

A game for 3 or 4 players by Michael Schacht

DSCHUNK

Asia's floating markets are pulsating with life. Junks are packed tightly together, bursting with loads of exotic goods from every part of the world. Merchants and their trainees move from boat to boat across narrow wooden foot-bridges, buying for the big markets in the city. In order to make the best deals is it important to be at right Junk at the right time. Skillful coordination of your actions is vital, if you want to become one of Asia's most respected Trade dealers.

Game Materials

• 1 Game Board

With four players
both Trainees are in
play – one in each
row

With three players,
only the trainee on the
bottom row is used

The current market
card; and the face
down market cards
are placed here

Merchants are placed
on the bow when on
the Junk

Cargo strips are
placed in the center

The goods cards for
each Junk are placed
here

The Merchants use
the planks to move
from Junk to Junk



The Trainee's activity
options

Events take place at
the S and Ys

No goods cards are
placed on the gray
Junk – you may take
any kind of good from
here

The special cards are
distributed evenly on
the four jetties



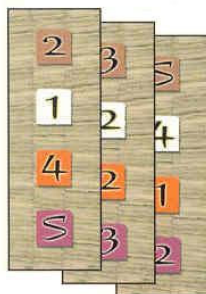
- **80 Cargo Strips in 4 Player Colors**

Each Cargo strip contains 3 crates, some of which may not always be visible.



- **10 Market Cards**

The Market cards determine how many Yuan you receive for each type of goods, or which type will bring a Special card.



- **3 Markers**

The square black wooden markers are used to cover the colored numbers on the Market card as goods are sold.



- **30 Special Cards**

The Special cards will open particular trade possibilities or give a bonus at the end of the game.



- **8 Supply Cards**

Before the game player will receive 2 Supply cards, which are kept face up on the table in front of him. (Read more under "Special cards")



- **72 Goods Cards**

*There are 18 cards of each type:
Fish (brown),
Rice (white),
Spice (orange),
Vegetables (Purple)*



- **3 Merchants**



Each of the three Merchants may only be activated once per round and only on the junk where he is presently located.

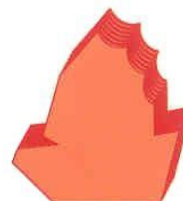
- **2 Trainees**



If no Merchants are available or their actions don't seem interesting, you may seek the service of one their Trainees. Occasionally it might even be a lucrative alternative.

- **1 Junk**

The wooden Junk is the Start-player marker that indicates who takes the first turn in a round.



- **1 Turn Overview Card**



*Front: Game turn overview
Back: Reminder of two important rules.*

- **1 Summary Sheet**

Gives an overview of the Special cards as well as game preparations and set up.



- **1 Game-Money**

The money comes "last, but not least" as wealth is a measurement for a Trade dealer's reputation.



The Goal of the Game

Each player strives to become Asia's most respected Trade dealer by making a larger profit than his competitors. Skilful loading of the Crates onto the Junks is of great importance: income and new supplies of Goods dependent upon it, not to mention clever contacts with Merchants and Trainees.

Game Preparations

Set up for 3 and for 4 players are described on the front of the Summary Sheet; on its back side, the Special Cards are explained (English translation included at last page of rules). Before the very first game will you have to put the 3 large stickers (Merchants) onto the 3 large wooden discs. The two small identical stickers (Trainees) are attached to the two small wooden discs. The backside of all discs should remain empty.

Game setup

- Unfold and place the game board on the table, and give each player:
 - 20 cargo strips in one color
 - The 2 Supply Cards with card backs in the same color (the cards are kept open on the table in front of the player).
- Select a starting player who receives the red Junk as a marker.
- Follow the setup as shown on the illustrations on the German sheet. The setup of cards and merchants are identical, but only the lower trainee is used with 3 players, and *pay special attention to the placement of the cargo strips*.
- Mix the 10 Market Cards and place them face down on the market space.
- Shuffle the thirty Special Cards with the black backs and divide them into 4 stacks of roughly equal size, and place a stack on each of the four jetties marked with red symbols (square, circle, triangle, and star).
- Shuffle together 8 of each type of Goods Card (*six of each type with 3 players*) and deal 8 (6) cards face down to each player to form their hands.
- Sort the money and place on one side of the board; place the three square markers near the market space.

