles

Place the **6 Shop Tiles, showing Side A,** in random spaces in the Temple Fair district.

Place the Special Action Pointer, **showing Side A,** straight up in the center of the Temple Fair district.

5. Travel Cards

Place the 4 Travel Cards, with a **random side up**, on the 4 map spaces in the Travel district.

Place each card so that its path connects to the capital in the middle: Cards with **3 cities go on top**, cards with **2 cities on the bottom**.

6. Assistant Cards

Assistant Side

Shuffle all **Assistant Cards**, and stack them with the **Assistant side up** to the right of the District Boards.

Draw the top 4 cards and place them Assistant side up on the 4 spaces.

Assistants and Talents

Talent Side

All Assistant Cards in this game are double-sided. On their *Assistant Side*, they grant you inspiration and special effects during the game. Later chapters also use their *Talent Side* that provide special player powers.

Advanced rules for drafting a Talent for each player are given on page 26, and will be **carried out in step 11 of setup.**

7. Upkeep Boards

Place the Upkeep Boards in the order shown to the right, and use **Side A for the rightmost** board.

Place a number of random Age 1 Action Tiles face up into the hexagonal spaces on the Upkeep board, according to the number of players:

- **1–2 players:** 6 Action Tiles
- **3 players:** 9 Action Tiles
- **4 players:** 12 Action Tiles

Put the remaining Age 1 Tiles back into the box. Put the later Ages' Action Tiles nearby for future use.



8. Boat Tiles

Place Boat Tiles below the District Boards.

Randomly place 2 Scoring Trend Tiles on each Boat Tile. Flip them when needed so that:

- **No Boat is showing 2 of the same Scoring Trends.**
- **No 2 Boats are showing 2 Scoring Trends of the same combination.**

Put unused tiles back into the box.

9. General Supply

Form a general supply near the board of the Coin Tokens, Idea Tokens, and Spirit Tiles.

Coins, Idea Tokens, Spirit Tiles, and Servant Markers are meant to be unlimited in this game; use any suitable substitute if you run out.

10. Player Setup

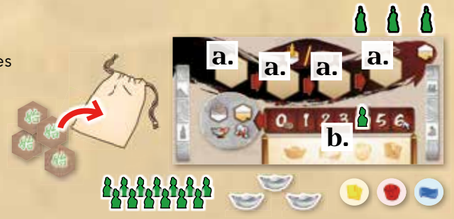
Each player chooses a color and takes a set of components:

- **1 Player Board** (uncolored)
- **3 Scholar Markers**
- **17 Servant Markers**
- **12 Starting Action Tiles**
- **1 Draw Bag** (uncolored)

Each player sets up as follows:

a. Put your 12 Starting Action Tiles into your draw bag and shuffle the tiles inside. Draw 4 Action Tiles faceup to fill your Action Track. **Always draw only 1 at a time**, filling the rightmost space.

You may redraw once. If you do, set aside the first 4 Action Tiles you drew, then draw 4 new tiles to fill your Action Track. Finally, return the first 4 tiles to your bag.



b. Place a Servant Marker **on space 4** of the Spirit Track.

c. Place a Servant Marker **on space 0** of the Score Track.

d. Place a Servant Marker above the **Turn Order Track.**

e. Place a Servant Marker in the **Temple Fair district's top space** *(on 12 o'clock)*.



Example setup for 4 players
(with only 1 player color being displayed)

11. Starting Player

The person who has most recently taken an exam or test will be the starting player. Place the starting player's Servant Marker on the **top space of the Current Turn Order Track.**

In clockwise order from the starting player, place Servant Markers belonging to remaining players on the next topmost space of the Current Turn Order Track.

12. Starting Resources

Each player starts with **3 Coins and 1 Idea in each of the 3 types** (Novel, Drama, & Painting).

In reverse turn order, each player takes **a Portfolio Card set aside in step 2**, and places it faceup on the **upper left side** of their player board. Unchosen cards are placed face up in the 4 spaces within the Society district.

You can now start playing!

Goal of the Game

Players will perform various actions at different districts depending on the Action Tiles they choose to use on their turns. You will need to collect new ideas and earn money to help you publish your own portfolios.

Throughout the game, you may choose to travel around to inspire yourself, or meet new people to help you with your work.

At the end of each round, the player with the most advanced servant on the boat farthest down the river will determine a new city trend, which will become a category for scoring. This will heavily influence the strategy of each game.

Players will score victory points (VP) as the game progresses, advancing on the Score Track accordingly. After final scoring at the end of the 6th round, whoever has the most points wins and becomes the greatest literati scholar in Jiangnan!

How to use your Player Board

Your player board represents your studio, your space for creative expression and composition.

Here you will keep track of your hired assistants, your spirits, your inspired ideas, your portfolios both completed and incomplete, and the city tasks you can choose to perform.



Place your **drafted Action Tiles** here.

Keep your **unused Scholar Markers**, and **used Action Tiles** here.

Draw Bag Usage

Drafted & used tiles will **only return to your bag** at the end of Rounds 2 & 4.

The contents of your draw bag is hidden information. Everything else you have is **public information and should be visible to other players** at all times.

You may check the contents of your draw bag at any time, just shuffle them afterwards.

Keep your **unpublished Portfolio Cards** here.

Keep your **Talent** here *(Assistant Card with Talent side up; advanced rules)*. This will provide a special ability for you during the game.



Keep all your available **Coins**, **Idea Tokens**, and **Servant Markers** here.

Place your **published Portfolio Cards** here.

Place your **hired Assistants** here *(Assistant Cards with Assistant side up)*.

1. Action Track
Keep your available Action Tiles here.

2. Spirit Level Track
Your Spirit Level is displayed here. *(It cannot go above 6 or below 0.)*

3. Rest Action Reminder
If your Spirit Level **drops to 0 during Upkeep**, you must take a Rest action. *(See page 15.)*



Action Tile



District
District you will visit when you choose this Action Tile.

Remove Bonus
Bonus resource you gain when this Action Tile is removed.

Bonus Icons

- Gain 1 Painting Idea
- Gain 1 Coin
- Gain 1 Novel Idea
- Gain 1 Drama Idea
- Gain 1 Spirit

Gain 1 Portfolio
Gain 1 faceup Portfolio Card from the Society district. *(You may not refresh the cards.)*

Activate Special Action
Activate the Shop the Special Action Pointer is pointing to. *(See page 14.)*



Districts
There are 6 Districts you can visit in the game. *(See page 8 for a list of District icons.)*



Scholar Tracks
Each district's Scholar Track has 4 spaces. Each space can hold 1 Scholar Marker. You cannot visit this district if all 4 spaces are full.

Gameplay

The game is divided into 2 phases in each round:

I. Action Phase → **II. Upkeep Phase**

The game will end after Round 6.

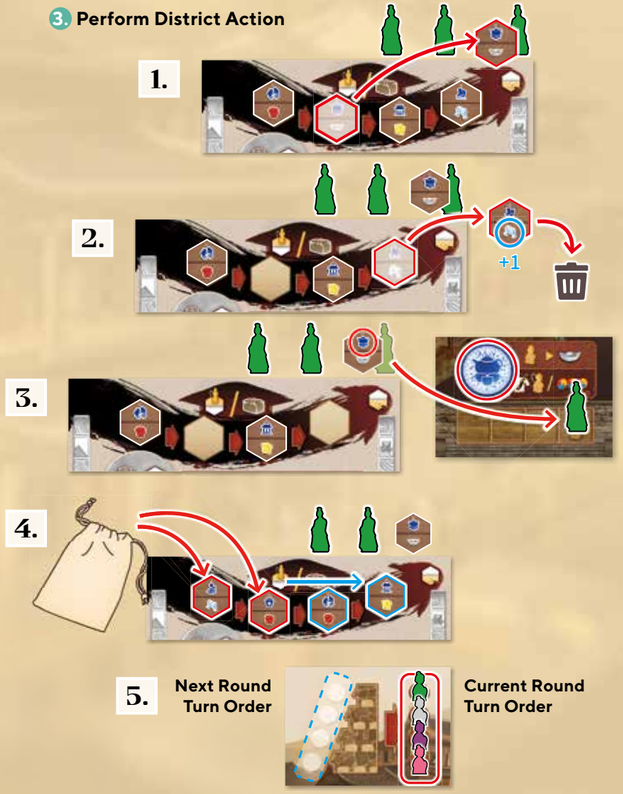
I. Action Phase

According to the Turn Order of the current round, each player will take a single turn until everyone has taken 3 turns.

Player Turn

During your turn, perform the following 5 steps:

1. **Choose District to Visit**
2. **Remove Tile & Gain Bonus**
3. **Perform District Action**
4. **Replenish Action Tiles**
5. **Next Player**



1. Choose District to Visit

Choose any Action Tile from your Action Track, and move it to the Used Action Tile Area above your player board.

- If there are no more spaces available in the Scholar Track at that district, you cannot visit that district.
- **You can not visit the Parlour, Tavern, or Travel districts if you do not have enough coins.** If you are unable to visit any districts available on your Action Track, then you must take a Rest action. *(See page 15.)*
- Age 3 and Age 4 Action Tiles each indicate 2 districts. **Choose 1 of those districts to visit.**

2. Remove Tile & Gain Bonus

Remove the rightmost Action Tile from your Action Track, and **immediately gain the Bonus listed on the bottom half of the tile.** You must take the bonus. This tile is **removed from the game.**

- Some tiles indicate more than 1 bonus. **You gain all bonuses indicated on the tile.**
- You can use the Bonus to pay for the cost of the action at the district you are visiting this turn.

