

Chinatown

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Errata, corrections & clarifications (blue), and Variants (red) added by Pierce Ostrander

PREPARATION:

- The board is put in the middle of the table. It shows CHINATOWN with 85 building plots that are divided by three streets into six areas. Each building plot is designated by a specific number.
- Mix the various business tiles thoroughly and stack them beside the board face down.
- Each player chooses a color and places those color tokens in front of him.
- Each player receives a player aid card. The Player aid card shows on one side how many cards [Gebaudekarten] and how many building tiles [Geschafte-Plattchen] each player gets per round. On the other side is a chart with the revenue that players receive for unfinished and finished buildings. [Geschafte]
- The money is sorted and placed beside the board as a bank. Each player takes \$5000 as starting capital.
- Shuffle the building plot cards and place them beside the board.
- The business outlook-cards are also shuffled and placed beside the board. Take 3 cards at random and place them in the box. The remaining 6 cards are placed beside the board. One card is flipped per turn and is used to randomly award income to businesses with the tile types listed. A secondary function of the cards is to track what turn it is and to identify the end of the game so the number of cards remaining may be counted at any time by any player.
- The start player takes the 'Start Player' token.

THE GENERAL RULES:

There are 90 Business tiles [Geschafte-Plattchen]. Each building tile [Plattchen] shows to which of the 12 business types [Geschaftebereiche] it belongs and the number of tiles required to have the building FINISHED so that it reaches its maximum "FINISHED" revenue.

For each business type, there are exactly 3 more tiles of that type than the number listed.

Each of the tiles may be placed on a building space on the board. Several of the same tiles, when laid adjacent (not diagonal) form a business.

Sets of like tiles which are adjacent yield revenue as unfinished or finished businesses as listed on the player aid card.

Tiles are regarded as adjacent if they share a common side (not diagonal). Tiles separated by a street are never considered adjacent.

Examples from rule booklet:

Example 1:

Here, the two [Restaurants] are from two different players. They are not combined for scoring. Each player earns \$1000.

The businesses shown are unfinished.

Example 3:

By placing a third restaurant tile on space # 22, the yellow player has now formed a restaurant consisting of 3 tiles.

Various little businesses can be joined together by the placement of a tile to become a larger business.

Finished businesses cannot have any more tiles added to them of the same type.

During play, only six (6) complete 3-tile businesses, and three complete 4-tile, 5-tile and 6-tile businesses each are permitted.

SEQUENCE OF PLAY:

The game lasts 6 rounds, and there are 5 phases to each round.

All players act simultaneously during the phases. The exception to this sequence is that the start player changes each round, rotating clock-wise from the initial start player.

PHASE 1: Distribute cards. Distribute plot cards according to the player aid card and the round in progress.

The Large number = the number of plot cards that are dealt to each player **in each round**. In subsequent rounds, **Variant: if the variant is used that allows players to keep cards in their hand that they do not play, then replenish cards up to the large number for each player.**

The Smaller number = the number of plot cards each player may play and mark each

round. **Variant: Each player MUST mark this number of plots each round.**

Mark each plot claimed with one of your colored markers.

Example: With 4 players and in the 3rd round - each player is dealt five cards. From these cards, the players may place three face-down. The cards are all then turned face-up and the players mark these plots with their colored markers. The 12 played cards are then discarded out of the game. **Cards not played by the players are shuffled back into the deck; i.e. no cards are retained by the players.** **Variant: Cards not played are retained to either trade, discard or play in future turns.**

Variant: PHASE 1b: Flip over the top Business Situation card. Income will be awarded according to the card at the end of this turn, after the trading phase.

PHASE 2: Distribute Business tiles. Distribute business tiles according to the number of players and the large number as listed on the player aid card (in the first round) **and according to the small number (in rounds 2-5).** For example, with 4 players, each receives 7 business tiles for round 1. **They receive 5 tiles in each subsequent round. There is no limit to the number of tiles each player may hold in their hand.**

PHASE 3: Trades.

This phase is the heart of the game and should last 5 - 10 minutes each round.

Virtually all types of trades are allowed (**Variant: including cards retained in phase 1**).

It is recommended that players work together on the trades, adhering to the motto "One hand washes the other". Any agreements made must be honored, including any cash payments if the transaction is to be completed immediately. Future promises do not have to be kept! Example: "If I someday get a restaurant tile, I will give it to you, if you give me plot # 11 now." This type of 'future' agreement does not have to be honored.

Business tiles placed on the board remain for the remainder of the game, but possession of the business tile may change hands as part of a trade agreement.

PHASE 4: Placing Business Tiles.

Players may now place any of their business tiles onto plots they have previously claimed and then place their colored marker on top of the business tile.

Players can demand that the start player place his business tiles first, and then the other players follow in clock-wise order.

PHASE 5: Earn Income.

The top Business Outlook card is turned over and its instructions followed (**unless variant**

1b is used, in which case it is already face-up). Each player then receives income based on the status of their unfinished and finished businesses. Consult the player aid card.

Example: On this business outlook-card each player who has a "3" or "4" business tile on the board (does not have to be a finished business) earns an extra \$1000 revenue [per tile](#).

IMPORTANT: a simple variant has been suggested to change this rule from an extra \$1000 "per tile" to "per business." Thus, in the previous example, if a player had one "3" business and two "4" businesses, he would receive a total of \$3000 regardless of how many tiles were laid for those businesses. This variant appears to improve the game. Another variant is to award a single, fixed payment of \$1,000 to any player that has a business tile in play of the type indicated. This reduces the "luck of the draw" element even further, but still retains the "turn record" function of the business situation card play.

END OF GAME:

The game ends after 6 rounds of play ([at the end of the round in which the final business situation card is flipped face-up](#)). The player with the most money is the winner.

VARIANT:

New businesses cannot be built if they do not have access to a street. They may trace access through adjacent tiles of the same business type owned by the same player.