

Traders in the Ancient World - Info-card for Place **A**

Place. Kashgar is located between high mountains and a sandy desert. A few small streams provide water for drinking and for irrigating some fields. There is plenty of food and water to support a small city and many traders.

Markets. Traders come from three directions:

- west, with gold, weapons, glass (some from Europe!)
- south, with pepper and other spices (from India!)
- east, with silk, ceramics, tea, and rice

Warning: If you came from the desert and want to go into the mountains, or vice versa, you have to sell half of your cargo to buy new equipment, in order to travel through a different kind of land.

Roads. West: high, cold, steep mountains.
To B: really high, dry, cold, and rugged mountains.
To C or G: level trail through oases at edge of desert.
To H: through the Taklamakan desert (don't try it - Taklamakan means "go in, and you won't come out"!)



1868 painting of snowy Pamir Mountains behind irrigated fields of Kashgar.

Traders in the Ancient World - Info-card for Place **B**

Place. Karakoram is a pass between high mountains. It is 18,000 feet above sea level. That is half a mile higher than any mountain in Colorado or California. It is so cold here that there are no trees for shade and no grass for horses or other pack animals to eat. As a result, traders must carry food and sometimes even water for their pack animals. This reduces the amount of trade goods they can carry.

Markets. Traders come from two directions:

- north, with gold, glass, silk, and jade
- south, with pepper and other spices

Conditions around Karakoram, however, are terrible. Only traders with really light and valuable things are willing to go through this mountainous area.

Roads. South, steep and dangerous mountain trail
To A or C: high, dry, cold, and rugged mountain trail.



Old painting of steep, snow-capped mountains

Each player gets a card from one of the core places (H, L, M, N, R or S) at the beginning. Depending on the routes they choose, students can get cards for up to 4 places in a "year."

Traders in the Ancient World - Info-card for Place **C**

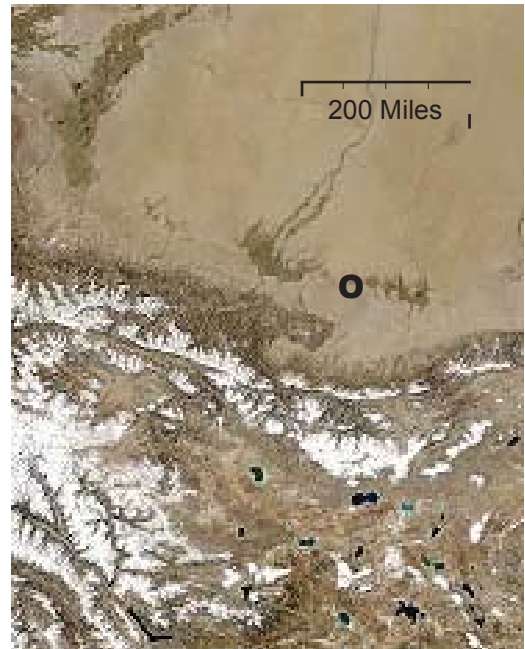
Place. Keriya ("Carry-yah") is an **oasis** - a place with a spring or small stream in a desert area. An important road goes through this line of oases. Unfortunately, this small town has few soldiers, so raiders can sometimes cause trouble. People dig jade from mines in nearby mountains.

Markets. Traders come from three directions:

- west, with gold, glass, spices, and animal hides
- south, with pepper and other spices
- east, with silk, ceramics, tea, and rice

If you came from the desert and want to go into the mountains, or vice versa, you have to sell half of your cargo and buy new equipment, in order to travel through a different environment.

Roads. A: trail between desert and mountains
To B: really high, dry, cold, and rugged mountains
To H: level trail through oases at edge of desert
To G: through the Taklamakan desert (don't try it - Taklamakan means "go in, and you won't come out!")



Satellite image of line of oases (●) between sandy desert and snowy mountains

Traders in the Ancient World - Info-card for Place **D**

Place. This place is called the Dzungarian Gate. It is the only low pass through the mountains. In ancient times, many people traveled through this pass. (Not surprisingly, it is also the route of the only modern railroad in the whole region.) The biggest problem for traders is this fact: this cold, dry grassland has very few people.

Markets. Traders come from two directions:

- west, with horses and animal hides
- east, with silk, tea, and spices

Problem: horses are so valuable to the army that they do not let other traders cross through this area. You have two choices. You can enlist and become a soldier. Or you can sell your goods to the army.

Roads. West: miles and miles of dry grassland, with a lot of horses but very few people.
To F: good road through the Dzungarian Gate, but very dangerous unless you are with the army.



Old painting of Kazakh horseman and the eagle he uses for hunting

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Traders in the Ancient World - Info-card for Place **E**

Place. The Altai Pass is a medium high valley with very high mountains both north and south. The climate is as cold and dry as central Canada. Very few people live here. Some herders drive cattle or horses through this pass in summer.