3. Perform District Action

Place 1 of your Scholar Markers **below the district indicated on the top half of your chosen Action Tile.** Place your marker on the rightmost available space of the Scholar Track.

Perform your action at the chosen district.
(Refer to page 8-15 for the details of each district.)

- If there are no more spaces available in the Scholar Track at that district, you cannot visit that district.

4. Replenish Action Tiles

Slide any existing Action Tiles on your Action Track to the right to fill up any empty spaces.

Replenish any empty spaces on the Action Track from right to left by drawing from your draw bag. **Always draw only 1 Action Tile at a time**, and fill the rightmost space.

- **If your draw bag is empty, do not replenish any more empty spaces on your Action Track.**
- **You only refill your draw bag at the ends of Rounds 2 & 4.**

5. Next Player

The next player in **Current Round Turn Order** takes a turn, and proceeds to step 1.

Continue until all players have **taken 3 turns or have no unused Scholar Markers** above their Player Boards, then proceed to the Upkeep Phase. *(See Page 16.)*

District Actions

There are 6 districts in the game. Each district provides a different action.
Additionally, one action, Rest, has no district. The Rest Area is located on the left part of the Upkeep board. *(See page 15 for details.)*

Society
You can converse with other talented scholars and inspire each other with new ideas for your works.

Parlour
You can enjoy the performances of talented Muses for inspiration.

Teahouse
You can publish your own works or admire the works of others for inspiration.

Travel
You can view the scenery around the capital city of Jinling and find new inspiration.

Tavern
You can publish your own works or admire the works of others for inspiration.

Temple Fair
You can observe the life of the common people and incorporate the experiences into your creations.

Rest
If you do not have enough coins to visit any of the 4 available districts on your Action Track, or you do not wish to visit any of them, you may choose to Rest instead.

Advanced Actions

Advanced versions of the Society, Temple Fair, Travel, and Parlour district actions will be available in Chapters 3-6. The extra actions you can perform at each district will be shown in orange boxes like this. You may disregard them for your first game or when playing Chapters 1 & 2.

Society

1. Take one of your Servant Marker and place it on the **highest empty space** on the Next Round Turn Order on the left.
   Skip this step if you already visited the Society district this round.
2. You may **pay 1 Coin** to renew all Portfolio Cards on display and discard them **facedown, in random order, to the bottom of their deck**, then replenish the empty spaces with new cards drawn from the stack.
   You can only do this once per turn.
3. **Choose one of the following actions:**
   a. Choose any **2 faceup Portfolio Cards** and place them in the unpublished Portfolio Cards area of your player board.
   b. Choose any **1 faceup Portfolio Card** and place it in the unpublished Portfolio Cards area to the left side of your player board. **Also gain 1 Idea Token of any type.**
   c. **Gain 2 Idea Tokens of any type(s).**
   d. Take the Imperial Exam. *(See the Imperial Exam section on the next page.)*
4. **Replenish any empty spaces** in the display by drawing new Portfolio Cards from the deck.
5. If the Age 1 Portfolios stack is exhausted before the end of Round 3, shuffle the Age 2 Portfolio Cards to form a new deck. If that is exhausted as well, no new Portfolio Cards will be available.

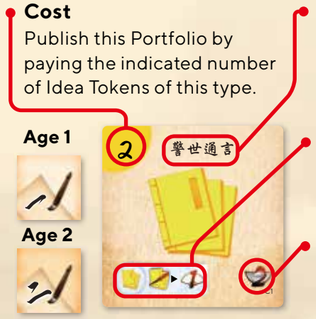


Portfolio Cards

Publishing Portfolios is the main source of VP in this game.

There are 3 types of Portfolio Cards in 3 colors: Drama (red), Novel (yellow), and Painting (blue).

Portfolios have their Age printed on the back. Cards of later Ages cost more to publish, but they provide bigger payouts.



Cost
Publish this Portfolio by paying the indicated number of Idea Tokens of this type.

Title
All Portfolios are based on real, existing works. *(See page 30 for a list of these works.)*

Income
Dramas and Novels will provide income bonuses during Upkeep.

Payout
Gain these resources when you publish this Portfolio.



Drama
Dramas provide VP upon publishing.
They will also provide a steady income of Coins during Upkeep.



Novel
Novels provide Coins upon publishing. During Upkeep, you may pay 1 Novel Idea (yellow) to activate the income to gain VP.



Painting
Paintings provide both Coins and VP upon publishing. They do not generate income during Upkeep.

Turn Order Track

The player order is determined by the Current Round Turn Order track. This will **only be adjusted at the end of the round.** *(See page 20.)*

Next Round Turn Order



Current Round Turn Order

Imperial Exam

Taking the exams to earn a degree and become a government official is another way to acquire glory and fame in Ancient China. The Imperial Exams are shown on Side B of the Society district and are used in Chapters 2 & 6. During the game you can **take (and pass) the exams twice** by paying the required resources:



Juren Exam
You can do this when you have no degree. **Discard 2 unpublished Portfolio Cards of any type(s) and pay 6 Idea Tokens of any type(s)** to pass the exam. Discarded Portfolio Cards are removed from the game.
Take an **Imperial Degree Card** and place it, showing the **Juren side**, to the right side of your player board.



Gongshi Exam
You can do this when you are a Juren. **Discard 3 unpublished Portfolio Cards of any type(s) and pay 9 Idea Tokens of any type(s)** to pass the exam. Discarded Portfolio Cards are removed from the game.
On the right side of your player board, **flip** your Imperial Degree Card to show the **Gongshi** side.

Imperial Degree Card



Juren Degree
During Public Scoring and Final Scoring, this acts as though **you have published 1 each of Drama, Novel, and Painting Portfolio Cards.** This provides no income.



Gongshi Degree
During Public Scoring and Final Scoring, this acts as though **you have published 2 each of Drama, Novel, and Painting Portfolio Cards.** This provides no income.

Teahouse

1. Check if you have any Servants on the Display Track in the Teahouse district. **Gain 1 Coin for each Servant Marker you have in the Teahouse.**
2. Choose one of the following actions:
   - **a. Draw Inspiration**:
     Gain 3 Idea Tokens matching the placement of Markers *(including Ideas at beginning)* on the Display Track.
   - **b. Publish a Portfolio:**
     i. **Pay the Ideas cost** of an unpublished Portfolio card of your choice on your player board. Move it to the published Portfolios area of your player board.
     ii. **Gain the Payout** for the Portfolio you just published.
     iii. Place 1 of your Servant Marker, and **slide it into the left of the Display Track with the same type that you just published**.

When a new Servant Marker is added to the Display Track, slide the existing Markers *(including Ideas at beginning)* 1 column to the right.

This pushes the rightmost Marker off the track. Return the Servant Marker to its player. Return Idea tokens to the general supply.



Example for step 1

The Green player visits the Teahouse district. They have 1 Servant on the Display Track, thus they gain 1 Coin.



Example for step 2.a, Draw Inspiration

The Green player chooses to Draw Inspiration.

The Display Track displays Drama (red), Novel (yellow), and Drama (red).Thus, the Green player gains 2 Drama Idea Tokens and 1 Novel Idea Token.



Example for step 2.b, Publish a Portfolio

The Green player publishes a Painting and gains the payout of Coins and VP. They take a Green Servant Marker and push it into the Display Track on the Painting symbol.



All exsisting servants are pushed one column to the right. The rightmost White Servant Marker is pushed off the track, and is returned to the White player.



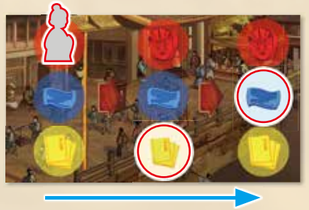
Next time when Green visits this district, they will gain 2 Coins.

Display Track

These tracks keep record of what types of works have been recently published in the Teahouse and Tavern districts, and thus "on display".

These works will become the latest fashions in town, and you can draw inspiration based on the type of works displayed.

The patrons of the Teahouse and Tavern districts will also remember the authors of recent works, so you will be tipped when you visit while having your works on display.



The Display Track will be randomly filled by Idea Tokens during setup.

They will be pushed off by players later during the game.

Tavern

1. **Pay 1 Coin.**
2. **Increase your Spirit Level by 1.**
3. Check if you have any Servant Markers on the Display Track in the Tavern district. **Gain 1 VP for each Servant Marker you have in the Tavern.**

The 3 steps above are the only difference between the Tavern and the Teahouse. Everything below is the same.

4. Choose one of the following actions:
   - **a. Draw Inspiration:**
     Gain 3 Idea Tokens matching the placement of Markers *(including Ideas at beginning)* on the Display Track.
   - **b. Publish a Portfolio:**
     i. **Pay the Ideas cost** of an unpublished Portfolio Card of your choice on your player board. Move it to the published Portfolios area of your player board.
     ii. **Gain the Payout** for the Portfolio you just published.
     iii. Place 1 of your Servant Marker, and **slide it into the left of the Display Track with the same type that you just published**.

When a new Servant Marker is added to the Display Track, slide the existing Markers *(including Ideas at beginning)* 1 column to the right.

This pushes the rightmost Marker off the track. Return the Servant Marker to its player. Return Idea tokens to the general supply.



Example for step 3

The Green player visits the Tavern district. They have 1 Servant on the Display Track, thus they gain 1 VP.



Example for step 4.a, Draw Inspiration

The Green player chooses to Draw Inspiration.

The Display Track displays Drama (red), Novel (yellow), and Drama (red).Thus, the Green player gains 2 Drama Idea Tokens and 1 Novel Idea Token.



Example for step 4.b, Publish a Portfolio

The Green player publishes a Painting and gains the payout of Coins and VP. They take a Green Servant Marker and push it into the Display Track on the Painting symbol.



