

CHINATOWN

TRADE AND CHANGE IN 1930'S NEW YORK

New York, mid 1930's

The world economic crisis is over and the city is rebuilding again. Particularly in Chinatown, in downtown New York, one can see the new upswing: immigration is booming and businesses begin to flourish again.

Whatever the business, Chinatown brings opportunities to those wanting to make money.

THE GAME

The players take the role of businessmen, who wish to gain the most money in the Chinese district of New York. In order to do this, they establish a variety of businesses during the 6 turns of play; a laundry, a restaurant, an antiques shop or a chemist. The larger the business and the sooner it is completed, the more money it will return.

Each player has many buildings and businesses which need to be expanded each turn. But there will be conflict and the players must negotiate. Buildings, businesses and money will need to change hands, in order to reap larger financial rewards.

The player who has the most money at the end of the 6 turns wins the game.

GAME CONTENTS

- 1 Game Board
- 150 Player counters (30 each of 5 colours)
- 90 Business Tiles
- 180 Playing Cards (85 Plot Cards, 9 business outlook cards, 81 Money Cards, 5 player aids)

RULES

The game lasts for 6 turns

After each round, players receive income for their businesses.

After 6 turns the winner is the player with most money.

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 districts. Each building plot is designated by a unique number.

The Business Tiles are all thoroughly mixed and placed beside the board face down in a number of stacks.

Coloured Counters are chosen by each player and placed in front of them.

A Player Aid Card is given to each player. 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. [**Geschäften**]

Round	1	2	3	4	5	6
2 Gebaudekarten	100	400	400	400	400	400
1 Gebaudekarte	400	100	100	100	100	100
1 Gebaudekarte	100	100	100	100	100	100

Round	1	2	3	4	5	6
Unfinished	1000	2000	3000	4000	5000	6000
Finished	...	...	...	...	...	...

The Money is sorted (\$1000, \$5000, \$10000, \$20000) and placed beside the board as a bank. Each player takes \$5000 as starting capital.

The Building Plot Cards are shuffled and placed 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 face down beside the board. One card is flipped each round and is used to randomly award income to the type(s) of tile listed. A secondary function is to keep track of the number of rounds that have been played.



The Start Player Token is given to the player selected to take the first move.

PREPARATION

The board is set up in the middle of the table.

Business Tiles are mixed and stacked face down.

Each player selects a different colour and takes all 30 counters.

Each player takes a Player Aid card.

Each player takes \$5,000

Building Plot cards are shuffled.

Six of the nine Business Outlook cards are retained.

Player order becomes important from phase 4.

THE GENERAL RULES

There are 90 Business tiles [Geschafte-Plattchen]. Each building tile [Plattchen] shows to which of the 12 business types [Geschafsbereiche] 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. For example there are 6 pharmacies (3+3) and 7 restaurants (4+3).



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.

Adjacent identical businesses belonging to different players are always regarded as independent of one another. Each player must try to reach the maximum size for the specific business (equal to the figure indicated on the tiles: 3, 4, 5 or 6), as these businesses are then "Finished" (FERTIG) and return more money than an unfinished business (UNFERTIG).

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

Business	1	2	3	4	5	6
1. Laundry	1	2	3	4	5	6
2. Pharmacy	1	2	3	4	5	6
3. Pizzeria	1	2	3	4	5	6
4. Restaurant	1	2	3	4	5	6
5. Sewing	1	2	3	4	5	6
6. Watch Makers	1	2	3	4	5	6

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

RULES OVERVIEW

There are 12 different business types each with a "maximum size" of 3, 4, 5 or 6 tiles.

There are 3 more tiles for each business than the maximum size # (There are only 6 Pharmacy business tiles as it has a 3 tile max, the Sewing business with a 5 tile max has 8 tiles).



Identical business tiles when laid orthogonally by the same player form a larger business.

Finished businesses return a larger income.