The Game Turn Sequence

The game is played over 10 rounds. Each round contains the following 6 phases:

1. Market cards and Events

2. Player Actions

3. Resupplying Goods

4. Goods Bartering

5. Move Markers

6. Change Start-Player

Note. *The main parts of the game are the Player Actions and Goods Bartering phases.*

Phase 1: Market cards and events

The Start-player reveals the top card from the stack of Market cards. It determines how much money you can earn on each type of Good in the Goods Bartering phase (phase 4). Immediately after the Market card has been revealed, Special card "Exchange Goods" may be used. When both cards are in the game, they are used in player order.

When the Trainees are standing on a space with an "S" (take Special cards) or a "Y" (declare Yuan), the corresponding event will take place. The events are described in detail in "Events" on page 5.



This Market card dictates that Brown (Fish) is worth 2 Yuan, White (Rice) is worth 1 Yuan, 4 Yuan for Orange (Spice) and a Special card for Purple (Vegetables).

Phase 2: Player Actions

Beginning with the Start-player and following in clockwise order, each player performs exactly one action. Each Merchant and each Trainee will offer their service, according to the space they occupy, once per round, and a player may perform any of these actions still available. When a player has performed an action, the used Merchant or Trainee is turned face down. The following players may no longer perform this action.

Note. To make it clear for everyone that the next phase is imminent, the last player in a round should also turn over the last remaining Merchant or Trainee after he has performed his action. This makes it easier to ensure that all Merchants and Trainees are moved exactly 1 position forward in phase 5.

THE MERCHANTS' ACTIONS

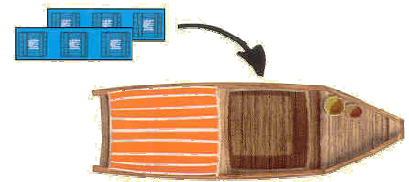
Each Merchant can only perform his action on the boat where he is presently located.

- **Loading Cargo Strips.**



When this action is chosen you may load 2 Cargo strips onto the Junk. The strips are placed adjacent in layers of 3, with every other layer turned 90°.

Cargo strips are never removed. However, they may be covered or moved to other boats by special actions. A player who has placed all his Cargo strips on board the Junks cannot place any further.



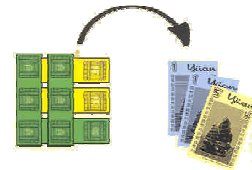
Important

For Scoring later in the game, only visible Crates count

- **Earn Money on Crates.**



When this action is chosen you will receive 1 Yuan for each visible Crate. However, you will always receive *at least 3 Yuan*, even if none of your Crates are visible, or you do not have a Cargo strip there.

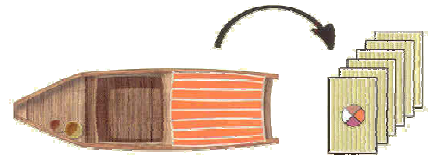


Example. Seven green Crates are visible, so the Green player receives seven Yuan from the Bank.

- **Take Goods cards.**



When this action is chosen you may take a Goods card from the Junk for each Crate you have visible here. However, you will always receive *at least 3 Goods cards*, even if none of your Crates are visible or you do not have a Cargo Strip there.

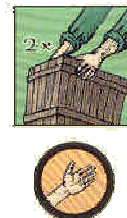


When you perform this action on the gray Junk, you may take Goods cards from a (single) Junk of your choice. If there are not enough cards of the type chosen, you may choose another type. **Note.**

In this case, the number of cards you may take depends on the number of Crates you have visible in the Gray Junk.

THE TRAINEES' ACTIONS

The Trainees will always stand directly below the action space they belong to. The action space determines which type of action may be performed at the moment (and the extent, if applicable). A Trainee's action may only be performed on one of the two Junks *where no Merchant is present* at the moment.



