

## Confucius

This fascinating game is set in the Chinese Empire of the Ming Dynasty. The players represent families trying to better themselves within the Confucian system espoused by the Imperial government and court. In game terms this means within the three Ministries of the government, in sea expeditions to explore the world and military expeditions to expand the empire. The key to success is the network of obligations between players established by giving gifts.



The game only lasts a few turns, adding to the pressure on the players to make the most of their limited action points each turn. Add to this the opportunities for players to disrupt each other's plans—not least by handing out a gift—and you have a challenging game that keeps players completely focused.

- Designed by Alan Paull
- For 3-5 players, aged 12+
- Playing Time 2 hours
- RRP £40.00 (inc VAT)
- Trade price £20.87 (ex-VAT)