All exsisting servants are pushed one column to the right. The rightmost White Servant Marker is pushed off the track, and is returned to the White player.



Next time when Green visits this district, they will gain 2 VP.

Spirit Level Track

Your Spirit Level represents the social and communal connections you have with the outer world. **You will consume at least 1 Spirit during the upkeep phase.** Unfinished works and hired Assistants will also consume Spirits.

If your **Spirit Level reaches 0** at the end of the round, you are overcome with solitude and will need to **forfeit an action on your next round** to recover. *(See page 15 for details.)*

You may also take a Rest action to prevent this. (See page 15 for details.)



Your Spirit Level starts at 4, and **cannot go above 6 or below 0** during the game.

If you have a Spirits Tile, you may discard it anytime to immediately increase your Spirit Level by 3.
May be used to prevent a Mandatory Rest.

Parlour

1. **Pay 1 Coin.**
2. **Increase your Spirit Level by 1.**
3. Place 1 of your Servant Markers on any one of the displayed Assistant Cards of your choice, and **gain its Muse Bonus.**
4. Check if you fulfill the **requirements of the Charm Tile.** If you do, you may place another 1 of your Servant Markers on a Assistant Card of your choice, but do not gain the Muse Bonus. *(See the Charming Scholar section below.)*
5. If the Servant Marker you place is the second Servant of **your color** on the Assistant Card, this card **immediately joins your studio** as an Assistant.

   Retrieve your Servants from the card, and return any other Servants on the card to their respective players. Place this card, which now **becomes a hired Assistant**, to the right side of your player board.

   This can be triggered any time during the game.
6. Any time there is an empty space in the Parlour district, replenish from the top of the Assistant stack. If the stack is empty, no more new Assistant Cards are available for this game.



Assistant Cards & Muse Bonus

Cards in the Parlour District represent talented muses you can meet there to gain inspiration. When one of them joins your studio as an Assistant, they will provide income or a special action for you during the Upkeep phase.



Name

Muse Bonus
Resources you gain when you meet this muse.

Assistant Power
During Upkeep, provides the indicated resources as income or a special action you may activate.
(See page 24 for a list of all Assistant Powers.)

Assistant Icon

Charming Scholar

Your reputation precedes you, so when you go meet new friends at parties you might be able to gain more favor with your Charm. This is shown on the Side B of the Parlour district, and it is used in Chapters 5 & 6.

If you satisfy the requirement listed on the Charm Tile of this round, **you may place another 1 of your Servant Markers on a Assistant Card** of your choice, but **do not gain its Muse Bonus.** List of Charm Tiles' requirements:

A. You have 1 or more Servants in the Teahouse district.

B. You have 1 or more Servants in the Tavern district.

C. You have 1 or more Servants in the Boat Tile below the Parlour district.

D. Your Servant in the Temple Fair district is in a Shop indicated by the Special Action Pointer.

E. You have traveled at least once.

F. You have 2 or more unpublished Portfolio Cards.

Travel

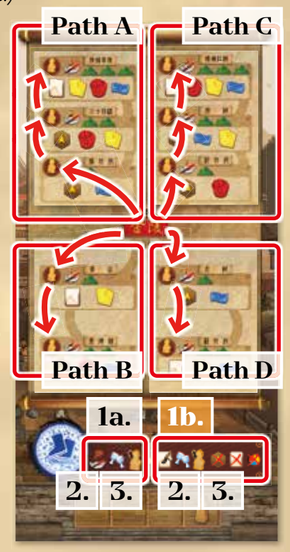
The central city pictured on the Travel district map is the capital city of Jinling. Each space separated by a path represents a different city in the Jiangnan region.

1a. **Pay the Travel Cost** according to the city you are traveling to. Choose your destination with the following requirements:
- It is a city you haven't traveled to before.
- It is next to Jinling or to a city you have traveled to before.
- **You have enough coins to pay the Travel Cost.**

1b. Or, you may **Publish a Portfolio instead of paying Coins** as the Travel Cost. If you choose to do this, you will **not gain the City Bonus.**
(See the Traveling Artisans section below.)

2. **Increase your Spirit Level by 1.**
3. Move your Servant Marker to the chosen city.
   You can only send 1 servant along each path.
   If you start from a new Path, put a new Servant Marker on it.
4. **Gain the City Bonus indicated on this city:**
   / / : Gain 1 Idea Token of the indicated type.
   : Take 1 revealed Portfolio Card from the Society district and add it to your player board. Replenish any empty spaces from the Portfolio stack. (*You may not pay a Coin to refresh available Portfolios.*)
   : Take the action of a Temple Fair district Shop the Special Action Pointer is pointed to. *(See Shop Actions on pages 14-15.)*
   : Scenery symbols could earn VP for you during Public Scoring. *(See page 18 for Public Scoring.)*

The number of Scenery symbols you have is equal to the **total amount** of in **each city you currently have a Servant Marker on.**





Travel example

The Green player has Servants in cities A3 (Grave of Emperor Yang Guang) and D1 (Taihu).

They may choose to travel to B1 (Huangshan Mountains), C1 (Suzhou City), or D2 (Hangzhou City) next.



Traveling Artisans

Your fame reaches the region surrounding the capital city of Jinling, and enterprising business owners are willing to sponsor your travels in exchange for displaying your creations in their establishments. This is shown on Side B of the Travel district, and it is used in Chapters 4 & 6.

When you visit the Travel District, **instead of paying Coins you may publish a Portfolio to pay the Travel Cost:**

1b. When you choose to visit the Travel District, declare that you wish to Publish instead of paying Coins.
   i. Pay the Ideas cost of an unpublished Portfolio Card you have. Move it to the published Portfolios area of your player board.
   ii. **Gain the payout for the Portfolio.**
   Publishing Portfolios this way will not affect the Display Tracks of the Teahouse or Tavern.

2. **Increase your Spirit Level by 1.**
3. Choose a City that is next to Jinling or next to a city you have traveled to before, and move your Servant Marker there. If you start from a new Path, put a new Servant Marker on it.
4. **You do not gain any City Bonus**, you only get the Scenery symbol for scoring.

Temple Fair

1. Choose one of the following:
   - **a. Pay 0 Coins** and move your Servant **1 space.**
   - **b. Pay 1 Coin** to move your Servant **2 spaces.**
   - **c. Pay 2 Coins** to move your Servant **3 spaces.**

   When moving your Servant, **you can choose to move it clockwise or counterclockwise;** however, it must maintain the same direction for the entire move.

   Servants of different players can occupy the same space.
2. **Gain the Passing Bonus shown on each path your Servant passes through.**
3. Perform the action of the Shop where your Servant stopped.



Temple Fair example

The Green player visits the Temple Fair. They pay 1 Coin to move 2 spaces, collecting the Passing Bonus of 1 Spirit Level & 1 Painting (blue) Idea Token and lands on Shop A6.

They perform the shop action, first refreshing the Portfolio Cards in the Society district, then taking 1 newly revealed card.



Shop Actions



A1 - Printing Press

You may take 1 Idea Token of any type, then you **may publish a Portfolio.** Pay the Ideas cost, then **gain the payout.** Portfolio Cards published this way will **not affect the Display Tracks** at the Teahouse or the Tavern district.



A2 - Peddler

Take the Travel district action, ignoring any cost to travel to the next city along a path. You only gain the **Idea Tokens of the City Bonus**, not Portfolio Cards or Shop special actions.



A3 - Gift Shop

You may place a Servant Marker on any displayed Assistant Card for no additional cost, but you do not gain its Muse Bonus. Then you **may activate its Assistant Power.** *(See page 24 for a list of all Assistant Powers.)*



A4 - Boatman

You may pay 1 Coin to advance or place your Servant Marker on any Boat Tile.

(See page 16 for details on Servant placement on Boats.)



A5 - Liquor Shop

You gain 1 Spirits Tile.

Anytime during the game, you may discard a Spirits Tile to immediately increase your Spirit Level by 3.



A6 - Calligraphy Shop

You may refresh the 4 available Portfolio Cards in the Society district for free.

You may gain 1 revealed Portfolio Card from the Society. Replenish any empty space with a card drawn from the stack.

Advanced Shop Actions



B1 - Printing Press

You may pay 1 Coin to **publish a Portfolio**. Pay the Ideas cost, then **gain the payout.**

Choose to publish in the Teahouse or the Tavern, and **update the Display Track of the chosen district.**



B2 - Peddler

You may **exchange up to 2 used or drafted Action Tiles** with the ones on your available **Action Track.**



B3 - Gift Shop

You may exchange up to 3 Idea Tokens you have for Idea Tokens of any type(s).



B4 - Boatman

You may decrease 1 Servant Step from a Boat with your Servant Marker, and gain 1 Servant Step on another Boat *(including boats without your Servants)*.

(See page 16 for details on Servant placement on Boats.)



B5 - Liquor Shop

You gain 5 Coins.



B6 - Calligraphy Shop

You may **take up to 2 Portfolio Cards from the top of the Society district stack.** You can look at your first draw before deciding if you want a second Portfolio Card.

You must keep the Portfolio Cards you draw.

Passing Bonus

Gain the indicated bonus for each of these icons your Servant passes through.

Servant Space

Place your Servant Marker on these spaces to record your location in the Temple Fair. Servants from different players may occupy the same space.





Side A

Special Action Pointer

Used to determine which Shop action will be activated when you gain a .

Will rotate and point to a different Shop each round.

Special Action Pointer - Side B

You will use Side B in some Chapters.

It points to 2 Shops at once, and you may **choose 1 Shop to activate** when you gain a .

