

Madame CHING



2-4 players - 30/45 mins



The following rules are for games with 3 and 4 players. You'll find rules for a 4-player team variant as well as rules for 2 players at the end of the rulebook.

1808 Sea of China

As a young pirate recently enlisted under the command of Madame Ching Shih, you'll send your Junk to distant expeditions.

You'll try to pick up new skills as Madame Ching Shih, the most famous and feared of all Asian pirates, only allows the best Navigators to command her ship, the China Pearl.

At the same time, you need to bring back large amounts of loot by sinking the Emperor's ships or by helping fishing villages to free themselves from his influence.

GOAL OF THE GAME

To get the most points by accumulating loot and by pulling off the greatest feats!



GAME SETUP

Unfold the double page at the end of this rulebook to uncover the picture while you're reading the text below.

- 1 Place the board in the middle of the table.
- 2 Shuffle the 33 encounter cards to create a face-down deck.
- 3 Place the 20 skill cards, the China Pearl and Hong Kong port cards on their corresponding spaces.
- 4 Shuffle the 23 mission tiles. When playing with 3 players randomly draw 12 missions, with 4 players, draw 14 missions, and place them face-up on the spaces corresponding to their numbers.
Each mission represents an objective to complete for Madame Ching.
If all spaces of a given number are filled and you still have a mission tile of that number to place, discard it and draw a new one.
- 5 Shuffle the 55 navigation cards, (numbered 1 to 55) and create a face-down deck with them, before dealing 4 cards to each player. *The symbol beneath the numbers allows color-blind players to sort the cards.*
- 6 Each player gets 2 pirate Junks of their color. They keep one in front of them and place the other next to space numbered 1.
- 7 Place the 46 gold pieces and the 36 gems next to the board.

List of contents for completion: game board – 55 navigation cards (numbered 1 to 55) – 33 encounter cards – 20 skill cards – 1 China Pearl card – 1 Hong Kong port card – 23 mission tiles – 8 Junks (2 red – 2 blue – 2 yellow – 2 white) – 36 gems (12 white, 12 red, and 12 blue) – 46 gold coins – 1 rulebook.

GAME OVERVIEW

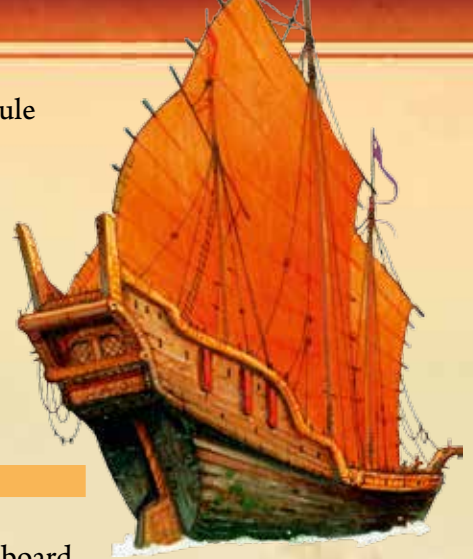
The game plays in a series of turns in which the players move their Junks increasingly farther to complete the missions given by Madame Ching:

- give your support to fishing villages to free them from the Emperor's rule
- sink the ships of the imperial fleet

You'll also attempt, while sailing by:

- to loot the port of Hong Kong
- to acquire the skills required by Madame Ching so that she'll hand the command of the famous China Pearl to you.

The game ends when all missions have been completed OR when a player is given command of the China Pearl.



DETAIL OF A GAME TURN

- Draw one navigation card per player and place them on the spaces of the board used for this purpose. The first card is always face-down, the others are face-up.
- Each player secretly chooses a navigation card from their hand and places it face-down in front of them.
- The players reveal their cards simultaneously. Whoever has the card with the highest number starts:
 - He/she performs expedition management.
 - If they can and want to, they can play an encounter card from their hand.
 - They draw a new navigation card.

Then, in decreasing order of the revealed navigation cards, play proceeds to the next player. On their turn, each player performs all of the actions (3a, 3b, 3c).

3a. Expedition management – MANDATORY

The revealed card allows the player to move or stop their expedition. The more navigation cards get added, the more the expedition moves. A series of navigation cards make up an expedition.

If the navigation card is the first of their expedition:

the player places a Junk of his/her color on space #1 on the board and

the player places the navigation card on the table in front of their second Junk.

- If the expedition card has a higher value than the one previously played**, the expedition continues: The card is played on the previous card(s) so that the colors and numbers of the card(s) underneath can still be seen, then the player moves his/her Junk on the board:

- One space in a straight line if the color of their card is already present in their expedition.

- One space in diagonally towards the port of Hong Kong if the color of their card isn't already present in their expedition.



