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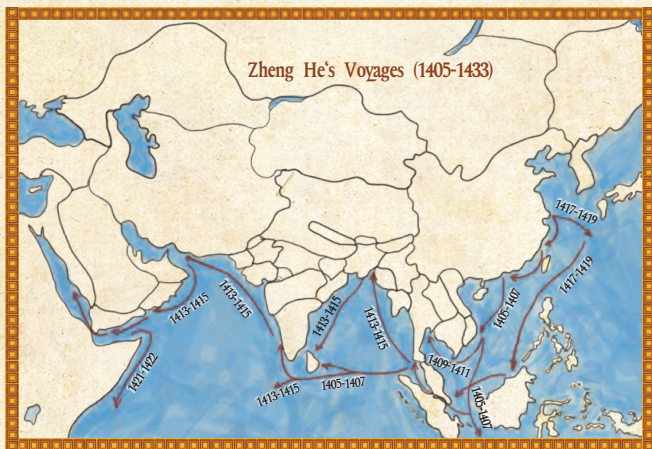
THE MING VOYAGES



Rulebook for Solo Play



S.S.G.



The Ming voyages are the 7 journeys made by the Chinese treasure fleet of oceanic junks between 1405 and 1433. The Yongle Emperor constructed the fleet during a period of outward-looking expansion of Chinese influence overseas, and its commander was Admiral Zheng He. The maritime power of the Ming Empire was used for political purposes, not just for trade. The immense fleet was technologically far in advance of European counterparts until at least the 18th century. While it is purported by some that the fleet circumnavigated the world and discovered all its continents save Europe, the voyages certainly reached Calicut in India, Hormuz in the Persian Gulf, and made landfalls in the Arabian Peninsula and East Africa. But on the landward side of the Empire, border troubles were always brewing.

The Ming Voyages is an asymmetric game for 1 or 2 players aged 12+ that takes around 30-45 minutes to play.

This rulebook contains the rules for the solo version of The Ming Voyages. You play as the Ming Emperor, and as the player, you follow the normal 2-player rules. You also use the cards and Barbarian pieces on behalf of the game-run Barbarian Overlord.




There are some extra game components for solitaire play.

■■■■■■■■■■ Objective and Extra Components ■■■■■■■■■■

You or the Barbarian Overlord score a major victory as in the 2-player game (see Winning on p17 of the 2-player rules). You achieve a minor victory by controlling more Borderlands than the Barbarian Overlord at the end of the game, while completing a specified number of voyages. Otherwise, the Barbarian Overlord wins.



Barbarian Bot Event cards

In the solo game, your fictional Opponent, the Barbarian Overlord, uses the 3 decks of 8 Event cards. You use the Event cards to find out what the Barbarians do in their turn and also for the Overlord to react when a Barbarian's Reaction is available in your own turn. Level  and Level  Event cards have a primary event, but will also trigger a Level  Event if they happen in the Overlord's turn (but not when it's a Reaction). There is a list of the Events at the end of these rules.



Difficulty cards

The Difficulty cards govern the challenge of the game, from Easy, through Medium, then Hard to Brutal. If a Barbarian's Reaction is triggered when you play a card during the Ming Emperor's turn, instead of using the Barbarian action shown on the Main deck card, you will draw a card from an Event deck. The 3 Difficulty cards show the Event deck that you will draw from. Choosing the difficulty level is explained in detail on page 6.



Tie-break cube

A red cube is used to break ties. See page 10.

Solo Game Set-up

- A** Set up the board as for the 2-player game with the Main deck alongside it. Play with both hands of cards face up for the whole game.



- B** Put the red tie-break cube to the left of the compass rose.

- C** Put the Overlord's pieces and dice to one side in easy reach.



- D** Put your own Ming Emperor pieces to one side in easy reach.



- E** Sort the Event cards into 3 decks by level; the level is shown by the Chinese number on the backs. Shuffle each deck separately.





Overlord's
hand






Ming
Emperor's
hand



F Leave a space beside each Event deck for discards.

G Choose a difficulty level (see page 6) and place the 3 Difficulty cards in sequence. The setup diagram shows the Easy version:

CP1 > Level ,
CP2 > Level 
and
CP3 > Level .

H Leave spaces for reserved cards for each side...

I ...the current played card for each side...

J ...and for the Main deck discard pile.

Key:

Difficulty Level – how hard the game will be!

Difficulty at start – use these Difficulty cards at the start of the game.

At 4 Voyages – the changes that you make to the Difficulty cards immediately upon achieving your 4th successful Voyage.

Required Voyages – you cannot win a minor victory unless you have completed at least this number of voyages.

Player's Reserve card limit - the number of cards you, as the player, can put in your reserve. The Overlord can have up to 3 reserved cards at any level. In solo mode, the Overlord never uses reserved cards to reinforce CP actions.

Additional challenges – these are optional challenges to increase the difficulty for players who win with the normal Difficulty Levels.

■■■■■■■■ Game Sequence for the Solo Game ■■■■■■■■

The overall game sequence is the same as in the 2-player game.

The following description explains changes to the 2-player rules. Otherwise, play continues as in the 2-player game.