Side B



Rest

If you do not have enough Coins to visit any of the available districts on your Action Track, or if you do not wish to visit any of them, you may choose to Rest instead:

1. Choose an Action Tile from your Action Track, and move it to the Used Action Tile Area. **You will not perform the District action.**
2. **Place a Scholar Marker** on the Scholar Track to the **left of the Upkeep board**. **This is the Rest Area.**
3. Remove the rightmost Action Tile from your Action Track and **immediately gain the Remove Bonus listed on the bottom half of the tile**. You must take the bonus. Discard the tile, it is removed from the game.
4. **Gain 2 Coins.**
5. **Increase your Spirit Level by 4.**
6. Slide your remaining Action Tiles to the right, then replenish empty spaces on your Action Track.

Resting is basically losing a turn. You should not choose to perform this action unless absolutely necessary.

Mandatory Rest

If your Spirit Level is at 0 at the end of the Upkeep phase, **you must immediately perform a Rest action**.

Thus, you will **begin the next round with 1 fewer Scholar Marker**. You will take your first 2 turns as normal, but **skip your 3rd turn of the round.**

Rest example

The Green player has no Coins and cannot visit any of the 4 available districts on their Action Track. Thus, they are forced to take a Rest action.

Green uses the second Action Tile without visiting the indicated district, and places 1 of their Scholar Markers on the Rest Area.



Then the Green player removes the rightmost tile to gain the Remove Bonus of 1 Spirit Level.

They gain 2 Coins and increase their Spirit Level by 4. However, Green's Spirit Level is now at 3, so they can only increase their Spirit Level by 3 to 6.



II. Upkeep Phase

After each player has taken 3 turns, perform the Upkeep phase in the following steps:

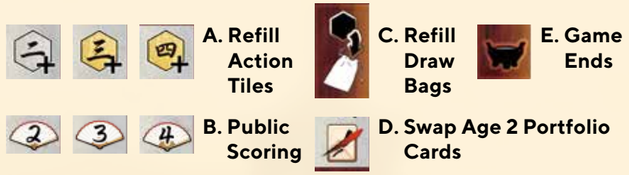
1. **Personal Income**
2. **Servant Steps on Boats**
3. **Resolve Rightmost Boat**
4. **Draft New Action Tiles**
5. **Upkeep Events**
6. **Update Board Status**
7. **Consume Spirits**

Upkeep Event Reminders

Some events in the Upkeep phase **are not performed each round.** These icons are shown on the Public Scoring Track as reminders.

Each round, players will place 1 Scoring Trend Tile on this track from left to right, so you can easily keep track of what to do each round.

(See page 18-19 "Upkeep Events" for details on how to perform each event.)

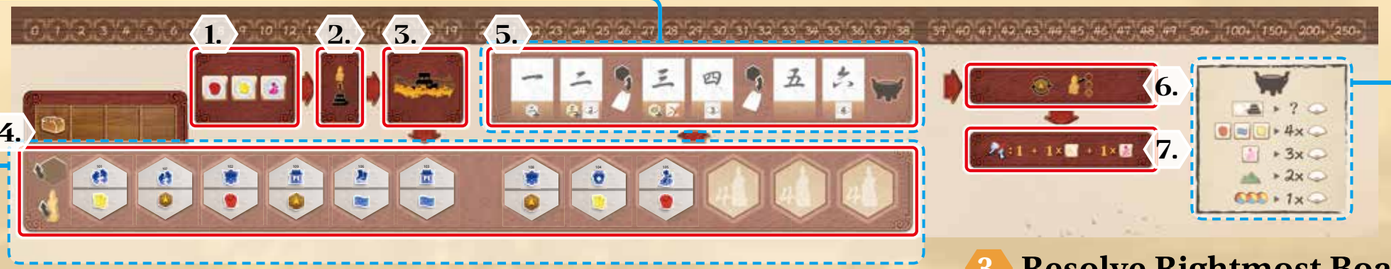


Public Scoring Track

The Scoring Trend Tiles chosen each round will be placed here. *(Also used as round tracker.)*

Action Tile Area

The tiles available for drafting in each round will be placed here



Final Scoring Chart

Use Side A for Chapters 1, 3, 5

Use Side B for Chapters 2, 4, 6

Drafting Order Example

The 4 players, Purple (A), Green (B), White (C), and Pink (D) have a total of 12 Scholar Markers placed on the boards. Thus, players will draft new Action Tiles in this order: D, B, C, A, A, B, C, B, D, C, D, A (i.e., in the order of the Scholars from left to right on the track).

Action Tile Drafting Order



First the Pink player drafts a new Action Tile from the upkeep board and recovers their leftmost Scholar Marker. The Green player is next, then White player, and so on.

1. Personal Income



For each player:

a. Gain the **Coin income** indicated on your **published Drama Portfolios.**

b. You may pay Novel (yellow) Idea Tokens to **activate VP income** on your **published Novel Portfolios**.

c. You may activate the **Assistant Powers** for any or all of your **Hired Assistants**.

Each Novel Portfolio and Assistant may only be **activated once per round**. You may activate them in any order to your benefit.

Income Sources



Published Dramas | Published Novels *(if paid)* | Hired Assistants

2. Servant Steps on Boats



Go through all **Scholar Tracks** in each District from left to right:

- Beginning with the **rightmost Scholar Marker and proceeding to the left**, the player gains 1 Servant step on that Boat Tile.
- If you already have a Servant on the Boat, advance your Servant Marker one step forward **on the same lane. If you reached the last space, add another Servant to the front of the lane.**
- Otherwise, place your Servant **on the first space** of the **topmost unoccupied lane** of the Boat Tile. Each lane can only hold Servants from a single player.

Scholar Markers in the **Rest Area will not grant any Servant Steps** on Boats. Servant Markers are unlimited, use any suitable replacement.

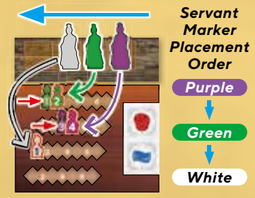
Servant Steps Example

The placement order from right to left is Purple, Green, White.

*Purple **has already gained 3 Servant Steps on the second lane** of this boat, so they **advance their Servant one step forward** on the same lane.*

*Green **has already gained 1 Servant Step on the first lane** of this boat, so they also **advance their Servant one step forward.***

*This is the **first time White gains a Servant Step** on this boat, so they place a **new Servant Marker on the topmost unoccupied (third) lane** of the boat.*



Servant Marker Placement Order

Purple → *Green* → *White*

3. Resolve Rightmost Boat



i. **Slide all the Boat Tiles 1 district to the right,** pushing the rightmost Boat out of the District boards.

ii. **Resolve the Boat Tile pushed out of the District board.** The player who had **gained the most Servant Steps** on this boat **wins,** and **chooses 1** of the 2 Scoring Trend Tiles for Public Scoring.

- The position of the Servant Markers represents **how many Servant Steps** each respective player has on this boat.
- In the case of a tie, the **tied player** whose Servant Markers are on the **higher lane** *(placed earlier)* on this Boat Tile wins and shall choose the Scoring Trend Tile.
- If no player has Servant Markers on this Boat Tile, the top Scoring Trend Tile will be chosen.

iii. **Place the chosen Scoring Trend Tile on the next space of the Public Scoring Track,** covering the current round number. The unchosen Scoring Trend Tile is removed from the game. **Return all Servant Markers to their respective players.**

iv. Place this now-empty Boat Tile below the leftmost District board; its **Scoring Goal** is now revealed. **In Round 6**, return that Boat Tile to the box instead; its Scoring Goal will not be used in this game.

Boat Resolution Example

There are Green, Purple, and White Servants on the boat pushed out of the District board. The Purple Servant is at the rightmost position, thus Purple had gained the most Servant Steps on this boat and wins. They choose and place the Painting tile on the Public Scoring Track, covering the current round number.

All Servant Markers on this boat are returned to their respective players, and the other Scoring Trend Tile is removed from the game. Move this Boat Tile to the leftmost now empty position below the District Boards, and the Scoring Goal is now revealed.



Place boat on leftmost position

4. Draft New Action Tiles



No Action Tiles are drafted in Rounds 5 & 6. Instead, all Scholar Markers are returned directly to their respective players.

The Scholar Markers will now form a **continuous row across all Scholar Tracks** of every District, indicating the various districts players visited this round. The **drafting order will go from left to right**, following these markers.

i. The **leftmost Scholar's player chooses an Action Tile to draft** from the Upkeep board *(the Rest area is regarded as to the left of all districts, and will draft first)*. They place the chosen Action Tile in the **Drafted Action Tiles Area** above their player board.

Do not put these new Action Tiles in your draw bags yet. The draw bags are only replenished in Rounds 2 & 4 during Upkeep step 5 "Upkeep Events".

ii. The player recovers their leftmost Scholar Marker.

iii. Repeat steps i. and ii. in drafting order until all Scholar Markers are recovered. Each player will exactly draft **3 new Action Tiles**.

5. Upkeep Events

Check the **icons below and right** of the newly placed Scoring Trend Tile to see what events will happen in this round.

A. Refill Action Tiles
B. Public Scoring
C. Refill Draw Bags
D. Swap Age 2 Portfolio Cards
E. Game Ends

Upkeep Events Example

This is the Upkeep phase of Round 2. The events that will take place are:

1. *Refill Action Tiles for **Age 3***
2. *Public Scoring for **2 VP***
3. ***Refill Draw Bags***



Mixed Ages Drafting

This rule is used in Chapters 2, 5, & 6. It increases variance in the drafting pool, and it adds significance to the drafting order.

