

Confucius



The game is played in Phases:

1. COUNT GIFTS PHASE AND ALLOCATE ACTION CUBES

Players receive Action cubes depending upon how many gifts they have given/received:

0 = 3 cubes	1 or 2 = 4 cubes	3 or more = 5 cubes
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2. CHOOSE CHIEF MINISTER PHASE

Previous Chief Minister must choose another player to be Chief Minister for the upcoming round, who immediately places one of his active action cubes on the 'Imperial Favour' Action space.

(In the first round the Chief Minister is chosen randomly)

3. ACTION PHASE

ACTIONS IN THE ACTIONS BOX

Starting with the player to the left of the Chief Minister each takes turns to perform one Action. This continues until all have 'Passed' and then the Chief Minister takes the 'Imperial Favour' action. Players signify the action they are taking by placing one of their active cubes in the Actions Box or by playing Emperor's Reward cards. But if you wish to repeat an action you must then place two cubes. This rule also applies to 'paired actions' (see the rule book). The 'Transfer' Action or 'Pass' does not require the placing of a cube. Only the Chief Minister can take an action – the 'Imperial Favour' - after having passed.

Bribe an Official

NOTE: Each official can only have one marker on it (except during Ministry Resolution)

Pay the cash shown on the tile and place one of your markers (on its side - implying 'Unsecured') on it. The cost is reduced if you already have at least one bribed Hubu official.

Bribed Bingbu officials reduce the cost of armies and Gongbu officials reduce the cost of junks.

Secure an Official (a 'secured' Official cannot easily be taken by another player)

You repeat the 'bribe' payment and turn your marker upright, thus implying 'secured'.

Nominate Student (Cannot be played during the first round of the game)

Pay 2 cash to place a marker in an empty student space in the Imperial Examinations Box. (NOTE: There can be only a single marker in this box at any one time)

Force Imperial Examination (Cannot be played during the first round of the game)

Pay 2 cash to force an Imperial Examination to happen in the Court Phase of this round.

Buy Junks

Pay cash to buy 1-4 junks and place them in your shipyard (see *Play Aid for the cost*)

Start a Voyage (You may complete more than 1 voyage when choosing this Action)

Pay 1 licence per junk to set sail. Move them from your shipyard into the ocean spaces.

Every 5th junk completes a voyage of discovery to a Distant Land, and Junks are then returned to stock. The first player to reach each Distant Land takes and scores the VP counter plus an Emperor's Reward card. Subsequent arrivals merely receive the card. No player may travel more than once to the same Distant Land. (Each arrival places a marker on the Distant Land).

Recruit an Army

Pay 6 licences (reduced if you have a bribed Bingbu official) to place 1 army into the military colonies space of your colour. Each player may recruit up to a maximum of 6 armies.

Invade a Foreign Land

Pay cash as indicated on a Foreign Land tile to move an army from your Military Colony to an empty box on that tile. One action moves one army. Each box can be occupied by just one player but several players can contribute to an 'Invasion' (see later in these rules)

Buy Gift

Choose one of your 'not available' gifts, pay the cash and turn it into an 'available' gift.

Give Gift

Place one of your 'available' gifts in front of another player. Then place a marker on the appropriate square of the Gift Tracker Box. If that player already has a less valuable active gift from you remove the old gift from the game. (See separate rules regarding Gift Obligations, etc.)

Transfer Influence (This does not cost any Action Cubes)

Replace your marker on an official in an unresolved ministry with the marker of another player (taken from that player's supply), leaving its status the same. The action cancels an Active Gift, which is removed from the game and the marker is removed from the Gift Tracker Box.

Petition the Emperor (In the Advanced Game only)

Pay 2 Action Cubes and remove from the game one of your available gifts with a value of at least 2. The effect of this depends on the gift that you have removed (see Play Aid)

Commercial Income (Each player can take this action only once per round)

Pay up to 4 cash and take cards from the Confucius deck equal to the amount of cash paid +1.

