

Yinzi

Errata & FAQ

Clarifications

1. Page 4, **Set Up, item L**: This is redundant because the cards are shuffled in the Sequence of Play, item B, anyway.

2. When completing a Route Tile that is face-up in front of you (gained as an “Emperor Undertakings” reward or an advancement bonus) you also receive the reward as if you had completed the Route Tile in the War & Routes action (those that are visible).

If a player takes cubes from the Rural Market to fulfill a Route Tile on the War & Routes action and they are of different colors, the player has to change them for their own cubes, so there is no doubt about who fulfilled the Route Tile.

3. If you have two veterans in the War box and you did not add new workers during the current round, these workers will be upright on the left-most empty slot of the War box at the very end of the resolution phase. However, you cannot claim a Route Tile because this movement was not triggered by a Workforce Action but rather an “automatic move” after all actions have been taken.

4. The only way to have **5** strength in War is to have 4 men in the box and use the Advancement that gives +1 “virtual” strength.

5. a) In a Wildfire, each player is having a fire in one of their factories (losing one level which may mean that the factory gets destroyed and is unowned if at level I) and the stock of commodities in the factory may have to be readjusted. If a factory has more commodities than the new level after a wildfire, commodities will have to be destroyed until the number of commodities is equal to the level of the factory.

Example: A level III factory goes to level II, had 3 commodities. One of them needs to be destroyed. If the commodities belong to different players, the factory owner decides which commodity is to be destroyed.

b) A destroyed factory (going from level I to 0 in a Wildfire) remains on the board and may later be rebuilt by any player who takes the Develop Factory Action. It cannot be done with the Turn Order Upgrade Bonus or the Emperor Undertaking 4 workers action space.

6. Emperor Undertakings: The 4 workers space action icon is incorrect. The rules are correct. You only do an upgrade. The symbol in the action space should be the same as the bonus symbol that is in the last space of the Turn Order bonuses.

7. Any cube that is on the board on a field or in the Rural Market (not in the Urban Market) is a good that may be used, e.g., on a Route Tiles that has demand for one or more generic cubes

or specific demand for food cubes. If you use a cube from the Rural Market you obviously have to pay for that cube.

8. You can *only* convert Silver to Copper (or vice versa) when you need to make a payment and you do not have enough copper or silver to pay.

9. The player components are the limit. Once exhausted, you have to wait till they are available again.

A big **thank you** to our friends Paulo Renato ([Muse23PT](#)) and Eduardo Cruz ([Dugy](#)) for their help, generosity & kindness!

Here are some of their house rules:

1. At the Rural Market the players may sell the “other kind of goods” from the fields (salt, cabbage, cotton, tea, ramie and sugarcane) in two circumstances:
 - a) if they need copper, i.e., only when the player needs to make a payment and has no money;
 - b) when all the Urban Market slots of the good the player wants to sell and they have access to, depending on the boat transport capacity, are occupied. Example: The player would like to sell tea but all tea slots in the Urban Markets to which they have access to are occupied. In this case it is allowed to sell to the Rural Market.
 - c) Once a cube is in the Rural Market, it will always be a kind of food (as it is in the rules).
2. During set up of a 2 player-game remove 4 random East ships from the game.
3. The Route Tiles that players have face-up in front of them (gained as an “Emperor Undertakings” reward or an advancement bonus) may be fulfilled completely or in part at any time during a player’s turn and not only during resolution of routes (D).

Special to DE:

Seite 4, Punkt O, dritter Satz: Anschließend legt jeder Spieler eine **Scheibe** (nicht: Würfelchen) der eigenen Farbe auf die Fabrik.

Seite 8, Auf dem städtischen Markt verkaufen, 3.Absatz, Ergänzung: Jedes Feld darf zu jeder Zeit maximal ein Würfelchen enthalten.