1. During setup, **mix the Age 1 and Age 2 Action Tiles (silver) in a draw bag**, then draw tiles randomly from the bag to fill the Upkeep board with the specified number of tiles according to the number of players.
2. Keep using this mix of silver Action Tiles when refilling the Upkeep board during Round 1. **Empty the draw bag after Round 1.**
3. Mix the Age 3 and Age 4 Action Tiles (gold) in a draw bag, and **use this mix of gold Action Tiles when refilling the Upkeep board during Rounds 2 & 3.**

A. Refill Action Tiles

This only happens in Rounds 1, 2, & 3.

All Action Tiles should be taken. Randomly refill the Upkeep board with a number of faceup Action Tiles of the indicated Age, according to the number of players:

- **1–2 players:** 6 Action Tiles.
- **3 players:** 9 Action Tiles.
- **4 players:** 12 Action Tiles.

Put the remaining Action Tiles of the indicated Age back in the box, they are removed from the game.

No Action Tiles are drafted in Rounds 5 & 6.

B. Public Scoring

This only happens in Rounds 2, 4, & 6.

Go through all Scoring Trend Tiles on the Public Scoring Track. Players score VP for each matching item they have. The VP provided for each match is indicated by the current round's icon.

When there are multiples of the same Scoring Trend on the track, each tile is scored separately; thus the VP generated is stacked.

C. Refill Draw Bags

This only happens in Rounds 2 & 4.

All draw bags should be empty, and each player should have **exactly 12 Action Tiles** above their player board. *(6 used Action Tiles and 6 drafted Action Tiles.)*

Each player **refills their draw bag** with the 12 Action Tiles **above their boards**, gives the bag a good shake to shuffle the tiles, then **draws 4 Action Tiles** and places them on their Action Track. **Always draw only 1 at a time**, filling the rightmost space.

D. Swap Age 2 Portfolio Cards

This only happens in Round 3.

Remove all Age 1 Portfolio Cards *(including the stack)* from the Society district, and return them to the box.

Shuffle all Age 2 Portfolio Cards facedown together to form a new stack in the Society district.

Reveal 4 new faceup cards from the new stack.

E. Game Ends

This only happens in Round 6.

The game ends **immediately** after the 4VP scoring event. Proceed to Final Scoring. *(See page 21.)*

The **remaining 2 steps** of the Upkeep Phase *(Update Board Status, Consume Spirits)* **are skipped.**

Scoring Trends

Players score VP on their accomplishments according to the current fashion of Jiangnan. This is decided by the Scoring Trend Tiles placed on the Public Scoring Track.

The 6 possible Trends are:

- **Published Dramas**
- **Hired Assistants**
- **Published Novels**
- **Gold** *(Every 5 Coins)*
- **Published Paintings**
- **Scenery Symbols**

2VP Scoring *(on Round 2)*
There will be 2 Trend Tiles to be scored. Each player **gains 2 VP for each matching Trend** they have.

3VP Scoring *(on Round 4)*
There will be 4 Trend Tiles to be scored. Each player **gains 3 VP for each matching Trend** they have.

4VP Scoring *(on Round 6)*
There will be 6 Trend Tiles to be scored. Each player **gains 4 VP for each matching Trend** they have.

Refill Draw Bag Example

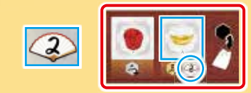
The reminder icon is between Round 2 & 3, Round 4 & 5.



All players take the used & drafted Action Tiles (12 in total) above their player boards, and put them into their own draw bag. Then each player draws 4 Action Tiles for their Action Track.

2 VP Scoring Example

The Scoring Trend Tiles are for Published Dramas and Gold.



Player A has published 1 Drama Portfolio (2 VP) and has 8 Coins (2 VP), so they score a total of 4 VP.



3 VP Scoring Example

The Scoring Trend Tiles are for Double Published Dramas, Gold, and Hired Assistants.



Player A has published 3 Drama cards (18 VP = 3(3+3) double Drama trend), has 13 Coins (6 VP), and has hired no Assistants, so Player A scores a total of 24 VP.*



4 VP Scoring Example

The Scoring Trend Tiles are for Double Published Dramas, Gold, Hired Assistants, Published Novels, and Scenery symbols.



Player A has published 5 Drama Portfolios (40 VP = 5(4+4) double Drama trend), has 23 Coins (16 VP), has hired 1 Assistant (4 VP), has 1 Scenery symbol (4 VP), and has published no Novel Portfolios, so Player A scores a total of 64 VP.*



6. Update Board Status

Skip this step in Round 6.



These are game state information that needs to be updated each round on the district boards.

A. Rotate Special Action Pointer



Rotate the Special Action Pointer **60 degrees clockwise** so it points to the next Shop.

B. Adjust Turn Order

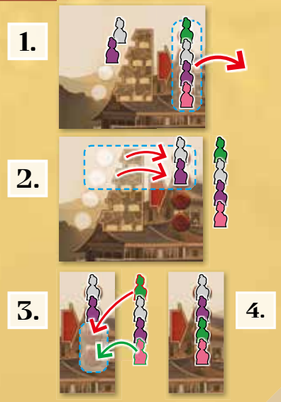
1. Slide the Servant Markers on the Current Turn Order Track off to the right of the track.
2. Slide the Servant Markers on the Next Round Turn Order Track to the right, onto the Current Turn Order Track and in the same positions, top to bottom.
3. Fill any empty spaces of the Current Turn Order Track top to bottom with the Servant Markers to the right of the track, checking them top to bottom and skipping any player colors already on the track.
4. **This will be the new turn order for the next round.** Players take back any remaining Servant Markers from there that are not on the Current Turn Order Track.

C. New Charm Tile

Discard the current Charm Tile and remove it from the game. Take the top Charm Tile from the stack above the district boards, and place it into the designated space of the Parlour.

Turn Order Adjustment Example

1. *The turn order for this round was Green, White, Purple, Pink. Slide all Servant Markers on the Current Turn Order Track to the right.*
2. *The White player and the Purple player placed their Servant Markers in the Society district this round, so they'll become the first and second players of the next round.*
3. *To retain relative turn order, Green's Servant Marker is placed on the third space, and Pink on the fourth.*
4. *The new turn order is White, Purple, Green, Pink.*



7. Consume Spirits

Skip this step in Round 6.



For each player:

A. Decrease your Spirit Level:

i. First, **decrease it by 1.**

ii. Then, decrease it by 1 **for each of your unpublished Portfolio Cards.**

iii. Finally, decrease it by 1 **for each of your hired Assistants.**

Your Spirit Level will not go below 0 during this step.

B. Check your Spirit Level:

If it is 0, then you **must perform a Mandatory Rest action immediately**, losing a turn in the next round.
(See page 15 for details on Rest actions.)

- You **may immediately use** a Spirit Token to prevent this.

Spirit Consumption Example

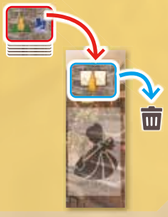


*The Green player has **1 unpublished** Novel Portfolio and **2 hired Assistants.** The Green player decreases his Spirit Level by **1 + 1 + 2 = 4**, dropping it from 5 to 1.*



Charm Tile Example

At the end of the round, the current Charm Tile F is removed from the game, and the next Charm Tile E is moved from the top of the stack to the Parlour district.



End of the Game

Final Scoring

The game ends after the 6th round, followed by the **Final Scoring** of these 5 items:

1. Resolve Scoring Goal:

Resolve the Scoring Goals of **the 5 Boats that are still in play.**

Compare who has **gained the most Servant Steps** on each boat, the 1st and 2nd place players scores VP according to one of the Scoring Goals indicated on their respective boat. **They may choose different goals** to score. *(See the next page for a list of all Scoring Goals.)*

- In the case of a tie, the **tied player** whose Servant Marker are **on a higher lane** *(placed earlier)* on the Boat Tile wins.

2. Sets of Published Portfolios:

Score 4 VP **for each set** of "1 Novel, 1 Painting, and 1 Drama" portfolios you have published.

3. Hired Assistants:

Score 3 VP **for each Assistant** you have hired.

4. Scenery Symbols:

Score 2 VP **for each Scenery Symbol** on cities you have a Servant Marker on.

5. Unused Idea Tokens:

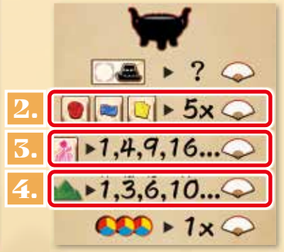
Score 1 VP for **every 3 Idea Tokens** of any type(s) you still have.

After Final Scoring, **the player with the most VP wins the game,** and becomes the greatest artisan of Jiangnan! *Your works will be studied and admired by literati scholars for hundreds of years to come.*

In the case of a tie, the player later in the turn order of the final round wins.



Side A



Side B

Advanced Final Scoring

This is shown on **Side B of the rightmost Upkeep Board**, and it is used in Chapters 2, 4, 5, & 6. These steps replace their normal equivalents in final scoring.

1. Unchanged.
2. Score **5 VP for each set** of "1 Novel, 1 Painting, and 1 Drama" portfolios you have published.
3. Score VP equal to **the square of the number** of Assistants you have hired. The square is of the number of hired Assistants (N) multiplied by itself (N x N, or N^2).
4. Score VP equal to the **number sequence sum 1+2+3+...+N**, where N is the **total number of Scenery symbols** on cities you have a Servant Marker on.
5. Unchanged.

Scoring Goal Resolution Example



*For this boat, Purple & Green tie for first place, and since Purple's Servants were placed earlier (on a higher lane), **Purple wins and Green is second place.***

***Purple chooses Scoring Goal A** for 4 VP, and **Green chooses Scoring Goal B** for 2 VP.*

*The Purple player scores **4 VP for each Drama Portfolio** they have published. Since they have published 5 Drama Portfolios, they score 20 VP.*

*The Green player scores **2 VP for every 5 Coins** they have. Since they have 37 coins left, they score 14 VP.*

Published Portfolio Sets Example

The Purple player has published 5 Drama Portfolios, 1 Novel Portfolio, and 2 Painting Portfolios. Since they have only a single set, they score 4 VP.





