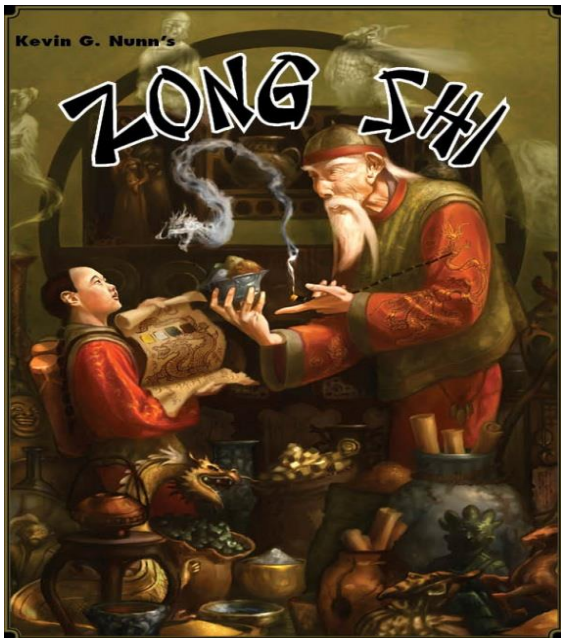


# Zong Shi



**\*\* Zong Shi \*\***

**Best Strategy Game of 2013!**

*Games Magazine*

**Zong Shi** sets a new standard of high level production quality: beveled edges & ultra-sturdy box, linen-textured exterior, durable plastic insert and transparent plastic cover keeping the components secure within the box. *Zong Shi* also features 10 individual-sculpted figurines, a Chinese silk bag, a jade colored Buddha as the first player marker, and 40 urea tiles in four colors.

*"It never fails to entertain and there are multiple paths to victory. Scores among skilled players are generally very close, so it tends to be a nail-biter to the end."*

~Michael Watson on BoardGameGeek.com

In a large town in old China, several talented artisans, Masters in their own right, aspire to become recognized as Zong Shi—the Grand Master craftsman. You are one of these Master artisans, and together with your Apprentice, you are competing with the other Masters to attain this elevated status in the town. To succeed, you'll have to impress the townspeople with your skills. How will you do it? Will you acquire a specialist's mastery over a certain material, or perhaps enlarge your workshop? Will you create a large number of smaller projects or will you build fewer, but greater, masterworks? That is for you to decide.

Game designed by Kevin G. Nunn

Art by Cyril van der Haegen

Published by Gryphon Games

Made in China

## Game Components:

- 1 Game board
- 1 Jade-green Buddha (start marker)
- 5 each of Master & Apprentice pawns
- 5 Player Workshop boards & Reference cards
- 20 Respectful Visit tokens (four in each player color numbered 1, 2, 2, 3)
- 5 Townsfolk Award tiles
- 32 Project cards
- 12 Masterwork Project cards
- 36 Scrolls of Fortune cards
- 24 Pawn Shop Exchange tiles
- 1 Cloth Chinese bag
- 40 material tiles (10 each: bronze, silver, jade, & gold)

Players:	3 - 5
Playing time:	60 - 90 minutes
Age:	13 and up
Case size:	6

Product Code:	101306N
UPC:	718122566495
Size:	12.25" x 8.75" x 2"
MSRP:	\$69.99

## Target Audience:

- Eurogame Players
- Advanced Gamers
- Fans of games with a strong theme

## Core Mechanics

- Resource Management
- Worker Placement
- Develops logic, advanced planning and flexible thinking skills



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