

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 1.  
Your Chinese name is Zuoxiang  
You are the Tuchun for Heilungkiang  
You are the District Governor for Heilungkiang<sup>1</sup> and Kirin<sup>3</sup>  
You hold no other offices  
You belong to the Fengtien faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

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You are player number 2.

Your Chinese name is Zuolin

You are the Tuchun for Kirin

You are the District Governor for Heilungkiang<sup>4</sup> and Kirin<sup>1</sup>

You are the Fengtien faction leader.

You belong to the Fengtien faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

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You are player number 3.  
Your Chinese name is Songlin  
You are the Tuchun for Liaoling  
You are the District Governor for Liaoling1 and Jehol1  
You hold no other offices  
You belong to the Fengtien faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

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You are player number 4.  
Your Chinese name is Yuxiang  
You are the Tuchun for Suiyuan  
You are the District Governor for Suiyuan1 and Hupeh1  
You hold no other offices  
You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

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You are player number 5.

Your Chinese name is Peifu

You are the Tuchun for Kweichow

You are the District Governor for Kweichow<sup>2</sup> and Szechwan<sup>8</sup>

You hold no other offices

You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

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You are player number 6.  
Your Chinese name is Hsi-shan  
You are the Tuchun for Shansi  
You are the District Governor for Shansi<sup>2</sup> and Chihli<sup>5</sup>  
You hold no other offices  
You are independent and do not belong to any faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

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You are player number 7.  
Your Chinese name is Guoxiang  
You are the Tuchun for Chihli  
You are the District Governor for Chihli<sup>3</sup> and Kiangsu<sup>2</sup>  
You are the Chihli Faction Leader  
You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

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You are player number 8.

Your Chinese name is Quirui

You are the Tuchun for Shantung

You are the District Governor for Shantung1 and Honan1

You are the Ahnwei faction leader

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

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You are player number 9.  
Your Chinese name is Shizheng  
You are the Tuchun for Shensi  
You are the District Governor for Shensi1 and Suiyuan2  
You hold no other offices  
You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

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You are player number 10.  
Your Chinese name is Yuan-hang  
You are the Tuchun for Honan  
You are the District Governor for Honan1 and Shensi2  
You hold no other offices  
You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

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You are player number 11.  
Your Chinese name is Yunpeng  
You are the Tuchun for Ahnwei  
You are the District Governor for Ahnwei1 and Honan7  
You hold no other offices  
You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

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You are player number 12.  
Your Chinese name is Kun  
You are the Tuchun for Kiangsu  
You are the District Governor for Kiangsu<sup>1</sup> and Hupeh<sup>3</sup>  
You hold no other offices  
You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 13.  
Your Chinese name is Chuanfang  
You are the Tuchun for Hupeh  
You are the District Governor for Hupeh<sup>6</sup> and Kiangsi<sup>1</sup>  
You hold no other offices  
You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

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You are player number 14.

Your Chinese name is Zuigui

You are the Tuchun for Chekiang

You are the District Governor for Chekiang1 and Ahnwei4

You hold no other offices

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

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You are player number 15.  
Your Chinese name is Jianzhang  
You are the Tuchun for Kiangsi  
You are the District Governor for Kiangsi<sup>2</sup> and Hunan<sup>6</sup>  
You hold no other offices  
You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

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You are player number 16.

Your Chinese name is Tangfeng

You are the Tuchun for Fukien

You are the District Governor for Fukien<sup>1</sup> and Chekiang<sup>3</sup>

You hold no other offices

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 17.

Your Chinese name is Chuishian

You are the Tuchun for Kwangsi

You are the District Governor for Kwangsi1 and Kwangsi2

You hold no other offices

You belong to the Kwomintang faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 18.

Your Chinese name is Jiangning

You are the Tuchun for Kwangtung

You are the District Governor for Kwangtung<sup>1</sup> and Kwangsi<sup>3</sup>

You hold no other offices

You belong to the Kwomintang faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12.
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 19.

Your Chinese name is Yatsen

You are not a Tuchun

You are the District Governor for Kwangtung<sup>2</sup>, Kwangtung<sup>3</sup> and Fukien<sup>3</sup>

You are the President of the Southern Government and leader of the Kwomintang

You belong to the Kwomintang faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 20.

Your Chinese name is Rangting

You are not a Tuchun

You are the District Governor for Kwangtung<sup>4</sup>, Kwangtung<sup>5</sup> and Kwangtung<sup>6</sup>

You hold no other office

You belong to the Kwomintang faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 21.

Your Chinese name is Zhangyuan

You are not a Tuchun

You are the District Governor for Kiangsu<sup>3</sup>, Kiangsu<sup>4</sup> and Hupeh<sup>2</sup>

You hold no other office

You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 22.

Your Chinese name is Guanyuan

You are not a Tuchun

You are the District Governor for Kiangsu<sup>5</sup>, Hupeh<sup>4</sup> and Hupeh<sup>5</sup>

You hold no other office

You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 23.