Side A

List of Scoring Goals

A You score 4 VP *(1st place)* or 2 VP *(2nd place)* for **each Drama Portfolio you have published.**

B You score 4 VP *(1st place)* or 2 VP *(2nd place)* for **every 5 Coins you have.**

C You score 4 VP *(1st place)* or 2 VP *(2nd place)* for **each Painting Portfolio you have published.**

D You score 4 VP *(1st place)* or 2 VP *(2nd place)* for **each Novel Portfolio you have published.**

E You score 6 VP *(1st place)* or 3 VP *(2nd place)* for **each Assistant you have hired.**

F You score 3 VP *(1st place)* or 1 VP *(2nd place)* for **each Scenery symbol on cities you have a Servant Marker on.**

G You score 4 VP *(1st place)* or 2 VP *(2nd place)* for **each Spirit Level you currently have.**

H You score 4 VP *(1st place)* or 2 VP *(2nd place)* for **each Servant Step you have on this Boat.**

I You score 3 VP *(1st place)* or 1 VP *(2nd place)* for **each Portfolio of the type** *(Drama, Novel, or Painting)* you have **published the most of.**

J You score 6 VP *(1st place)* or 3 VP *(2nd place)* for **each Portfolio of the type** *(Drama, Novel, or Painting)* you have **published the least of.**

K You score 3 VP *(1st place)* or 1 VP *(2nd place)* for **each Servant Step** ***(belonging to any player)*** **on this Boat.**

L You score 3 VP *(1st place)* or 1 VP *(2nd place)* for **each Portfolio you have published** *(all types, Drama, Novel, & Painting)*.

List of Talent Powers



Tang Bohu 唐伯虎

Talent A1 - During the Upkeep phase, your **hired assistants will not lower** your Spirit Level.



Xu Zhenqing 徐禎卿

Talent A2 - Gain **double (2x) the number of Coins** you earn in the Teahouse district and **VP** you earn in the Tavern district **for your Servants there during the Action phase.**



Zhu Zhishan 祝枝山

Talent A3 - When you visit the Travel or Temple Fair district, gain **double (2x) the amount of Coins, Idea Tokens, Spirit Level, and VP** for the City Bonus and Passing Bonus.



Wen Zhengming 文徵明

Talent A4 - When you publish a Portfolio, you gain **double (2x) the payout** *(Coins and VP)*.



Dong Xiaowan 董小宛

Talent A5 - When you visit the Travel or Temple Fair district, gain **double (2x) the amount of Coins, Idea Tokens, Spirit Level, and VP** for the City Bonus and Passing Bonus.



Liu Rushi 柳如是

Talent A6 - During Upkeep, gain **double (2x) the income bonuses** *(Coin and VP)* for each Drama and Novel Portfolio you have published.



Gu Hengbo 顧橫波

Talent A7 -

- You **win ties** for number of Servant Steps on Boat Tiles *(including Final Scoring)*.
- Each time you **win first place** for boat resolution, you **gain 3 VP.**



Bian Yujing 卞玉京

Talent A8 - During Upkeep, gain **double (2x) the income bonuses** *(Coins and VP)* for each Drama and Novel Portfolio you have published.



Li Xiangjun 李香君

Talent A9 - When you publish a Portfolio, you gain **double (2x) the payout** *(Coins and VP)*.



Kou Baimen 寇白門

Talent A10 - You may visit a chosen district **even when you have 0 Coins.**

Whenever you would need to pay any Coins during any district action, **you pay 0 Coins instead.**



Chen Yuanyuan 陳圓圓

Talent A11 - Gain **double (2x) the number of Coins** you earn in the Teahouse district and **VP** you earn in the Tavern district **for your Servants there during the Action phase.**



Ma Xianglan 馬湘蘭

Talent A12 - Start the game with **9 Coins** instead of 3, and **3 Idea Tokens each of all 3 types** instead of 1 *(for 9 Idea Tokens total)*.



Chun Mei 春媚

Talent A13 -

- When you visit the Society district, you may take **1 more Portfolio or Idea Token.**
- When you visit the Parlour district, place **an extra Servant Marker** on any Assistant Card there. This Servant does not provide an extra Muse Bonus.



Xia Qing 夏清

Talent A14 -

- You **win ties** for number of Servant Steps on Boat Tiles *(including Final Scoring)*.
- Each time you **win first place** for boat resolution, you **gain 3 VP.**



Qiu Xiang 秋香

Talent A15 -

- When you visit the Society district, you may take **1 more Portfolio or Idea Token.**
- When you visit the Parlour district, place **an extra Servant Marker** on any Assistant Card there. This Servant does not provide an extra Muse Bonus.



Dong Rui 冬瑞

Talent A16 - You may visit a chosen district **even when you have 0 Coins.**

Whenever you would need to pay any Coins during any district action, **you pay 0 Coins instead.**



Lin Daiyu 林黛玉

Talent A17 - At the end of the game, you score **double (2x) VP for all 5 items of Final Scoring** when the game ends.



Qin Keqing 秦可卿

Talent A19 - During the Upkeep phase, your **hired assistants will not lower** your Spirit Level.



Jia Baoyu 賈寶玉

Talent A20 - Start the game with **9 Coins** instead of 3, and **3 Idea Tokens each of all 3 types** instead of 1 *(for 9 Idea Tokens total)*.



Xue Baochai 薛寶釵

Talent A18 - After setup, **you gain the 3 leftover Scoring Trend Tiles**.

In Rounds 2, 4, & 6, during Upkeep Event 5.B "Public Scoring Event," discard 1 of the Scoring Trend Tiles you have, to **score that tile only for yourself.** You can choose which side of the tile to score.



Li Shizhen 李時珍

Talent A21 - When you remove an Action Tile, you gain **double (2x) the Remove Bonus.**

List of Assistant Powers



Tang Bohu 唐伯虎

Assistant B1 - You may increase your Spirit Level by 2.



Wen Zhengming 文徵明

Assistant B4 - You may gain 1 Painting *(blue)* Idea Token.



Gu Hengbo 顧橫波

Assistant B7 - You may pay 2 Coins to gain 1 Servant Step on any Boat Tile *(including boats without your servants)*.



Xu Zhenqing 徐禎卿

Assistant B2 - You may gain 1 Coin, plus gain 1 Coin for each of your Servants in the Teahouse district.



Dong Xiaowan 董小宛

Assistant B5 - You may move your Servant 1 space in the Temple Fair district, and gain the Passing Bonus. Do not activate the Shop.



Bian Yujing 卞玉京

Assistant B8 - You may exchange any 2 Idea Tokens you have for 2 Idea Tokens of any type(s).



Zhu Zhishan 祝枝山

Assistant B3 - You may pay 1 Coin to activate a Shop the Special Action Pointer is pointing to.



Liu Rushi 柳如是

Assistant B6 - You may gain 1 Idea Token of any type.



Li Xiangjun 李香君

Assistant B9 - You may gain 1 Drama (red) Idea Token.



Kou Baimen 寇白門

Assistant B10 - You may gain 2 Coins.



Chen Yuanyuan 陳圓圓

Assistant B11 - You may gain 1 VP, plus gain 1 VP for each of your Servants in the Tavern district.



Ma Xianglan 馬湘蘭

Assistant B12 - You may **exchange 1 used or drafted Action Tile** with the ones on your Action Track.



Chun Mei 春媚

Assistant B13 - You may pay 1 Coin to travel to a new city in the Travel district, following the normal Travel requirements but **without paying the Travel Cost**. You do not gain the City Bonus.



Xia Qing 夏清

Assistant B14 - You may pay 1 Coin to decrease 1 Servant Step from a Boat with your Servant Marker, and gain 1 Servant Step on another Boat *(including boats without your servants)*.



Qiu Xiang 秋香

Assistant B15 - You may pay 1 Coin to place an Servant Marker on any Assistant Card in the Parlour district. You do not gain the Muse Bonus.



Dong Rui 冬瑞

Assistant B16 - You may gain 1 Novel *(yellow)* Idea Token.



Lin Daiyu 林黛玉

Assistant B17 - You may pay 1 Coin to take 1 revealed Portfolio Card in the Society district. Replenish any empty spaces.



Xue Baochai 薛寶釵

Assistant B18 - You may gain 1 facedown Portfolio Card from the stack next to the Society district.



Qin Keqing 秦可卿

Assistant B19 - You may gain 2 VP.



Jia Baoyu 賈寶玉

Assistant B20 - You may pay 2 Coins to publish 1 of your unpublished Portfolio Cards. Pay the normal Ideas cost, and gain the payout as usual.

Portfolio Cards published this way will not affect the Display Track in the Teahouse or the Tavern district.



Li Shizhen 李時珍

Assistant B21 - You may pay 1 Coin to **gain the listed Remove Bonus** from one of your used or drafted Action Tiles above your player board.

The chosen tile **is not removed**; keep it above your player board.

Game Chapters

Chapter 1 - Welcome to Jiangnan

The prosperity of the Jiangnan region led to a golden age of culture and art during the Ming Dynasty, not unlike Venice during the Renaissance. Pursue fame and glory in this exciting time, and create masterpieces that will be admired for generations!

The basic rules, without the rules in orange boxes, is an introductory Chapter 1. There are no special abilities for the players, and only the basic version of all game tiles will be used. Rest assured that there is still lots of variety from game to game depending on how the Scoring Trend Tiles are placed during setup.

