

## Losing Turns

A player may not move his train, deliver or pick up any loads, or build track or upgrade a Loco on a lost turn. A player may also not discard all his Demand cards and draw new ones on a lost turn.

A player who draws an Event card that causes him to lose his turn, loses the rest of the current turn AND all of his next turn. For this reason, it is important to resolve any event drawn right away. If a player was trying to deliver two loads to the same city, and an event caused him to lose his turn after he delivered the first load, then he would have to wait until after his next turn before he could deliver the second load.

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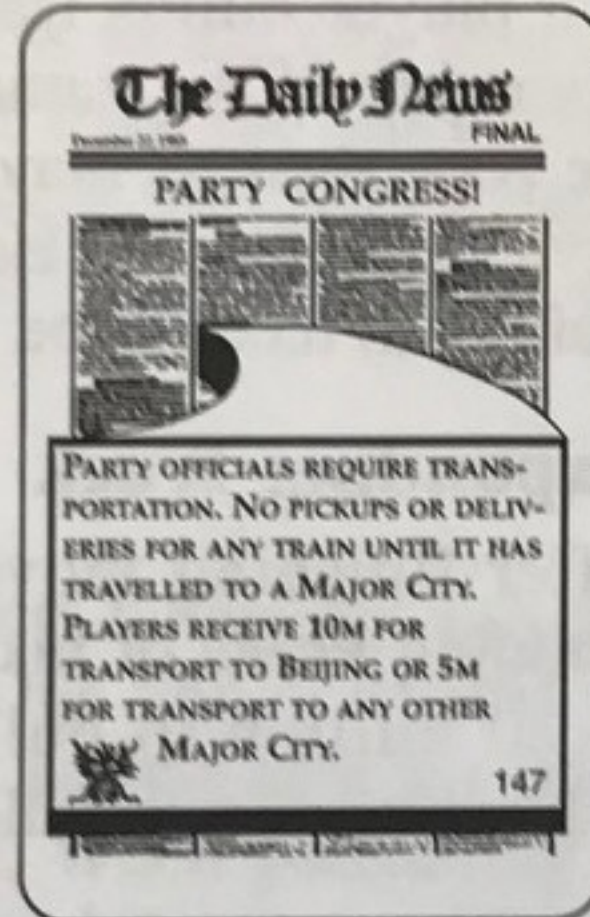
Here are complete explanations of the effects of the various Event cards:

## Party Congress

When this card is drawn, the party leaders have called for a special *Congress*. They require all trains to deliver the Congress members to the meetings. Each player must move his train to any Major City, using the normal movement rules. This must be done before any other demands can be fulfilled.

As compensation, each player will be paid when his train arrives in a Major City. If a train moves to Beijing, its player is paid 10 million yuan. If a train moves to any other Major City first, then its player is paid only 5 million yuan.

Because the Congress takes precedence over all the other activities of the railroads, a player may not make any pickups or deliveries until his train has delivered its party officials.



## Floods

There are two flood cards in the deck. Each flood card indicates which rivers are flooded by that event. Flood cards have two effects:

1. All bridges built over the indicated flooded rivers are destroyed. Erase all the bridges over those rivers.
2. The rivers continue to flood until the end of the drawing player's next turn. No one may build any track over a flooded river, and no one may move his train over a flooded river, until the event leaves play.

When a river floods, each player must be given an opportunity to rebuild his bridges once the flood ends. A player may not build where another player's bridge was located until after that player has had one turn to rebuild it.

## Celebrations and Special Payouts

The news in China is not always bad. The traditional celebrations of the New Year can bring extra prosperity to a railroad. Or the Black Dragon can show its favor. While the New Year Celebration is in effect, no train may pick up any loads except in Major Cities. But, if any demand for cattle, fish, imports, jade, oranges, rice, or tea are filled, the payout is an extra 5 million yuan. All other deliveries that are not one of those goods cannot be made as long as the event is in play. Unlike most events, the New Year Celebration lasts until the end of the drawing player's *second* following turn.

The Favor of the Black Dragon refers to the benefits of the Amur river, which separates Manchuria from Siberia. This river, referred to as "the Black Dragon," has traditionally been seen as the benefactor of that region. So, this favor affects all deliveries of any kind to Shenyang, Changchun, Harbin, or Qiqihar. All deliveries to these cities receive an extra 5 million yuan. This lasts until the end of the drawing player's *second* following turn.