Markets. Traders come from two directions:

- west, with horses, animal hides
- south, from G, with silk, ceramics, spices

When you get here, there might not be anyone who has anything to trade. Very few people live in this area, because it is so cold and dry.

Roads. West: nearly empty trail in dry grassland, with a few scattered groups of nomadic herders
To F: fairly good road east around the mountains, but there are some bandits and raiders.



Kazakh horsemen near Altai Pass
(photo by Dmitri A. Motti)

Traders in the Ancient World - Info-card for Place **F**

Place. Urumqi is a small town in a grassland, surrounded by high mountains on three sides. Winters are long and cold, like the area near the border between Canada and North Dakota. Few people live here. Some nomads raise horses or cattle in this area in summer.

Markets. Traders come from three directions:

- west, from D, with horses and animal hides
- north, from E, with animals and hides
- southeast, from G, with silk, tea, and spices.

Unfortunately, horses are so valuable to the army that they do not allow people to sell them to other traders. You can sell your goods to the army.

Roads. To D: good road through Dzungarian Gate, but very dangerous unless you are with the army.

To E: fairly good road around mountains, but Place E has very few people to buy things

To G: fairly good road between mountains, but there are a lot of robbers and raiders



Horse race in central Asia

Each player gets a card from one of the core places (H, L, M, N, R or S) at the beginning. Depending on the routes they choose, students can get cards for up to 4 places in a "year."

Traders in the Ancient World - Info-card for Place **G**

Place. Korla ("Core-yah") is an oasis - a place with a spring or small stream in a desert area. An important trading road goes through Korla. There are raiders to the north, but the army sometimes sends caravans through this area, so it is not as dangerous as some other places.

Markets. Traders come from three directions:

- west, with gold, glass, and animal hides
- north, with horses and animal hides
- east, with silk, ceramics, tea, and rice

Unfortunately, the horses are so valuable to the Chinese army that they do not let people sell them to other traders. If you want to go north, you have two choices. You can join the army. Or you can sell your goods to the army.

Roads. To C: through the Taklamakan desert (its name means "go in, and you will not come out")
To F: a rough road between and around mountains
To A or H: a major road along the edge of the desert



Old drawing of archer in the central Asian army

Traders in the Ancient World - Info-card for Place **H**

Place. Dunhuang is an oasis (a place with water) next to a barren, sandy desert. Because of its strategic position between mountains and desert, Dunhuang became a major trading center. It already had 75,000 people by the time of the Roman Empire. Chinese emperors built a part of the Great Wall to protect this town from the northern nomads.

Markets. Traders come from three directions:

- west, with horses, gold, glass, and jade (from C)
- east, with silk, tea, spices, and rice
- south, with animal hides and wool

Roads. To C or G: trails go around the desert through lines of oases at the foot of mountains.
To I: rough trail goes up to the villages of animal herders on the high, cold, dry Tibetan Plateau
To L: a good road through the Gansu Corridor.
This road is protected by part of the Great Wall.



Sand dunes west of Dunhuang oasis

Each player gets a card from one of the core places (H, L, M, N, R or S) at the beginning. Depending on the routes they choose, students can get cards for up to 4 places in a "year."

Traders in the Ancient World - Info-card for Place **I**

Place. This place is called Yushu. It is located where people can cross the Upper Yangtze River. It is a meeting place for the animal herders who live on the high, dry, cold Tibetan Plateau. This area is more than two miles above sea level. Summers are cool, foggy, and sometimes rainy. Winters are long, cold, and dry.

Markets. Traders come from two directions:

- north, with gold, glass, tools, and weapons
- south, with tea, spices, and tools

Unfortunately, few people live on the cold, dry Tibetan Plateau. Moreover, animal herders rarely have a lot of money or other things to trade.

Roads. H: rough trails on the high Tibet Plateau
J: even rougher trail that runs next to the canyon of the Yangtze (the main river of South China)
These trails are cold, dry, and rugged; it takes at least two months to go from Place I to either H or J.



Herders on the high Tibetan Plateau
(photo by Karl Rybeck)

Traders in the Ancient World - Info-card for Place **J**

Place. This place is called Dali. It is located in a narrow, long valley of farms and small towns. Four big rivers flow in parallel valleys. The long valleys are separated by lines of high mountains. (It looks a little like the aisles in a supermarket.) East-west travel is very hard, which helped the area stay independent from China for centuries.

Markets. Traders come from three directions:

- north, with animal hides and wool
- east, with silk, tea, and rice
- south, with spices and cloth

Roads. To K: very hilly with rough, muddy trails.
To I: very rough; it takes two months to get to the herders' camps on the cold, dry Tibetan Plateau
South: rough and muddy road
West: deep valleys separated by high mountains.
Travel is almost impossible - even today, there is no good east-west road across the canyons.



