



YUNNAN

THE TU DI GONG SHRINE

Tu Di Gong is a Chinese earth god.

His shrine acts as an additional building

where you may place a trader during the auction phase.

Bidding on the shrine works identical to the other progress buildings. The progress action of the shrine allows you to double the progress of **one** of the other progress buildings you successfully bid on. Hence, you may acquire 2 traders or 2 border passes at once, advance your horse by 2 provinces, gain 2 influences or acquire 2 structures at once. The 2 structures can be of the same type or of different types.


2x0=0: If the shrine is the only building with one of your traders, you do not gain any progress but you must nevertheless pay for your bid on the shrine.

Attention: The shrine should only be used by experienced players and only when playing the pro game. Using the shrine can be rather tricky.

ALTERNATIVE BANK RULE

(for both, the normal and the pro game)

On the left bank space players receive a high payout, which costs time, while on the right bank space the payout is lower but players do not lose time.

If you have a trader on the right bank space  you receive the lower payout but you may place this trader to Pu'er immediately after the bank has paid out. This trader may travel during the travel phase.

Realization and rules: Christwart Conrad & Aaron Haag
Graphic design: Dennis Lohausen