Tax Income

Take 2 cards from the Confucius deck

No Action

You pay 1 cube but do nothing.

Imperial Favour (Only the Chief Minister takes this action)

As the final Action of the Actions Phase the Chief Minister takes any action in the Actions Box, including one already taken this round, ignoring any action cube costs. All other restrictions on the actions apply.

ACTIONS USING EMPEROR'S REWARD CARDS

There is no cost in Action Cubes. You may play a card action instead of passing or taking an Actions Box action. Once a card is played and resolved it is returned to the box. and the turn passes to the next player. More than one such card can be played during the round .

Bribery (Gift obligations to not apply to this action)

You may bribe an official in the named ministry or, if that ministry has been resolved, in any unresolved ministry. Either place one of your markers from your supply on its side on the official OR choose an unsecured official owned by another player and pay the cash shown on the tile (payment reduced if you have bribed a Hubu official). Remove the other player's marker and replace it with one of yours from your supply (on its side).

Gift

Turn one of your 'not available' gifts into 'available' at no cost.

Extra Action

Take an Actions Box action without playing any action cubes.

Cash

Take 4 cards from the Confucius deck

Recruit an Army

Place one of your armies in the Military Colonies for no cost.

Emperor Insulted!

Place the card face up in your playing area and move one of your armies from the military colonies to the card for no cost. You then gain 2VPs.

4. COURT PHASE

This has four steps played in strict order:

1. Build the Great Wall – add one more plaque to the Great Wall
2. Imperial Examination – *only if triggered (see below)*
3. Ministry Resolution - *only if triggered (see below)*
4. Invasions - *only if triggered (see below)*

5. END OF ROUND PHASE

This has 3 steps:

Place more Official Tiles

For each ministry that has at least one empty space take one random Official and place it face up in the space with the lowest number.

Discard Confucius Cards

Each player must discard down to four.

Return Action Cubes to the players

If the game has not ended players retrieve their Action Cubes and start a new round.

ENDING THE GAME

The game ends in one of three ways:-

- ☞ If all ministries have been resolved, or
- ☞ If all candidate officials have been won, or
- ☞ If all 9 Great Wall pieces have been placed

In the last two cases if there are unresolved ministries resolve these in the normal way. If two players have equal influence in a ministry the one with the most senior official is appointed Minister and the other Secretary. (**Official #1 is the most senior**)

Once all Ministries have been resolved appoint the new Chief Minister, Admiral and General as follows:-

- ☞ The Chief Minister (worth 1VP) is the player with the most markers in all the ministries (including those for Ministers and Secretaries). If there is a tie the Minister of Hubu becomes Chief Minister even if he was not one of the tied players.
- ☞ The Admiral (worth 1VP) is the player with most junks on voyages. Count 5 for each Distant Land marker and 1 for each junk in an ocean space (those in shipyards are ignored). If there is a tie the Minister of Gongbu is appointed Admiral instead.
- ☞ The General (worth 1VP) is the player with most armies in play. If there is a tie the Minister of Bingbu is appointed General instead.

The winner is the player with the most VPs with ties being broken in favour of the Admiral, then the Chief Minister, and then the General.

GIFT OBLIGATIONS

- a. The recipient cannot give you a gift of inferior value. One of equal value sets up a mutual obligation. One of superior value replaces your gift (which is removed from the game).
- b. If you have at least one bribed official in a ministry and the recipient has already bribed an equal number or more officials there the recipient cannot bribe more officials in that ministry.
- c. If you have a student in the Imperial Examination the recipient must aid your student with at least one Confucius card. But if the recipient has a gift from both players in the examination he must aid the player who gave him the higher gift (being free to choose if they are both equal). The recipient may cancel the gift by paying an additional two Confucius cards in support, then removing the gift from the game*.
- d. Should the recipient need to give up influence during a Ministry Resolution and you have influence in that ministry, the influence must be supplied to you. If the recipient has gifts from two or more players with similar claims he must give it to the giver of the highest value gift, or – if tied – choose. The gift is then cancelled*.

