

China Impression

Game Title and Description

- 1. Game Title:** China Impression



- 2. Game Description:** This is a game in the setting of the Chinese culture, in the form of chinese tourist attractions and food. The player will become a tourist who is travelling around China in the map, the chess of each player represents different chinese people/groups. They each have their own clothes and customs, players will get to know their culture during playing as well.
- 3. Mechanics:** Dice rolling, Action/movement programming, Card drafting, Reward learners with points.
- 4. Number of players:** 3 - 6 players.
- 5. Target audience:** People who like to play board games and are also interested in Chinese culture.
- 6. Time to play:** 30 mins - 40 mins.

Game Instructions

- 1. Introduction**

You will become a representative person of a Chinese ethnic group with a unique custom who is traveling around China. You are hoping to become the most experienced traveler by completing the selected tasks in your assigned mission cards and gaining more points than your opponents. However, you need to manage your tasks carefully since you will have the same start-up capital (stars) as your opponents.

2. Objective/goal of the game

The game ends when all players have spent the stars. The player with the most points wins the game. If there is a tie, the one who successfully spends all the stars first wins the game.

3. Game materials

- One six-sided dice
- One Chinese map with multiple checkpoints
- Six character cards
- Six chess pieces corresponding to the character cards



- Stars with three different values:
- Mission cards with three different levels
- Scoreboards
- Chance card instruction

4. Game set up

- Access to a six-sided dice.
- Print out the map, and place it to a place where everyone can reach easily.
- Each player chooses a character card and takes the corresponding chess piece.

Place the chess pieces on the starting point on the map.

- Print and cut out 10 copies of the mission cards and 5 copies of the scoreboards. Allocate each player one mission card for each level and one

scoreboard. Mix and place the rest mission cards aside and face them down.

Put the remaining scoreboards aside as spares.

- Print the number of copies of stars that are equal to the number of players. Cut

out the stars and give each player ten , eight , and eight .

- Print 1 copy of the chance card, and put it aside.

5. Rules

Drawing cards and missions:

- Each card has three different tasks that are worth different points. You need to choose one task from each mission card. You could earn the points that appear before the task by fulfilling the task requirements.
- When all selected tasks are completed, you need to put your cards back in the card pool and draw another three cards from the mixed-level mission cards.
- If you have two or more cards at the same level, you can only complete one task at the same level at a time.
- You have one chance to exchange a card after you draw three cards.

Rolling dice:

- Each round, you can roll dice to determine the number of steps that need to move on the map. You can only change your direction when there is no alternative route available.
- When you reach a checkpoint, you can choose whether to spend star(s) to visit it to fulfill your task requirement or not. You don't need to pay star(s) if you choose not to visit it.
- When you choose to visit an attraction/food checkpoint, you need to spend the corresponding amount of star(s) that are shown on the map. (Note: some

common (light blue or blue) checkpoints may cost more stars than the rare ones)

Record your score:

- Make a check on the scoreboard once you successfully visit a checkpoint. If a task is completed, cross out the corresponding checkpoints and record the number of points you earned.
- Take the spare ones if the grids in your scoreboard are not enough.
- Add up the points when you have no star left.

Chance card:

- The chance card gives you an opportunity to be rewarded, punished, or neither. If you reach , you need to roll the dice again and follow the chance card instructions to do the corresponding actions.
 - : You are not allowed to roll the dice in the next round.
 - : Congratulations! You now gain three bonus points! Please update your points in the scoreboard.
 - : Oops, you need to turn to the opposite direction now.
 - : What a pity! You lose two points! Please update your points in the scoreboard.
 - : You are transferred to the start point. Please place your chess piece to the start point (the one on the top left corner).
 - : You have one more chance to determine your fate! Please roll the dice again!

Airport:

- There are two airports on the map, indicated with the icon . If you reach one of the , you need to fly to the other . You can determine the direction you want to go in the next round.