Example: In the illustration, the Trainee to the left is standing below the space "Load 2 Cargo strips". The player decides to perform this action, and may choose one of the two junks without a Merchant.

Phase 3: Resupplying Goods

Each player begins the game with two Supply cards, and may acquire more during the game. In this phase each player may select a Goods card of his choice for each Supply card he has in front of him. The chosen Goods may all be of the same type, or they can be taken from different Junks.



Note. The starting player begins by taking all the cards he is entitled to; the other players follow in turn order. Keep any eye on which cards the opponents are taking so you have an idea of their strength during the Bartering.

Phase 4: Goods Bartering

Each player secretly takes a number of Goods cards (even zero) of one type into his fist and places the hand above the table. All players reveal their hand simultaneously, and the bids are dealt with in types.

Only the player who bid the most cards of a type will receive money from the Bank, and the amount paid is listed on the current Market card. The other players who made bids in this color go empty-handed—but they still lose the cards they offered! All cards used in the bartering are returned to their stacks on the Junks.

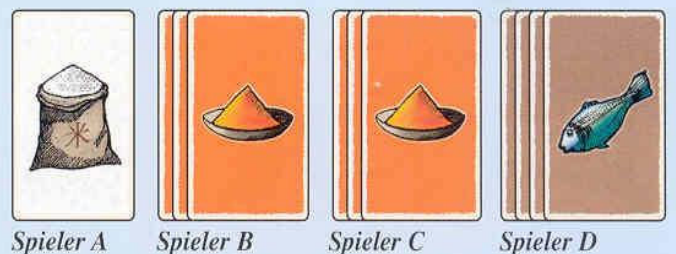
The types which were successfully sold are covered with a square marker. If one or more type still hasn't been sold, new bartering rounds take place until all four types have been sold or no player has played a card.

If a player by mistake, or deliberately as a bluff, makes a bid containing more than a single color (or a color which has already been sold), the offer is considered invalid and counts as if he shown an empty fist. *The cards are returned to his hand.*

When a color on the Market card shows the letter "S" instead of a number, the winner may take a Special card (*in round 10 he may he take 3 Yuan instead*). He selects one of the four stacks and searches for a card of his choice. The stack is then returned to its space.

Note. There is no player turn order in this phase as everyone is playing at the same time. It is actually an auction and not bartering, where the players are bidding Goods cards in the hope of gaining money or Special cards.

Note. If more players have offered the same high number of cards, they will split the money evenly among them, rounding any fractions down. The "S" (Special Card, see below) cannot be divided, so everyone goes empty-handed in the case of a tie.



Example: The current market card is on the right. Player A offers 1x white, players B and C each offer 3x orange, and player D offers 4x brown. Player A receives 4 Yuan. Player B and C receive nothing (as fractions are rounded down), and player D may seek a card from a stack. The brown, white and orange spaces are covered with markers. A new (and inevitably final) bidding round is performed, which only involves the 2 Yuan for purple.



Phase 5: Move Markers

Each Merchant is moved over the foot-bridge to the next Junk in clockwise direction. The Trainees are moved one space away from their starting position. Turn all markers face up as they are moved.

Phase 6: Change Start-player

The red Junk is handed to the next player in clockwise direction. A new round will take place, beginning with phase 1.

Events

There will be an Event in phase 1 when the Trainees are standing on a space marked "S" or "Y".

- S. Each player, beginning with the Start-player, takes a (each a different) stack of Special cards and searches it for a card of his choice. The stack is then returned to the space from where it was taken [notice the symbol on the jetty when you take it].
- Y. Each player counts his money and declares the total.



Note. *Except for the two occasions per game where the money is declared, a player may keep his cash resources secret.*

Game End and Cashing Up

The game ends after 10 rounds. All Market cards will have been used by then, and the Trainees will have reached the end of their track.

Each player calculates his final result by totaling:

- His Money
- Bonus payments from Special cards
- The Game End Bonus
 - As a Game End Bonus each player receives *4 Yuan for each boat* where he has at least one visible Crate. If a player has a Crate visible on all *five boats*, he instead receives a total Game End Bonus of *25 Yuan*.