Tip: the space number on which a Junk is found is equal to the number of navigation cards multiplied by the number of colors present in an expedition. If there's ever an issue, it's always possible to check the Junk's position this way

Encounter (see Description of Encounter cards at the end of the rulebook)

When a player crosses the first blue dotted line, they draw an encounter card. If they cross the second line, they draw two. Encounter cards are kept hidden in the player's hand.



Looting Hong Kong

The first Junk which reaches spaces 49 OR 56 loots Hong Kong and claims the Hong Kong port card. This daring feat is worth 10 bonus points at the end of the game.



- If the navigation card is of **lower** value than the one previously played, the current expedition ends and a new one is immediately begun:

This card becomes the first card of the next expedition.

The player checks to see if the finished expedition allows them to **complete a mission** and/or to **gain one or more skill(s)**. Then the navigation cards of the finished expedition are discarded and the Junk is returned to space #1 on the board.

Completing a mission

When a player finishes an expedition, they announce the space number on which their Junk is. They then claim the mission tile of the closest lower number still available. If two missions are available for a given number, the player chooses one. The player takes the indicated rewards (gold coins and gems), and adds to their hand any encounter cards they may have gained. The mission tile is then removed from the board and returned to the box.

Acquiring the four skills (see Description of the Skill Cards at the end of the rulebook)

On the navigation cards are symbols matching the skill cards. You must gather, among the navigation cards used in your expedition:

- 3 identical symbols to obtain one of the four skills
- 4 different symbols to obtain the joker card.



At the end of an expedition, a player can earn multiple skills, different or the same, but each symbol present in your expedition can only be used once.

Each skill gained is useful for your future expeditions. When you get one, place it face-up in front of you. When you decide to use its effect (detailed at the end of the rulebook), you'll flip it face-down. You can use multiple skills during a given turn.

Each skill gained is worth 1 bonus point at the end of the game.



Obtaining command of the China Pearl

The first player to gain all four skills is immediately given command of the China Pearl by Madame Ching. The player takes the corresponding card, which is worth 5 bonus points. Getting command of the China Pearl ends the game.

• Sea Fortune

It can sometime happen that an expedition ends without the player being able to complete a mission or acquire skills. In that case, the player draws an encounter card and adds it to his/her hand.

• End of the World

The last column on the right of the board represents a point beyond which Madame Ching's pirates never venture. When a player's Junk is present on a space of that column, the next navigation card played (whether the number is lower or greater than that of the previous card) automatically ends the player's expedition. This navigation card becomes the first card of the new expedition and the Junk is returned to space #1 on the board.



The yellow player has reached the end of the world. Whether their navigation card is higher or lower than their previous one, their expedition ends.

- As their Junk is on space #24, they claim one of the two missions of a directly inferior number, meaning a mission from space #23. The player gets the corresponding loot: gems or encounter card.
- The skills symbols present on their navigation cards allow the player to get:
 - with 3 cards bearing the cartography symbol: the Cartography skill
 - with 4 completely different symbols: the Elite Crew skill
- The player then returns their Junk to space #1

The Red player ends their expedition

The navigation card is of a lower value than the one previously played.

- As their Junk is on space #14, they can't claim any missions.
- The skill symbols present on their navigation cards aren't numerous enough to get a skill.
- As the player has gotten neither mission or skill, they get the first encounter card from the deck, as a bounty from the sea.

3b Play an encounter card – OPTIONAL

A player can choose to play an encounter card. A player may only play a single encounter card in a given turn. The effects of encounter cards are detailed at the end of the rulebook.

3c Draw a card – MANDATORY

The player chooses one of the navigation cards still available and adds it to his/her hand.



END OF THE TURN

Once all players have all performed all of their actions, a new turn can start from step 1.

END OF THE GAME

When a player claims the last mission OR gains command of the China Pearl, the game ends **but the other players finish the current turn.**

Then, all players who still have an expedition at sea beyond the space #1 get a gold coin for each different skill symbol present on the navigation cards of their expedition. The navigation cards in hand don't earn anything.

Each player then totals up their score in the following way:

- 1 point per gold coin
- 2 points per blue gem
- 3 points per red gem
- 4 points per white gem
- 7 Bonus points from skill cards, the China Pearl, Hong Kong, and encounter cards are added.

The player with the most points wins the game.

In case of a tie, whoever has the most white gems, then red gems, then blue gems will be the winner.

SKILLS

There are four different skills:

Cartography – **Night Navigation** – **Meteorology** – **Combat** and an **Elite Crew** joker, which replaces any skill.

Cartography



This skill allows you to add a navigation card to your hand. Draw the top card of the deck and keep an extra card in hand until the end of the game. This allows for more navigation options...

It's possible to have this skill more than once and thus increase the number of cards in hand.

Night Navigation



This skill allows you to play a second navigation card from your hand, by adding it to the top of the expedition or by inserting it among those already played. Your Junk is then moved accordingly on the board.

