

# YINZI

## ADVANCES

### DIPLOMACY

-  **Emissary:** The player moves the disc on a Brunei ship.
-  **Emissary:** The player moves the disc on a Korean ship.
-  **Emissary:** The player moves the disc on a Japanese ship.
-  **Emissary:** The player moves the disc on a Portuguese ship.
-  **Emissary:** The player moves the disc on a Spanish ship.
-  **Emissary:** The player moves the disc on a Dutch ship.

### ECONOMY

-  **Free rice:** The player spends 2 rice. They do not need boat transportation capacity .
-  **Free wood:** The player spends 1 wood.
-  **Free stone:** The player spends 1 stone.
-  **Free raw material:** When conducting the *Produce Commodities* action, the player spends 1 raw material. They do not need boat transportation capacity since this virtual raw material is considered to be in the same region of the producing factory.
-  **Free boat transportation capacity:** The player spends 1 extra boat transportation capacity. This additional capacity is temporary, the player does not mark this on the boat track.
-  **Free copper coins:** The player spends 2 copper coins.

### EMPEROR UNDERTAKINGS

-  **Free salt:** The player spends 1 salt. They do not need boat transportation capacity .
-  **Additional urban market sale:** The player sells a goods cube from one of their fields to an urban market. They apply boat transportation capacity rules .

-  **Additional crops:** The player conducts a single Plant Crops action using a crop tile from the crop track paying the cost.
-  **Same emperor undertakings:** The player places their workers in a box already occupied by other player's workers (when performing the *emperor undertakings action*).
-  **Additional worker:** The player uses this disc as an extra worker (when performing the *emperor undertakings action*).
-  **Eager immigrants:** The player may recruit workers from the top migrant box too (when performing the *emperor undertakings action*).

### WAR & ROUTES

-  **Free wheat:** The player spends 1 wheat. They do not need boat transportation capacity .
-  **Personal route tile:** The player selects a route tile from the discard pile. The war and natural disaster symbols on this tile have no effect. The player keeps the route tile face up in front of him. At any Routes resolution the player may satisfy the demand of the tile to turn it face down. For details, please check chapter *Resolution of Routes* on page 15.
-  **War copper coins:** The player receives 1 copper coin for each of their workers in the war box.
-  **Veterans:** After resolving war glories, the player leaves up to 2 workers in the war box (the player lays down the workers and places them to the side of the box). If the player conducts the War & Routes action during the next round, and adds new workers to this box, the player also adds the two laid down workers to the same slot. If the player does not place new workers, they will place these two laid down workers upright on the left-most empty slot of the war box at the very end of the resolution phase. Remember, even with this bonus a player can never use more than four workers in a single workforce action.
-  **Additional recruit:** During the resolution phase the player uses this disc as an extra worker in the war box. They either add this disc to the same slot containing their workers, or place it on its own on the left-most empty slot of the war box. Eventually laid down workers will be upright at the next right slot or join the placed disc if they are from the same player.
-  **Weaker enemies:** During the resolution phase, the player reduces the value of the enemy force by 2. This new enemy value is valid for all players.