The player with the highest combined total has made it as the most respected Trade dealer, and is declared winner. The biggest hand of Goods cards works as tie-breaker.

Set-up Variant

Instead of using the standard set-up could you try the following:

- Mix the three Merchants face down and place them face down on three different Junks of your choice.
- Each player gives 3 of his Cargo strips to the player on his left.
- Beginning with the Start-player, each places one of the strips handed to him on any Junk, with the caveat that no Junk may have more than 3 Cargo strips.
- Finally the Merchants are turned face up, and the game may begin.

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Translation: Mik Svellöf v1.0, Viktor Haag v1.1 (formatting and some copy-editing), Peter Evett v1.2 (added graphics from rule book)

Note that page 7 is simply a snap-shot of Viktor Haag's p. 6 and might better be printed from that document. I did not include a copy of the translated summary card.

Special Card Summary


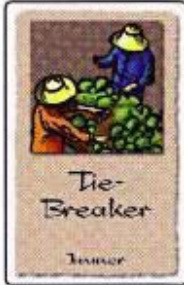




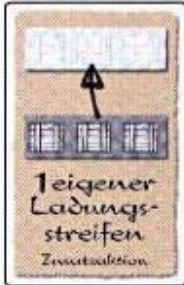


Special Cards

There are three types of special cards, indicated by a small title at the bottom of the card.

Immer (Always). The card is placed face up on the table as soon as it is drawn. The effect is permanent for the rest of the game.

Zusatzaktion (Additional Action). The card may be played once, and is removed from the game after use. Only one card may be played per turn, during the Player Action phase (phase 2), either before or after the normal action. *Only one Additional Action per player is allowed each round.*

Bei Spielende (At Game End). The cards are first revealed when calculating scoring after the game, and each card may bring a bonus of either 8 or 12 Yuan, if the stated condition is fulfilled. Some of the cards overlap each other, and the player receives full bonus for *both of them* as long as their conditions are fulfilled.

<p>6 cards</p>  <p>1 beliebige Warenkarte Immer</p> <p>Always</p>	<p>Resupplying Goods Phase Take 1 extra Goods card of your choice each round.</p>	<p>1 card</p>  <p>Die-Breaker Immer</p> <p>Always</p>	<p>Goods Bartering Phase Win all ties when bidding.</p>	<p>2 cards</p>  <p>2 beliebige Immer</p> <p>Always</p>	<p>Market Cards and Events Phase Play directly after the Market card is revealed. You may return 2 of your Goods cards to the Junks and take 2 other cards instead. You may choose to exchange only 1 card.</p>
<p>2 cards</p>  <p>beliebiges Schiff Zusatzaktion</p> <p>Extra Action</p>	<p>Player Actions Phase Place one Cargo strip on any Junk of your choice.</p>	<p>5 cards/1 per Junk</p>  <p>Graues Schiff Zusatzaktion</p> <p>Extra Action</p>	<p>Player Actions Phase Collect money from this Junk (at least 3 Yuan). Braunes - Brown Graues - Grey Lila - Purple Orange - Orange Weißes - White</p>	<p>2 cards</p>  <p>beliebiges Schiff Zusatzaktion</p> <p>Extra Action</p>	<p>Player Actions Phase Take a number of Goods cards from any Junk of your choice equal to the number of your visible Crates on that Junk (at least 3 cards).</p>
<p>2 cards</p>  <p>Teigener Ladungsstreifen Zusatzaktion</p> <p>Extra Action</p>	<p>Player Actions Phase You may move one of your own Cargo strips from one Junk to another.</p>	<p>5 cards/1 per Junk</p>  <p>8 Yuan Bei Spielende</p> <p>At Game End</p>	<p>At Game End 8 Yuan bonus if 4 or more of your Crates are visible on this Junk.</p>	<p>5 different cards</p>  <p>12 Yuan Bei Spielende</p> <p>At Game End</p>	<p>At Game End 12 Yuan bonus if you have 5 or more visible Crates on the first Junk shown and you have 2 or more visible Crates on the second Junk shown.</p>