Players are recommended to become familiar with how this affects other mechanisms of the game before proceeding.

Chapter 2 - The Four Great Talents

Players will be taking on the roles of the "Four Great Talents of Jiangnan," a group of famous literati scholars during the Ming Dynasty renowned for their literature, calligraphy, and brush paintings.

Gather at the capital city of Jinling, compete with your rivals, and be remembered as the greatest artisan of the age!

Setup

Districts: A1-A2-A3
Talent Pool: A1 ~ A4 + A6
Assistant Pool: B5 + B7 ~ B16

Shop Tiles: all Side A
Special Action Pointer: Side A
Upkeep Board: Side B

Additional Rules

"Four Great Talents" Draft
During setup, place the 5 Assistants Cards 1 to 4 and 6 with the Talent side faceup near the Parlour district. During step 11 of setup, in **reverse** player order, each player chooses one of these cards and places it to the lower left side of their player board. Each will provide a special ability during the game. *(See page 22 for a list of Talent Powers.)* Return any unchosen cards to the box.

Mixed Age Drafting
During setup, use all Age 1 and Age 2 (silver) Action Tiles together when filling the Upkeep board for setup and Round 1. After Round 1, use all Age 3 and Age 4 (gold) Action Tiles together when filling the Upkeep board in Rounds 2 & 3. *(See page 18 for details.)*

Advanced Final Scoring
During setup, place Side B of the rightmost Upkeep board. Non-linear scoring is used for Assistants you have hired and Scenery symbols you have traveled to. *(See page 21 for details.)*

Chapter 3 - The Imperial Exams

For over a millennium, taking the Imperial Scholar-Official Exams to become a bureaucrat has been the established way to climb the social ladder. The exams are difficult and stressful, but achieving high grades will also help your works become more respected by your fellow literati scholars.

Find the balance between your studies and your creations to become the most prestigious scholar-artisan in Jiangnan!

Setup

Districts: A2-A3-B1
Talent Pool: A1 ~ A4 + A6
Assistant Pool: B5 + B7 ~ B16

Shop Tiles: all Side A
Special Action Pointer: Side A
Upkeep Board: Side A

Additional Rules

"Four Great Talents" Draft
See Chapter 2 for instructions.

The Imperial Exams
During setup, use Side B of the Society district board. Place the Degree Cards nearby for later use. During the game, players can take the exams to earn degrees that will count towards scoring. *(See page 9 for details.)*

Advanced Final Scoring
See page 21 or Chapter 2 for instructions.

District Board B1



Degree Cards
(double-sided)



Chapter 4 - Traveling Artisans

Traveling is always expensive, and it was especially so in ancient times. But that won't stop a famous artisan like you! This chapter introduces the idea of using your works to get sponsorship for your travels.

Leave your mark at unique locations, and locals will sing your praises hundreds of years from now!

Setup

Districts: A3-A1-B2
Assistant Pool: 1 ~ 16

Shop Tiles: all Side B
Special Action Pointer: Side B
Upkeep Board: Side B

Additional Rules

Advanced Talent Draft
During setup, shuffle Assistant Cards 1 ~ 16, then place 4 + N of them, where N is equal to the number of players, with the Talent side up near the Parlour district.

During step 11 of setup, in **reverse** player order, each player chooses one of these cards, and places it Talent side up to the lower left side of their player board. Each will provide a special ability during the game.

Cards unchosen by players are placed Assistant side up in the Parlour district. The remaining Assistant Cards of the pool are stacked Assistant side up to the right.

Traveling Artisans
During setup, use Side B of the Travel district board. During the game, players may publish a Portfolio instead of paying Coins to travel. *(See page 13 for details.)*

Special Action Pointer B
During setup, place Side B of the Special Action Pointer in the Temple Fair district, so it points to 12 o'clock and 6 o'clock. When players get a "◆" icon, they may activate a Shop the Special Action Pointer is pointing to. *(See page 14 for details.)*

Mixed Age Drafting
See page 18 or Chapter 2 for instructions.

Advanced Final Scoring
See page 21 or Chapter 2 for instructions.

Special Action Pointer B



District Board B2



Chapter 5 - Charming Scholar

The bustling city of Jinling pumps the flow of trade throughout Jiangnan and surrounding lands, leading the Chinese economy through the 16th century. Exotic goods, sophisticated customs, and rare languages led to ever-changing fashions, faster than anyone could have anticipated.

Charm people with your fashionable deeds, speedily assemble a studio of outstanding assistants, and create great works of art together!

Setup

Districts: A1-A2-B3
Assistant Pool: 1 ~ 16

Shop Tiles: all Side A
Special Action Pointer: Side B
Upkeep Board: Side A

Additional Rules

Advanced Talent Draft
During setup, use Assistant Cards 1 ~ 16. The cards are first drafted as Talents, then the remainder are used as Assistants. See Chapter 4 for instructions.

Charming Scholar
During setup, use Side B of the Parlour district board. **During step 6**, randomly place a Charm Tile faceup in the Parlour district, then place the remaining 5 Tiles faceup in a stack near the Parlour district. They will come into play from the top.

During the game, players might be able to place an extra Servant Marker when visiting the Parlour district by being in fashion. *(See page 12 for details.)*

Special Action Pointer B
See Chapter 4 for instructions.

Mixed Age Drafting
See page 18 or Chapter 2 for instructions.

Advanced Final Scoring
See page 21 or Chapter 2 for instructions.

Special Action Pointer B



District Board B3



Charm Tiles



Chapter 6 - Life of Gentry

The life of gentry is the life of grand artisans. A variety of paths is available to you, depending on how you wish to distinguish yourself. You may use any or all of these paths to get ahead of your rivals, but don't forget about the trends in the city. You must adapt accordingly if you are to be rewarded the most.

Assess your options wisely, and create your legacy among the Jiangnan gentry.

Setup

Districts: B1-B2-B3
Assistant Pool: all
Shop Tiles: Random Side A/B
Special Action Pointer: Pointer B
Upkeep Board: Random Side A/B

Additional Rules

Advanced Talent Draft
During setup, use all Assistant Cards (1~21). The cards are first drafted as Talents, then the remainder are used as Assistants. See Chapter 4 for instructions.

The Life of Gentry
During setup, use Side B of all 3 district boards.
The Advanced actions of the Society, Travel, and Parlour districts will all be available during the game.

Special Action Pointer B
See Chapter 4 for instructions.

Mixed Age Drafting
See page 18 or Chapter 2 for instructions.

Advanced Final Scoring
See page 21 or Chapter 2 for instructions.

District Board B1-B2-B3



2-Player Rules

In a 2-player game, each player also uses Scholar and Servant Markers of a second color. This so-called **vassal color** is primarily used for blocking positions on the Scholar Tracks and **does not use resources or score points independently.**

However, when comparing Servant Steps on Boats, the vassal color acts as an extension of a player; the steps of both colors are added together to give that player's total value.

1. During setup, each player **chooses a second color as their vassal color** and takes the corresponding Scholar Markers and Servant Markers.
2. On your turn, you will choose an Action Tile as usual and place a **Scholar Marker of your main color at the chosen district.**
   After discarding the rightmost action tile and gaining the Remove Bonus, place a **Scholar Marker of your vassal color on the Scholar Track indicated on the upper half of the remove tile.** *(For Action Tiles with multiple districts, you choose which of the indicated districts to place the vassal's Scholar at.)*
   - **If the district is full**, place the vassal's Scholar in the Rest Area instead.
   - **2P Advance Variant:** Instead of discarding the rightmost Action Tile, you may choose which Action Tile is removed, gaining its Remove Bonus and determining the district your vassal is visiting.
3. In step 2 of the Upkeep phase, when placing Servants on Boats, gain Servant Steps like normal on the Boat Tiles below each district, **including for the vassals.**
4. In step 3 of the Upkeep phase, when resolving the rightmost Boat, **add Servant Steps of both the vassal and main colors together.** A vassal's Servant can win ties if it is in the higher lane.
5. In step 4 of Upkeep phase, when drafting new Action Tiles in Rounds 1-4, ignore the vassal Scholar Markers. **Players only draft Action Tiles for their main color Scholars.**
6. During Final Scoring, when resolving the Scoring Goals, **add Servant Steps of both the vassal and main colors together to determine first and second place.** The second place still gets to score one of the Scoring Goals, as long as that player's main or vassal color is present on this Boat. *(Since both colors are added together, the same player cannot occupy first and second place.)*
7. Only VP for each player's main colour are counted.

Solo Bot Rules

1. During setup, choose a player color for the Bot Player, and give all components of the chosen color for the Bot, **excluding the player board.** Place the Bot's Servant Markers on the score track and above the Turn Order Track. The Bot will take **12 Starting Action Tiles** of its color and put them all inside its **draw bag.**
   - During step 12 of setup, randomly draw 1 Portfolio Card for the Bot *(from the 6 cards revealed in step 2)*, then you a choose 1 Portfolio Card for yourself. The Bot's **starting Portfolio Card is published** at the start of the game.
   - The Bot does not choose an Assistant during Talent Draft.
   - The Bot will starts with **3 Coins** and 0 Idea Tokens. It **does not use Idea Tokens during the game.**
   - **You, the Human Player, will be the start player of the game.**
2. The Bot's actions will be different from the human player:
   - The Bot **does not need to pay any Ideas costs to publish a Portfolio**; it will just publish for free.
   - When the Bot publishes a Portfolio, it does **not gain the payout.**
   - During the Upkeep phase, the **Bot does not gain any income, does not activate any Assistant Powers,** and does not increase or decrease its Spirit Level.