■■■■■■■■■■ Description of a Round ■■■■■■■■■■

Ming Emperor plays 1 card

For your turn as the Ming Emperor play is the same as for the 2-player version, except that any Barbarian's Reaction is always carried out **after** you, as the Ming Emperor, have played your action.

Barbarian's Reaction

If the Main deck card that the Ming Emperor plays has an available Barbarian's Reaction on it, refer to the CP value of your played card. Look at the Difficulty card with that CP value on it, then draw from the Event deck specified on the Difficulty card. For example, if you are playing a Moderate game and have completed 4 voyages, when you play a 3 CP card with a Barbarian's Reaction available (such as card #15 Famine), the game-run Overlord player will draw and carry out a level 三 Event card. Do not use the Barbarian action on the Main deck card!

For a Reaction the Overlord only plays the primary event of the card. Ignore the bottom part of the card labelled 'Barbarian Turn Only'.

Barbarian Overlord plays a card

When it is the Barbarian Overlord's turn, look at the Overlord's 4 cards in hand and play the card with the highest CP value.

If there is more than one card with the highest CP value, use the tie-break to select the tied card with the highest or lowest card number (see Overlord Events Tie-breaks on page 10).

Place the selected Main deck card in the playing area, not straight into the discard pile; you may need to refer to it again. Discard it at the end of the turn.

Instead of using the played Main deck card's Overlord action, draw and play a card from the top of the Event deck matching the number of CP points on the Main deck card; ignore the Difficulty cards when playing an Event card in the Overlord's turn. For example, if the Overlord's Main deck card has 2CP, draw and play a Level 二 Event card.

Do what the Event card says. Level 一 cards only have a primary Event. Levels 二 and 三 have a primary Event and a Level 一 Event. If the whole of the primary Event is not possible, discard the card and draw another one from the same deck. If the primary Event was carried out, then draw a Level 一 card and do that Event too, if possible. If the Level 一 Event is not possible, it has no effect (do not draw another card).

If an Event deck runs out, shuffle the discarded cards to form a new deck.

When you've finished doing the Event, discard the Event card to its discard pile, and discard used Main deck cards to their discard pile. You decide the order of discarded cards.

See page 12 for a list of the Barbarian Overlord's Events.

Emperor's Reaction

If the Emperor has an Action available on the Main deck card played by the Overlord, the Emperor gets the choice of whether to use that special action. This special action is always carried out **after** the Overlord's Event.

Eras and End of Game

The change of eras and the end of the game are the same as in the 2-player game.

Overlord Events Tie-breaks

At various points during gameplay, the game relies on comparing CP values on cards or the number of pieces in regions. Where these numbers are equal, the game uses a simple tie-break mechanism: at the bottom left of the board, there is a compass rose. At the start of the game, there is a red cube to the left of the compass rose, showing that you should use the leftmost Borderland or the leftmost Homeland, or the Barbarian action card with the lowest number (the small number at the centre right of the card).

If the red cube is to the right of the compass rose, you should use the rightmost Borderland or the rightmost Homeland, or the Barbarian action card with the highest number.

When you have used the tie-break, move the tie-break cube to the other side of the compass rose, so that the game alternates between lowest and highest cards, leftmost and rightmost regions.

Borderland Limits

For the solo game, no Borderland may contain more than 5 pieces at any time except during an Attack CP action. This includes Troops, or Hordes and Settlements added together. Actions or events, other than Attack CP actions, that would exceed this limit cannot be carried out. There are no limits on any other area.

■■■■■ Battle Sequence Adjustments for Solo Play ■■■■■

As you, the player, will be acting on behalf of the Barbarian Overlord during attacks, the game will make any decisions for the Overlord, in accordance with these priorities.

Use the Battle Sequence as in the 2-player rules.

In attack, the Barbarians will accept any Double or Triple that they get with their first roll and will not use any reserved cards in this case. If they did not get a Double or Triple with their first roll, they will use their top reserved card to re-roll all the dice.

While they have CPs left for re-rolls on a reserved card, they will keep re-rolling until they get a Double or a Triple. If they get a Double, they will use any re-rolls left on the current reserved card to attempt to convert the Double to a Triple.

If they do not get a Double or a Triple, and they have more reserved cards, they will continue to use them in the same way.

In defence, the Barbarians will always use reserved cards to attempt to win the current round of battle. They will always re-roll all dice if possible to obtain a superior Double or superior Triple compared to the player's roll, then use further re-rolls to improve their score only if necessary to win the current round of battle.

■■■■■■■■■■ The Overlord's Events ■■■■■■■■■■

If a Level 二 or Level 三 card is used in the Overlord's turn, also carry out a Level 一 Event.

Amass x

Take x Hordes from the Supply and place them in the Barbarian Homelands. If there are not enough in the Supply to complete the Amass, discard the card and take another.

1 Horde – Take 1 Horde from the Supply and place it in whichever of Western Mongols and Manchus Barbarian Homelands has the fewest Hordes. If equal, use the tie-break.

