

# Confucius Play Aid

Actions (also see other side)

		<b>Bribe Official</b>	Cash on official = unsecured marker	<b>Bribed Hubu official</b> = minus 1
		<b>Secure Official</b>	Cash on official = change unsecured to secured marker	
		<b>Nominate Student</b>	2 cash = Imperial Examinations student	<i>Not in round 1.</i> Only if empty student space.
		<b>Force Imperial Examination</b>	2 cash = force Imperial Examination	<i>Not in round 1.</i>
		<b>Buy Junks</b>	1 (1) = 1 junk 3 (2) = 2 junks 6 (4) = 3 junks 10 (7) = 4 junks	<b>Bribed Gongbu official</b> = bracketed costs
		<b>Start a Voyage</b>	1 licence per junk 5 junks = complete voyage	First player = VP chit All voyages = ER card
		<b>Recruit an Army</b>	6 (4) licences = army in military colonies	<b>Bribed Bingbu official</b> = bracketed cost
		<b>Invade a Foreign Land</b>	Cash on Foreign Land tile = move army from military colonies to box	
		<b>Buy Gift</b>	Cash on gift = make gift available	
		<b>Give Gift</b>	Give to player = make gift active	Obligations on recipient
		<b>Commercial Income</b>	Up to 4 cash = cash + 1 Confucius cards	<i>Once per round</i>
		<b>Tax Income</b>	Take 2 Confucius cards	
	Special		<b>Imperial Favour</b>	Any Actions Box action
		<b>Transfer Influence</b>	Give away official = cancel gift	
		<b>No Action</b>	Do nothing	



<i>Gifts Given &amp; Received</i>	<i>Active Action Cubes</i>
0	3
1 or 2	4
3 or more	5



### Petition the Emperor (Advanced game only)

Gift Value		
2	Re-assign ownership of junks	Move 2 junks to a different shipyard.
3	Replace a student in the Imperial Examinations	Replace an opponent's student with your own marker.
4	Swap Officials	Swap an official you have bribed with an official of equal or lower seniority (7 is lowest), taking any markers with them. Both officials must be in unresolved ministries.
5	Re-deploy Army	Move 1 army to a different box on an unconquered Foreign Land tile.
6	Replace Influence	Replace any 1 unsecured marker in unresolved ministry with any player's secured marker.



#### Cash

Take 4 Confucius cards.



#### Gift

Take a gift from your unpurchased gifts for free.



#### Extra Action

Carry out an extra Actions Box action without using any action cubes.



#### Bribery in Bingbu

Unbribed official becomes unsecured



#### Bribery in Gongbu

OR



#### Bribery in Hubu

Cash on official = replace unsecured marker (bribed **Hubu** official = minus 1)



#### Bribery in Any Ministry

Gift obligations do not apply.



#### Recruit an Army

Put one of your armies in the military colonies for free.



#### Emperor Insulted

1 army on this card = 2 VPs

### Game Sequence

Set up the game

Rounds:

Count Gifts Phase

Choose Chief Minister Phase

Actions Phase

Court Phase

Build the Great Wall

Imperial Examination

Ministry Resolution

Invasions

End of Round phase

Place more Official tiles

Discard Confucius cards

Return action cubes to players

End of Game

### How to cancel gifts

You can cancel a gift you have received in the following ways:

1. Give a superior value gift.
2. Use the Transfer Influence action in an unresolved ministry in favour of the giver.
3. Pay two extra Confucius cards (total of three) to tutor a student in the Imperial Examinations.
4. Temporarily give influence to the giver during Ministry Resolution.