6. Hierarchical Culture

We divided the tasks into three different colors: light blue, blue, and dark blue. Three different colors represent three different levels of difficulties. Players can choose what levels of difficulties they want.

Game Components

[Map](#) ([Next page](#))

China Impression

START



Character cards

PUMI



Pumi people are ethnically related to the Tibetans and recognized as an official minority nationality unique to Yunnan province, with a population of 30,000. Pumi women often wear a goatskin draped over their backs. Long and pleated skirts, multi-colored wide belts are worn.

NU



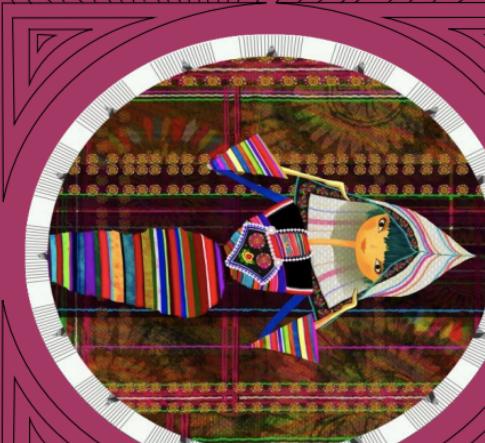
Nu people live mainly in Kachin State and Yunnan provinces, around high mountains and deep rivers. The womenfolk generally wore linen or cotton tunics with sleeves, which are buttoned on the left, and long skirts. The young girls often wear aprons over their tunics.

LISA W



There roughly 400,000 Chinese Wa live in the mountains of western Yunnan between the Mekong and Salween rivers on the border of Myanmar. Each Wa village adheres to a unique style of dress, though similarities exist. Most clothing is homemade and typically made with black and red colors.

KENO



Keno people living in Yunnan province. Keno men usually wear black and white checkered linen and cloth gowns without collars and buttons. Keno women wears square red cloth is sewn in the middle of the back of the shirt, embroidered with a beautiful sunflower; wearing white or blue wide trousers or shorts, and a wide cloth belt.

About two thirds of all Chinese Lahu live in the mountainous Lancang and Menglian autonomous counties in southwestern Yunnan, along the Mekong River. Black is their favorite color. Traditionally the men wear black coats, trousers, and black belts around their heads. Women's gowns greatly resemble cheong-sam.

LAHU



About two thirds of all Chinese Lahu live in the mountainous Lancang and Menglian autonomous counties in southwestern Yunnan, along the Mekong River. Black is their favorite color. Traditionally the men wear black coats, trousers, and black belts around their heads. Women's gowns greatly resemble cheong-sam.