分 One single tile business
→ 1,000 \$

分 Two single tile businesses
→ 2 x 1,000 \$



分 Two single tile businesses
→ 2 x 1,000 \$

分 One single tile business and one
two tile business
→ 1,000 \$ + 2,000 \$



分 One three tile business (unfinished)
→ 4,000 \$

分 As in example 2



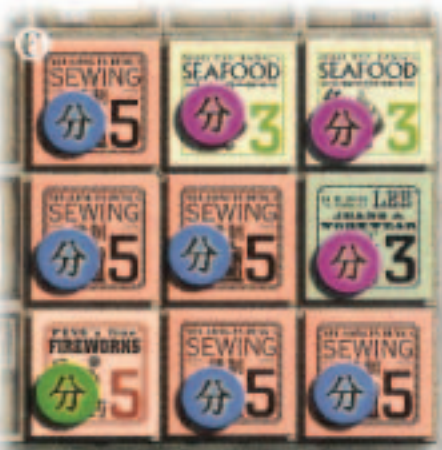
分 One four tile business (finished)
→ 8,000 \$

分 As in example 2



分 One four tile business (finished) &
one two tile businesses
→ 8,000 \$ + 1 x 2,000 \$

分 One three tile business (finished)
→ 5,000 \$



分 One five tile business (finished)
→ 11,000 \$

分 One two & one single tile business
→ 2,000 \$ + 1,000 \$

分 One single tile business
→ 1,000 \$

Example 1: Here two Restaurants belong to two players. They are not combined for scoring.

Example 2: The two restaurants owned by yellow are (for the moment) separate.

The businesses shown in Ex. 1 & 2 are All unfinished. As the minimum business size is 3, single and double tile businesses are always unfinished.

PATTERN	1	2	3	4	5	6
ENTERING	1000	2000	4000	6000	8000	10000
EXITING	1000	2000	4000	6000	8000	10000
TOTAL	1,000	2,000	4,000	6,000	8,000	10,000

There cannot be an unfinished 6 tile business

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

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

Example 4: The yellow restaurant now reaches its maximum size (4)

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

Example 5: Red has reached the maximum size of pharmacy (3). Yellow has a restaurant of size 4 and one of 2 (the maximum size cannot be exceeded).

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

Example 6: Purple does not have a business of size 3, because Seafood and Workwear cannot combine.

Players may profitably merge two small businesses into a larger business of the same type by adding a tile adjacent to both which links them (example 3).

If a player places a Business Tile of the same type adjacent to a finished business, the new tile is a new business. It does not add to the size or value of the finished business (example 5).

A player may, at any time and without cost, change the make-up of one of their businesses by playing tiles adjacent to tiles which have already been played, or by acquiring adjacent Business Tiles of the same type through trade or purchase. However, under no circumstance may a Business Tile, once it has been played, be moved or removed. By adding Business Tiles of the same type to an existing business, however, one may change the configuration of the existing business, as follows.

Smaller business can be combined to make larger businesses.

Businesses exceeding their maximum size form an adjacent smaller business.

Business tiles may not be moved once placed.



Example 7: The red player has already a trade of Seafood of maximum size (3) on the plots 7-8-10 and another of size 1 on plot 11.

Example 8: The red player succeeds in developing two remaining Seafood tiles in buildings plots 3 and 12. These Seafood tiles can be rearranged to obtain two Seafoods of size 3: 3-7-8 and 10-11-12.

This rule is particularly useful with the "3" tiles, since from the "6" tiles of each business type two finished businesses may be played. In contrast, only one finished business is possible from the "4", "5" and "6" Business Tiles, given the total number of such tiles in the game.

SEQUENCE OF PLAY

The game runs for 6 rounds, with 5 phases to each round. Players actions are simultaneous during each phase. The starting player changes each round, moving clock-wise from the initial start player.

PHASE 1: Deal cards:

PHASE 2: Distribute Business tiles.

PHASE 3: Trades

PHASE 4: Place Business Tiles

PHASE 5: Earn Income

PHASE 1: Deal building plot cards.