2 Hordes – Take exactly 2 Hordes from the Supply. Place 1 in whichever of Western Mongols and Manchus Barbarian Homelands has the fewest Hordes. If equal, use the tie-break. Put the second Horde in Eastern Mongols Barbarian Homeland.

3 Hordes – Take exactly 3 Hordes from the Supply. Place 1 in each Barbarian Homeland.

Attack x

Choose the *most favoured target* Ming-controlled Borderland (see below). If equal, use the tie-break.

Move up to x Hordes from adjacent Homelands or Borderlands according to the *attack priorities* into the target Borderland, always leaving at least 1 Horde or Settlement behind to control a Borderland. Then resolve Battle.

Most favoured target: For each Ming-controlled Borderland, work out how many Hordes can attack from adjacent Homelands and Borderlands. The Overlord will always leave 1 Horde or Settlement behind to control a Borderland, so only pieces in excess of 1 Horde or 1 Settlement are available to attack from Borderlands. For Homelands, all Hordes can attack into any adjacent Ming-con-

trolled Borderland. Then subtract the number of Troops in the Borderland from the number of potentially attacking Hordes. The most favoured target is the one with the highest result.

Example:



Yunnan could be attacked by 2 Hordes and is defended by 1 Troop, so its result is 1. Sichuan could be attacked by all the Hordes in both Homelands, plus 1 of the Hordes in Gansu, for a total of 4. With 2 Troops defending, its result is 2, so Sichuan is the most favoured target.

If results are equal, use the tie-break.

Note that most favoured target is not influenced by the number of Hordes that will actually attack!

Attack priorities: Select Hordes that will attack using these priorities (if equal, use the tie-break):

- First, evenly from Homelands, starting with the Homeland having most Hordes,
- Then evenly from Borderlands, starting with the Borderland with most Hordes, always leaving at least 1 Horde or Settlement behind.

Build x

Move exactly x Settlements from the Homeland with most Settlements into the adjacent Barbarian-controlled Borderland with fewest Hordes. If equal, use the tie-break.

If not possible, discard this card and take another.

Gather x

Take exactly x Settlements from the Supply and place them in a single Homeland. First, choose the Homeland with the fewest Settlements; if equal, choose the one with the most Hordes; if still equal, use the tie-break.

If there are not enough Settlements in the Supply, discard this card and take another.

Move x

If any priority is tied, use the tie-break.

Move up to x Hordes into the single *most favoured* adjacent empty or Barbarian-controlled Borderland.

Most favoured Borderland for Move: Select the target Borderland using these priorities:

- 1st, empty Borderlands adjacent to at least 1 Homeland with 1 or more Hordes
- 2nd, empty Borderlands adjacent to at least 1 Barbarian-controlled Borderland with 2 or more pieces
- 3rd, Barbarian-controlled Borderlands adjacent to the most Troops in Borderlands.

1st choice of region to move the Hordes from is 1 adjacent Homeland, preferring the one with most Hordes. 2nd choice is 1 adjacent Barbarian-controlled Borderland, preferring the one with most Hordes, and always leaving at least 1 Horde or Settlement behind. The Hordes can be moved from 1 region into only 1 Borderland.

If no empty or Barbarian-controlled Borderland, discard the card and take another.

Reserve x

If less than x cards in the Overlord's Reserve, then reserve the played main deck card, whether played by the Emperor or the Overlord. Put it on top of the Overlord's Reserve pile.

If the Barbarian Overlord has x cards in Reserve, discard this card and take another.

A reserved card does not trigger a Barbarian or Emperor's Reaction.

Emperor Actions

Reserve a card or **Play** it for a special action or for these CP actions:

Ming Emperor

Recruit Troops

Move

Attack

Tax

Build Junks

Voyage

Barbarian Events

Barbarian Overlord

Amass 1, 2 or 3

Move 1, 2 or 3

Attack 1, 2 or 3

Gather 1, 2 or 3

Build 1, 2 or 3

Reserve 1, 2 or 3

MOST FAVOURED TARGET FOR BARBARIAN ATTACK:

- For each Ming-controlled Borderland, how many Hordes can attack? Only pieces in excess of 1 Horde/1 Settlement can attack from a Borderland.
All Hordes can attack from Homelands.
- Total # of attacking Hordes, then subtract # of Troops in the Borderland.

Most favoured target for attack is the Borderland with the highest result. If tied, use the tie-break.

ATTACK FROM PRIORITIES:

1. First, evenly from Homelands, starting with the Homeland having most Hordes.
2. Then, evenly from Borderlands, starting with the Borderland with most Hordes, always leaving at least 1 Horde or Settlement behind.

MOST FAVOURED BORDERLAND FOR BARBARIAN MOVE INTO:

1. Empty Borderlands adjacent to at least 1 Homeland with 1 or more Hordes.
2. Empty Borderlands adjacent to at least 1 Barbarian-controlled Borderland with 2 or more pieces.
3. Barbarian-controlled Borderlands adjacent to the most Troops in Borderlands.

If any priority is tied, use the tie-break.

Move is always x Hordes from 1 region (Homeland or Borderland) into 1 empty or Barbarian-controlled Borderland.