When you end your turn, you'll take a navigation card from those still available AND draw the first

card of the deck, in order to have the same number of cards as you had at the beginning of your turn. It's possible to have this skill more than once.

Combat



This skill allows you to perform the following actions:

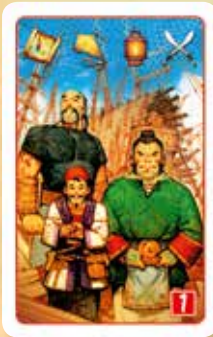
- look at another player's navigation cards
 - take one of these cards and add it to your hand
 - give the player a card in exchange.
- This skill is considered to be an attack. ⚡

Meteorology



This skill allows you to find favorable winds when you end your expedition, to find favorable winds. You can then take any mission number equal or up to 6 points higher than the space on which your Junk is.

Elite Crew – Joker



This skill has no specific effect... it's a joker.

Madame Ching Shih will grant the command of her favorite ship, the fabled China Pearl, to the first player to acquire all four skills. Each Elite Crew card in your possession can replace any other skill card for this purpose.



In the example from page 4, the yellow player ends their expedition with their Junk on space #24. If they have the Meteorology skill, they can activate it. This would allow them to claim mission 29 instead of mission 23!



ENCOUNTER CARDS

There are nine encounter cards:

Madame Ching – Thief – Traitor – Siren – Pilots – Grizzled Sea Dog – Oracle – Traders – Sacred Treasures

Madame Ching – 4 cards



She has decided to use her experience and teach you to speed up your training.

This card must be used when you end an expedition. It allows you to add a symbol of your choice to those present in your expedition to acquire new skills.

Thief – 2 cards



Playing this card allows you to steal a gem from a player of your choice. The chosen player holds their gems between their hands and shakes them. Without looking, the thief takes one randomly.

This card is considered to be an attack. ⚡

Siren – 4 cards



Each opponent must turn a navigation card bearing the symbol indicated by the card 90°.
The cards turned this way are still taken into account for their number and color, but their symbol can no longer be used to gain a skill!
This card is considered to be an attack. ⚡



Example:
When a player suffers an attack from the Sirens, that player must turn a card bearing the same symbol as the Siren 90°.

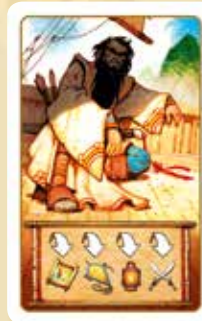


Traitor – 3 cards



Steal an encounter card randomly from another player's hand and add it to your own.
This card is considered to be an attack. ⚡

Grizzled Sea Dog – 2 cards



You can flip all your previously used skill cards face-up.
You will thus be able to use their effects a second time.

The Pilots – 6 cards

The pilots can be played in one of two ways:

- At any point to cancel the effect of an Attack ⚡ card.
- During your turn to be added to an expedition. In this case, it is considered to be a navigation card of a new color and the Junk is moved accordingly. Some pilots also have a symbol which can be used to acquire a new skill.

Note: you cannot play a Pilot and end your expedition on the same turn!



Oracle – 3 cards



Draw three encounter cards.

Trader – 3 cards



Keep this card in your hand until the end of the game.
Reveal it when totaling up your score.
Choose a gem color: each gem of that color is worth 1 extra point for you!
If you have multiple traders, you can decide to choose to combine their effects on a single gem color.



The Sacred Treasures – 6 cards

Keep these treasures in hand until the end of the game. Reveal them when totaling up your score. Each of them is worth from 1 to 3 points.

4 PLAYER TEAM GAME

Players facing each other are a team. They will add their individual scores together at the end of the game.

On their turn, when the first player of a team draws a navigation card, that player can choose to give any card from their hand to his/her teammate.

During the same turn, their teammate will have to do the same.

When a player gains an encounter card, the player can decide to either keep it or immediately give it to his/her teammate.

2 PLAYER GAME

The players each own 2 Junk colors. They will start the game with 5 navigation cards in hand and will play 2 on each turn, one for each Junk. We suggest that players place a Junk of each color in front of each expedition in order to avoid any confusion.

Play then proceeds as in a 4 player game, but here's a small example of a turn:



Simon



Players reveal their navigation cards at the same time.

Simon has played cards 20 and 43 / Sandra has played cards 12 and 48.

- A.** Sandra begins. She chooses to place card 48 on the White Junk's expedition, then she chooses to draw card 52, which she adds to her hand.
- B.** Simon then places card 43 on the red expedition, and chooses the face-down navigation card.
- C.** Still Simon's turn. He places card 20 on his second expedition, which he ends. After having claimed the rewards, he chooses card 27.
- D.** Then Sandra places card 12 on the black expedition and draws the last remaining card..



Sandra





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