Distribute Building Cards to the players as indicated on the Summary Card. Distribution is made based on the number of players ("Spieler") and the game round ("Rund"). Distribution is as follows:

1. The first, larger number is how many cards each player receives.
2. The second, smaller number is how many cards each player may keep. Each player looks at his cards and decides which he would like to keep and which two he will discard.
3. The discarded cards are shuffled into the deck of Building Cards; the deck is set aside to be ready for the next round.
4. The players reveal the cards which they kept and put one of their colored markers on each plot on the board which matches the cards they have revealed, thus claiming these buildings as their own.
5. The used Building Cards are removed from the game and returned to the box.

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 2-6.

PHASE 3: Trade:

All the players can negotiate in an open or secret way without preset order. The exchanges and other negotiations can relate to buildings, trade, money or the three at the same time.

The number and the quality of the goods concerned with the negotiations are at the discretion of the players. Trade or buildings built during the turns of preceding plays can also be the subject of negotiations. Changing coloured tokens indicates the new owner. If a player sells a building, their coloured token is removed and returned to that player's supply.

If the transaction is to be completed immediately, any agreements made must be honored. However, 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.

PLAY SEQUENCE

The game runs for six rounds, each round consists of 5 phases.



Example: With 4 players in the 3rd round - each player is dealt five building plot cards. From these cards, the players may place three face-down. The remaining cards are shuffled back into the deck.

Example: With 4 players, each receives 7 business tiles for round 1 and 5 tiles in each subsequent round. There is no limit to the number of tiles each player may hold in their hand. Tiles are kept face-up in front of each player.

Note: Phase 3 is the heart of the game and can last of 5-10 minutes.

(Nearly) all forms of trade are permitted.

Tiles placed within play may never be moved. A tile trade can change owner (even several times during the play) but never place!

The phase finishes as soon as the negotiations are finished.

4th Phase: Place Business Tiles

During this phase each player may place business tiles on building plots belonging to him. He chooses the number and the site of the business to be placed and places the tile on it followed by their coloured counter. A player can choose to place none, one or all of his business tiles, in this phase.

Note: During this phase, turn order is important, because certain players will want can be to wait to see what the others do. Players can demand that the start player place his business tiles first, and then the other players follow in clock-wise order.

5th phase: Earn Income

Once all players have finished placing their business tiles, the top Business Outlook card is turned over.

There are two possible outcomes;

Additional Income (\$1000 / Tile for certain businesses) or,

No additional income (KEINE EXTRA EINNAHMEN)

If there is additional income, \$ is paid for each applicable business tile.

The fact that these businesses may not have reached their maximum size (Finished) does not have any influence on the additional incomes. The Business Outlook card is then discarded.

Then money is paid from the bank for finished and unfinished businesses on the board in accordance with the table on the Player Aid card. All incomes are drawn from the bank. Money cards are kept hidden.

GAME END

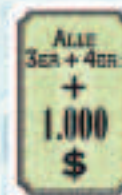
The game ends after 6 rounds of play (at the end of the round in which the final business situation card is flipped face-up). The player with the most money is the winner.

Business tiles once laid can never be moved or relocated.

A player may place any number of business tiles in this phase.

Playing order may be important. If so, the player with the starting token places first and then in clock-wise order.

Example: 3er + 4er + \$1000 card:
Each business tile which indicates a value of 3 or 4 earns \$1000.



Tiles forming Unfinished and finished businesses each earn the same additional income from Business Outlook cards.

Incomes from Unfinished and finished businesses earned (refer to player aid card).

On completion of round 6, the winner is the player with the most money.

VARIANT

To increase the impact of the trading phase, it is possible to play with this alternative:

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.



Plots 75, 76 and 81 can be occupied by any player. Plot 77 can be occupied only by yellow with an Antiques tile or by red with a Restaurant tile. Plot 82 can only be occupied by blue with a Sewing tile.

VARIANT

New businesses can only be built if they have access to a street.

