

China - Border Disputes

a variant by Michael Schacht

The instability in the "Middle Kingdom" grows and grows. The regional rulers don't respect the borders anymore, inflaming the existing conflict around the border Towns. A fascinating struggle to control the border houses breaks out.

Game play

- The game is played following the standard **China** rules, with the following changes:
- The game takes place on a special game board that can be downloaded from the author's site : <http://spiele-aus-timbuktu.de/planneu.html>
- The game plays for 3, 4 or 5 players.
- It is played without fortifications.
- Besides the house spaces like in the basic game, there are 6 border house spaces (identifiable by circles) and 7 port house spaces (identifiable by anchor symbols) depicted on the game board. A House placed on a border house space will count for both adjacent regions.

The Border Houses

In order to place a house on these border spaces, a player must meet one of two conditions:

- The player plays a suitable card from each of the **two adjacent regions**.
- The player plays **two suitable cards** from one of the two adjacent regions.

It is possible to build both a border house and a normal house in one turn if the player does not violate any placing rules. Specifically, if a region has no houses yet, the player may only place one piece in that region (a house, border house or port).

A house placed on a border house space will count for the majority in both adjacent regions. In all other ways, a border house is played and scored exactly the same as a normal house.

The Port Houses

- All along the game, points earned for port houses are scored in the same way as for normal houses within a region.
- For final scoring at the end of the game, port houses in regions that don't have a scoring marker yet are scored in the same way as normal houses.
- Finally, port houses will earn special points as if they were a region on their own. They will earn points much in the same way as normal houses score in a region once all house spaces in a region are filled.

Example : All 7 ports are occupied. Player A occupies 4 ports. He has the majority and earns 7 points (all ports). Player B is second and occupies 2 ports. He earns 4 points, thus the number of ports occupied by the first player (player A). Player C occupies only one point, so her earns 2 points (count of player B's ports).

Credits

Translation by Frank Griese.

This translation is based on previous attempts by Geo

<http://www.boardgamegeek.com/thread/107804>

and C. Harley Davidson & Sampo Sikiö

<http://www.boardgamegeek.com/thread/107764>

© M. Schacht 2005, <http://www.spiele-aus-timbuktu.de>, post-timbuktu@web.de
Spiele aus Timbuktu & Abacus Spiele