On the Bot's turn, draw an Action Tile from its draw bag, and **place a Bot Scholar Marker below the district indicated on the upper half of the Action Tile:**

Society
i. Place a Servant marker on the Next Round Turn Order Track for the Bot as usual.
ii. Draw the first card from the top of the Portfolio stack; the **Bot immediately publishes this Portfolio for free.**

Teahouse
i. Draw the first card from the top of the Portfolio stack; the **Bot immediately publishes this Portfolio for free.**
ii. Use an **Idea Token of the matching type** to push existing Markers & Tokens on the Display Track 1 column to the right.

Tavern
i. Draw the first card from the top of the Portfolio stack; the **Bot immediately publishes this Portfolio for free.**
ii. Use an **Idea Token of the matching type** to push existing Markers & Tokens on the Display Track 1 column to the right.

Parlour
- Draw the first card from the top of the Assistant stack; the **Bot hires this Assistant immediately.** The Bot only needs to meet an Assistant once to hire them.
- The Bot **will not** place Servants due to the Charm Tile.

Travel
i. **The Bot will finish a path for free each time it takes a Travel action**. The order of the Bot will take is Path A, B, C, and D in this order.
ii. Place a Servant Marker of the Bot's color on **the last city along a path.**
iii. The Bot **will not** gain any bonus indicated in the cities.
iv. If the Bot takes a Travel action after already reaching the end of all paths, then the **Bot gains 5 coins.**

Temple Fair
- The **Bot gains 5 coins.** It does not move or place servants in the Temple Fair district.

In the rare case that the district on the Bot's drawn Action Tile is full, the **Bot gains 5 Coins instead of taking any other action**, and place its Scholar Marker in the Rest Area.

3. When the Bot **wins first place for boat resolution** and gets to choose a Scoring Trend Tile for Public Scoring, it will choose the trend that would **currently give the Bot more VPs than the human player.** In the case of a tie, choose the Scoring Trend Tile randomly.
4. **Only the human player will draft new Action Tiles.** 6 will be available for drafting, and the unchosen tiles are removed from the game.
5. At the ends of Rounds 2 & 4, the **Bot will put its 6 used Action Tiles** back into its draw bag.
6. During Public Scoring in Rounds 2, 4, & 6, the Bot scores as usual.
7. At the end of the game, the Bot scores the 5 items of Final Scoring as usual.
8. If there is a tie after Final Scoring, the human player wins.

Difficulty Settings

Using Talent powers and the advanced actions of the later chapters may make it easier to win against the Bot. For a greater challenge you can increase the difficulty of the Bot.

The rules set out above are the standard "Easy" setting. For each higher difficulty level, amend the rules as described below:

Easy
Rules as set out above.

Normal
Easy rules plus the following:
- During Final Scoring, the **Bot gains 1 VP for every 1 Coin** it has.

Hard
Normal rules plus the following:
- When the Bot publishes a Portfolio, it **gains the payout as normal.**

Expert Hard rules plus the following:

- During Upkeep, the Bot **gains income from published Portfolio** Cards.
- The Bot activates the **Novel income for free.**
- The Bot can not activate Assistant Powers, so does not get income from them.

Master Expert rules plus the following:

- When the Bot visits the Teahouse or Tavern, it will **place a Bot Servant Marker on the matching Display Track** upon publishing, sliding existing Markers & Tokens 1 column to the right.
- When the Bot visits the Teahouse or Tavern, it will also check for their Servants and receive Coins or VP.

Nightmare

Master rules plus the following:

- During setup, give the Bot an Imperial Degree Card and place it showing the **Juren side.**

Inferno

Nightmare rules plus the following:

- During setup, the Bot's Imperial Degree Card above will be flipped to show the **Gongshi side.**

List of Portfolios

The Portfolio Cards in this game are real existing works from the Ming Dynasty that experts consider to be famous and influential. Some such as *Romance of the Three Kingdoms*, *Journey to the West*, and *Legend of Heroine Mulan* are still rebooted frequently in modern culture.

Others may still be relevant, as sources of tropes that have been used in many Chinese works over the ages.

We are not including summaries here due to space constraints, but the titles are mostly self-explanatory, so you can get sense of their wide-ranging creativity.

Paintings			Dramas			Novels		
A1	山雨欲來圖	The Coming of Storms	B1	玉簪記	Story of the Jade Hairpin	C1	警世通言	Stories to Alert the World
A2	峰下醉吟圖	Drunken Chant Under the Peak	B2	南柯記	Dream of the Southern Bough	C2	喻世明言	Stories to Admonish the World
A3	山亭文會圖	Literary Gathering at a Mountain Pavilion	B3	紫釵記	Story of the Purple Hairpin	C3	醒世恆言	Stories to Awaken the World
A4	歸去來兮圖	Returning Home	B4	紅線女	The Red Line Women	C4	初刻拍案驚奇	Astonishing Tales: First Hour
A5	嫦娥圖	Chang'e's Ascent to the Moon	B5	紅梅記	Story of the Red Plum	C5	醒世姻緣傳	A Marriage to Awaken the World
A6	江南春圖	Spring in Jiangnan	B6	玉禪師	Jade Dream of a Zen Master	C6	二刻拍案驚奇	Astonishing Tales: Second Hour
A7	廬山高圖	Lofty Mount Lu	B7	狂鼓史	History of the Mad Drum	C7	包龍圖判百家公案	Hundreds Judged by Dragon Bao
A8	湘軍夫人圖	Xiang River Goddesses and Madam Xiang	B8	中山狼	The Wolf of Zhongshan	C8	海剛峰先生居官公案傳	Investigations of Judge Hai Rui
A9	春樹秋霜圖	Spring Branches and Autumn Frost	B9	杜甫遊春	Dufu's Journey to Spring	C9	儒林外史	Chronicles of Literati Scholars
A10	瑞雪凝冬圖	Snow Accumulating in Winter	B10	寶劍記	Story of the Sword	C10	封神演義	The Investiture of the Gods
A11	關山行旅圖	Travelers in a Mountain Pass	B11	女狀元	The Female Top Scholar	C11	金瓶梅	The Plum in the Golden Vase
A12	漢宮春曉圖	Spring Dawn in the Han Palace	B12	鳴鳳記	Cries of the Phoenix	C12	三國演義	Romance of the Three Kingdoms
A13	雙松飛瀑圖	Two Pines and a Flying Cascade	B13	浣紗記	Washing the Silken Gauze	C13	西遊記	Journey to the West
A14	神鳥鳳凰圖	Phoenix the Sacred Bird	B14	牡丹亭	The Peony Pavilion	C14	水滸傳	Outlaws of the Marsh
A15	瀟湘秋意圖	Autumn Intention in Xiaoxiang	B15	雌木蘭	Legend of Heroine Mulan	C15	皇明英烈傳	The Valiant Emperors of Ming Dynasty

List of Cities

The Cities on the Travel District are real existing locations around the Jiangnan region, and they are still popular destinations to this day. Ancient literati are known to write poems or draw painting of these places, and the locals love to tell of the famous literati that have visited the area, further boosting the reputations of both parties.

Cities		
	金陵	Jinling
A1	揚州府	Yangzhou City
A2	二十四橋	Twenty-Four Bridges
A3	隋煬帝陵	Tomb of Emperor Yang
B1	黃山	Huangshan Mountains
B2	景德鎮	Jingdezhen Town
C1	杭州府	Hangzhou City
C2	西湖	Lake Xihu
C3	錢塘江潮	Qiantang Tidal Bore
D1	太湖	Lake Taihu
D2	蘇州府	Suzhou City

Jiangnan

The Art of Influence

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Shop Actions



A1 - Printing Press: You may take 1 Idea Token of any type, then you **may publish a Portfolio.** Pay the Ideas cost, then **gain the payout.** Portfolio Cards published this way will **not affect the Display Tracks** at the Teahouse or the Tavern district.



A2 - Peddler: Take the Travel district action, ignoring any cost to travel to the next city along a path. You only gain the **Idea Tokens of the City Bonus**, not Portfolio Cards or Shop special actions.



A3 - Gift Shop: You may place a Servant Marker on any displayed Assistant Card for no additional cost, but you do not gain its Muse Bonus. Then you **may activate its Assistant Power.** *(See page 24 for a list of all Assistant Powers.)*



A4 - Boatman: You may pay 1 Coin to advance or place your Servant Marker on any Boat Tile. *(See page 16 for details on Servant placement on Boats.)*



A5 - Liquor Shop You gain 1 Spirits Tile.
Anytime during the game, you may discard a Spirits Tile to immediately increase your Spirit Level by 3.



A6 - Calligraphy Shop: You may refresh the 4 available Portfolio Cards in the Society district for free. You may gain 1 revealed Portfolio Card from the Society. Replenish any empty space with a card drawn from the stack.

Advanced Shop Actions



B1 - Printing Press: You may pay 1 Coin to **publish a Portfolio**. Pay the Ideas cost, then **gain the payout.** Choose to publish in the Teahouse or the Tavern, and **update the Display Track of the chosen district.**



B2 - Peddler: You may **exchange up to 2 used or drafted Action Tiles** with the ones on your available **Action Track.**



B3 - Gift Shop: You may exchange up to 3 Idea Tokens you have for Idea Tokens of any type(s).



B4 - Boatman: You may decrease 1 Servant Step from a Boat with your Servant Marker, and gain 1 Servant Step on another Boat *(including boats without your Servants, see page 16)*.



B5 - Liquor Shop: You gain 5 Coins.



B6 - Calligraphy Shop: You may **take up to 2 Portfolio Cards from the top of the Society district stack.** You can look at your first draw before deciding if you want a second Portfolio Card. **You must keep the Portfolio Cards you draw.**