Your Chinese name is Chungfin

You are not a Tuchun

You are the District Governor for Chihli4, Kiangsi3 and Kiangsi4

You hold no other office

You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 24

Your Chinese name is Fulin

You are not a Tuchun

You are the District Governor for Heilungkiang2, Kirin2 and Kirin4

You hold no other office

You belong to the Fengtien faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 25

Your Chinese name is Yulin

You are not a Tuchun

You are the District Governor for Heilungkiang3, Liaoling2 and Liaoling3

You hold no other office

You belong to the Fengtien faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 26  
Your Chinese name is Jingyao  
You are Tuchun of Hunan province  
You are the District Governor for Hunan4 and Hunan5  
You hold no other office  
You belong to the Chihli faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 27

Your Chinese name is Guangxin

You are not a Tuchun

You are the District Governor for Chihli1, Chihli2 and Hunan1

You are the Minister of the Treasury

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 28

Your Chinese name is Shiki

You are not a Tuchun

You are the District Governor for Shantung<sup>4</sup>, Honan<sup>3</sup> and Honan<sup>6</sup>

You hold no other office

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 29

Your Chinese name is Tsung-ch'ang

You are not a Tuchun

You are the District Governor for Shantung<sup>5</sup>, Shantung<sup>6</sup> and Honan<sup>5</sup>

You hold no other office

You belong to the Fengtien faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 30

Your Chinese name is Zhangchang

You are not a Tuchun

You are the District Governor for Shantung<sup>2</sup>, Shantung<sup>3</sup> and Honan<sup>4</sup>

You hold no other office

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 31  
Your Chinese name is Chang-tai  
You are not a Tuchun  
You are the District Governor for Ningsia2  
You are a senior Peiyang army commander  
You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$1
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 32

Your Chinese name is Dianying

You are not a Tuchun

You are the District Governor for Ahnwei2, Ahnwei3 and Chekiang2

You hold no other office

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 33

Your Chinese name is Zheyin

You are not a Tuchun

You are the District Governor for Chahar<sup>2</sup>, Chekiang<sup>4</sup> and Fukien<sup>2</sup>

You hold no other office

You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 34  
Your Chinese name is Zhiqui  
You are Tuchun of Chahar province  
You are the District Governor for Chahar<sup>1</sup> and Shensi<sup>3</sup>  
You hold no other office  
You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 35  
Your Chinese name is Yuexin  
You are Tuchun of Jehol province  
You are the District Governor for Shansi1 and Jehol2  
You hold no other office  
You belong to the Ahnwei faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 36  
Your Chinese name is Jiyao  
You are Tuchun of Yunan province  
You are the District Governor for Yunan1 and Szechwan5  
You hold no other office  
You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 37

Your Chinese name is Sen

You are Tuchun of Sikang province

You are the District Governor for Sikang<sup>1</sup> and Szechwan<sup>2</sup>

You hold no other office

You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 38  
Your Chinese name is Xiang  
You are Tuchun of Szechwan province  
You are the District Governor for Szechwan1 and Sikang2  
You hold no other office  
You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 39  
Your Chinese name is Qi  
You are Tuchun of Tsinghai province  
You are the District Governor for Tsinghai2 and Kansu1  
You hold no other office  
You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 40

Your Chinese name is Cai

You are Tuchun of Kansu province

You are the District Governor for Szechwan4 and Kansu2

You hold no other office

You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 41  
Your Chinese name is Hongbin  
You are Tuchun of Ningsia province  
You are the District Governor for Ningsia1 and Singhai1  
You hold no other office  
You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$12
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 42

Your Chinese name is Sichang

You are not a Tuchun

You are the District Governor for Yunan<sup>2</sup>, Szechwan<sup>3</sup> and Szechwan<sup>6</sup>

You are the President of the Government of China

You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 43

Your Chinese name is Yun

You are not a Tuchun

You are the District Governor for Yunan<sup>3</sup>, Hunan<sup>3</sup> and Szechwan<sup>7</sup>

You hold no other office

You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$3
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 44  
Your Chinese name is Chi-ching  
You are not a Tuchun  
You are the District Governor for Hunan2  
You are a senior commander in the Peiyang army  
You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$1
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.

# Interesting Times Player Pack

Welcome to the Megagame Interesting Times. In this pack are the various game components that you will need to play this game. If in doubt, consult one of the control team.

You are player number 45

Your Chinese name is Ju-hsien

You are not a Tuchun

You are the District Governor for Kweichow 1

You are a senior commander in the Peiyang army

You belong to no faction

The game components in this pack are:

- a Province card for any Province where you are the Tuchun. This card should be pinned onto your chest.
- District cards showing ownership of any Districts where you are governor
- Money: we have calculated the money due for the initial turn and, to save time and effort, we have included that money. For the first turn only, we have assumed that there are no vetoes of taxes. You therefore start with \$1
- An army card for the army that you may control. You should put your name on that card.
- A command card. This is the card where you write operational orders. Please write your name on this card.
- A badge for the faction that you belong to. Please also pin this card to your chest.
- A set of faction flags mounted on wooden pins.
- A set of player flags (showing player Chinese name, player number and a unique Chinese ideogram and a unique colour pattern for the player) and faction flags. Each District you control should have one of your player flags and one of your faction flags showing on it. The flags are mounted on wooden pins which should be placed in the available flag mounts on each district.
- A set of Tax Veto (Green back) and River Veto (red back) cards which you should place on the District or on the river adjacent to the district exercising any veto.
- A personal counter to indicate your personal presence in a District.

Could you please now make your way to your faction table, make yourself known (particularly make sure you know your faction leader), place the player and faction flags on your Districts and pin your badges on. Finally, decide where you wish your character to start and place him in that District. Enjoy the day.