**Remember to always adjust the Gift Tracker Box*

For a summary of the ways to cancel gifts see the separate Play Aid

IMPERIAL EXAMINATION

This is triggered if both student spaces are occupied or a player has played 'Force Imperial Examination'.

The game ends once all the candidate officials have been used.

If the student spaces are occupied by markers of two different players all of the players – starting with Chief Minister – must play at least 1 Confucius card (if they have one) in support of one of the students.

If you have received a gift you must support the student of the giver (*see Gift Obligations*)

Winning the Imperial Examination

If the students are from different players the winner is the player whose student has received the most cash. If equal, the student on the red space wins.

If only one student space is occupied or both students are from the same player no Confucius cards are played (even to cancel a gift) and that player wins the Examination.

The winner takes the Candidate Official tile and places it into the ministry indicated on the tile, putting his marker on it (upright). If no empty space is available in the ministry the official can replace any unbribed or unsecured official there (the replaced official is removed from play).

If the indicated ministry has been resolved or if it contains only secured officials the winner can

replace any unbribed or unsecured official in any unresolved ministry. But if this is still impossible the candidate official is unable to be placed and is removed from play.

All cash used for 'tutoring' is discarded.

Finally turn up the next Candidate Official tile. If the ministry indicated on the tile has already been resolved, remove the tile from play and turn the next.

Note that the Imperial Examination Step may trigger a Ministry Resolution.

If the last Candidate Official tile has been won, the game ends at the end of this round.

Ministry Resolution

This is triggered if the ministry is full and each tile has a marker on it. If more than one need to be resolved they are resolved left to right.

Place all markers on their ends.

Count the number for each player, the one with the most being appointed Minister and the runner-up the Secretary.

If more than two players have influence then the one with the least must temporarily give all of his influence to another player. If there is a tie for 'the least' it is the one whose highest ranking minister has the less seniority (#1 being the most senior). The player to whom these votes are transferred must (a) be the one present from whom he has received the highest gift – if equal he is free to choose. This then cancels the Gift. If no gift has been received he is free to choose the recipient. *(To indicate the transfer an unsecured marker of the recipient's colour is placed alongside the giver's secured marker(s))*

This process continues until only two players remain.

The Minister takes the VP chit and scores it, and places a marker on the Minister's space. The Secretary does likewise. *(These markers will be included in the count up to determined the Chief Minister at the end of the game)*

Finally remove all the temporary unsecured markers from the resolved ministry (the influence reverting to the original player)

If all ministries have been resolved the game ends at the end of this round.

Invasions

This happens if either or both of these events have occurred during the Actions Phase:

- ☞ *At least one Foreign Lands tile has an army in each of its boxes.*
- ☞ *The Great Wall pieces have reached a soldier icon on the track that matches the icon above the Foreign Lands space. (If the tile has been resolved already, ignore this triggering event)*

An invasion succeeds if a Foreign Lands tile has an army in each of its boxes. But if resolved due to the Great Wall Track and not all boxes are filled the invasion fails.

If it succeeds each player with an army on the tile scores VPs equal to the number in each box it occupies.

If it fails no VPs are awarded.

Irrespective of the outcome, the player with an army in the box with the Emperor's Reward card icon gains an Emperor's Reward card when the invasion is resolved.

Finally turn over the resolved Foreign Lands tile and put the invading armies on it to show it is finished. The armies cannot be re-used. These armies are counted when working out who will be appointed General.

THE ADMIRAL VARIATION

If two or more players tie for most VPs the Admiral wins, regardless of whether the Admiral is one of the tied players. This variant increases the power of the Admiral and represents a triumph for the capitalist interest over the Confucian and, changes Chinese history, making it likely that China will dominate the world before the Europeans!

Thank you to:

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