WA



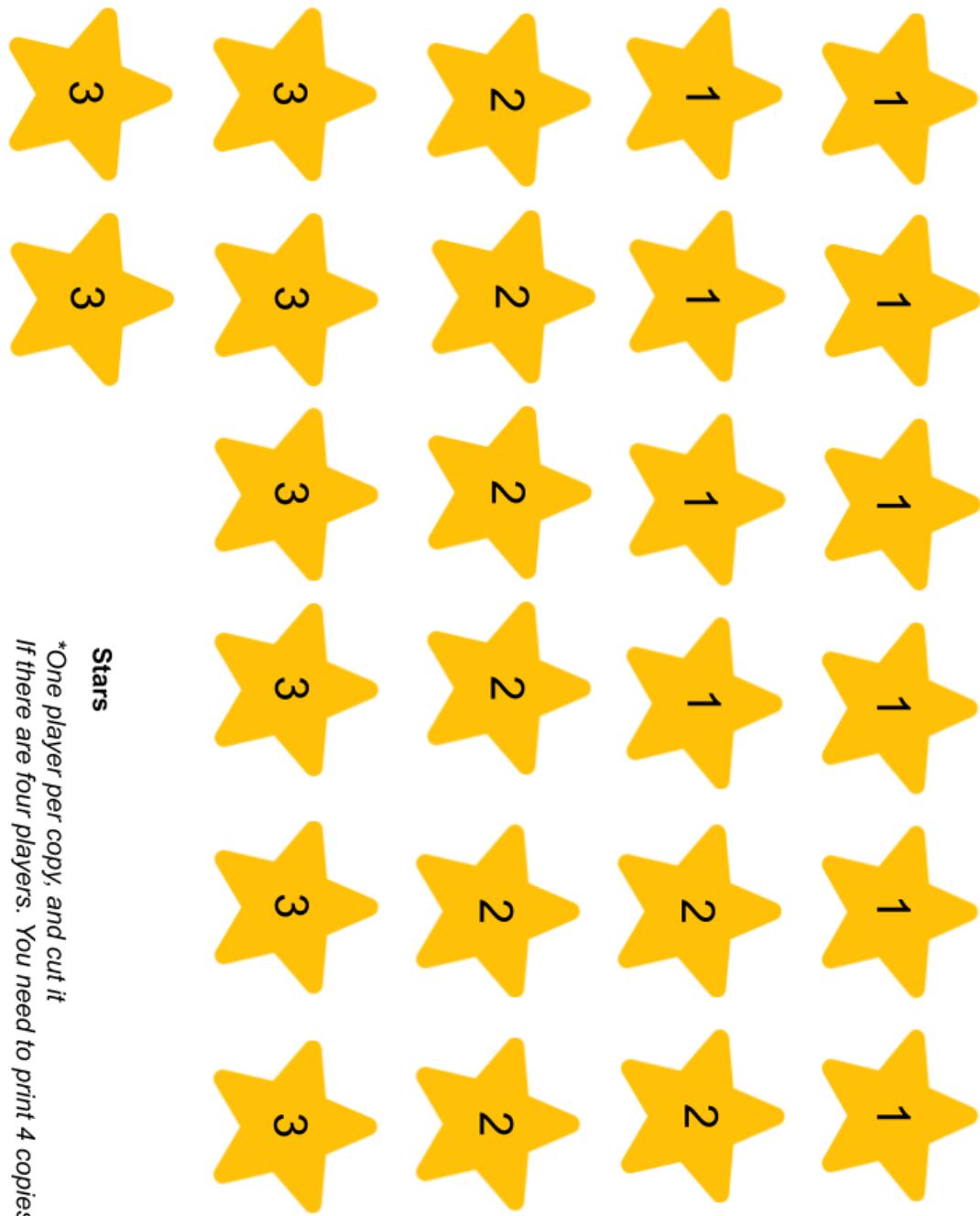
The roughly 400,000 Chinese Wa live in the mountains of western Yunnan between the Mekong and Salween rivers on the border of Myanmar. Each Wa village adheres to a unique style of dress, though similarities exist. Most clothing is homemade and typically made with black and red colors. Men and women both wear head coverings and silver jewelry.

Chess pieces corresponding to the character cards

Character Chess
**Please cut it*



Stars



Stars

*One player per copy, and cut it
If there are four players. You need to print 4 copies of it.

Mission cards and Scoreboard (print 5)

Mission Cards and Scoreboard

* You need to print 10 copies of this page, and cut it

Level 1

1 Point:

Visit 2  checkpoints

2 Points:

Visit 1  and 1  checkpoints

3 Points:

Visit 3  checkpoints

Level 2

3 Points:

Visit 2  checkpoints

4 Points:

Visit 2  and 1  checkpoints

5 Points:

Visit 3  checkpoints

Level 3

5 Points:

Visit 2  checkpoints

6 Points:

Visit 2  and 1  checkpoints

7 Points:

Visit 3  checkpoints

Scoreboard

											
											
											
Points											

Chance card instruction

Chance Card



Freeze for one round



Gain 3 points



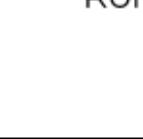
Turn to the opposite direction



Lose 2 points



Fly to the start point



Roll the dice again



* Please print one copy of it