Upper Yangtze River valley
(photo by Peter Morgan)

Each player gets a card from one of the core places (H, L, M, N, R or S) at the beginning. Depending on the routes they choose, students can get cards for up to 4 places in a "year."

Traders in the Ancient World - Info-card for Place

K

Place. Place K is in the southern Sichuan Basin. A **basin** is a large area surrounded by mountains. People raise rice, other grains, and animals here. (Today, many people link the word "Sichuan" with a style of cooking that is different from the way people make food near the east coast of China.)

Markets. Traders come from two directions:

- west, from J, with pepper and other spices
- east, from M, with silk, ceramics, tea

If you come from M, you might find that no one was able to travel from J that year. The area around K has a lot of people, but they are farmers who do not often buy things from traders. They are generous and will trade food and supplies for your trip back home.

Roads. To J: very hilly with bad, muddy trails.
To M: the river flows in a narrow canyon between steep hills (the famous Three Gorges). The road is a rugged, muddy track with many steep hills.



river and farms in the Sichuan Basin
(photo by Ourima)

Traders in the Ancient World - Info-card for Place

L

Place. Lanzhou is located near one of the best places to cross the Huang He (the Yellow River). This river often floods, and it is very muddy, which gives it a brown-yellow color.

Markets. Traders came from three directions:

- northwest, with horses, gold, glass, jade, hides
- southwest, with animal hides and wool
- east, with silk, ceramics, tea, and spices.

The famous Great Wall runs close to Lanzhou, to protect from raids by northern nomads.

Roads. To H: good road through Gansu Corridor, but sometimes dangerous - go with a group.
To I: cold, dry, and rugged trails to herding camps on the Tibet Plateau; this trip takes two months
To N: busy road through rainy farming area
To O: a road that crosses the Great Wall and goes along a steep, desert canyon into an area of nomadic animal herders.



muddy Huang He (Yellow River) in Lanzhou
(photo by T. Kraus also shows today's polluted air)

Each player gets a card from one of the core places (H, L, M, N, R or S) at the beginning. Depending on the routes they choose, students can get cards for up to 4 places in a "year."

Traders in the Ancient World - Info-card for Place

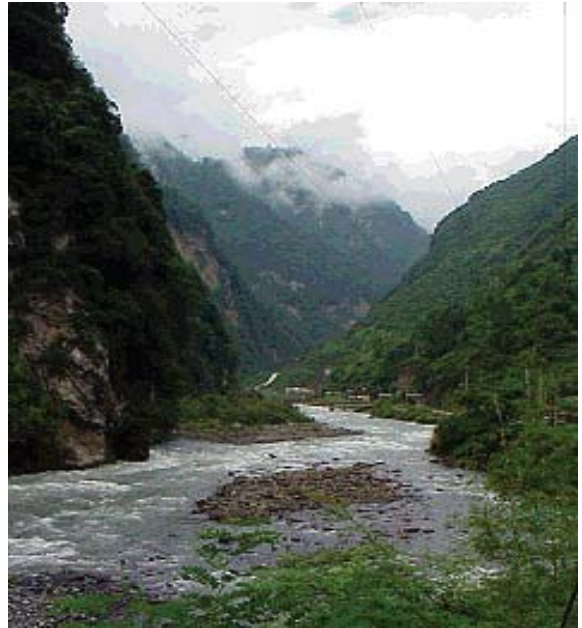
M

Place. This place is called Wanxiang. It is located in a narrow valley surrounded by steep hills. This valley is now flooded by the Three Gorges Dam. Before the dam, the river flowed too fast for boat travel. Few people live here, because it is hard to build houses or grow food on slopes that are this steep.

Markets. Traders come to this place from three directions:

- east, with silk, ceramics, and tea
- southwest, with spices and grain
- north, with gold, cloth, and weapons

Roads. To K: a road that is often muddy, in a narrow valley next to a fast-moving river
To R: a road through a narrow valley that gets wider as you go east, with farms and towns.
To N: a rough trail over many hills that are not very high but have steep slopes.



Stream in valley near the Three Gorges
(Photo by B. Stabler)

Traders in the Ancient World - Info-card for Place

N

Place. This place is called Chang'an (Xi'an). People already had farms in this fertile valley at least 6000 years ago. Chang'an was the capital of China during several dynasties, starting more than 2000 years ago. To the east, the Huang He ("He" means muddy river) often floods, ruining crops and driving people from their homes.

Markets. Traders come from four directions:

- north, with animal hides and wool
- east, with silk, ceramics, and tea
- south, with spices and cloth
- west, with gold, jade, spices, and horses

Roads. West: a road through fertile farmland.
South to M: a road over hills that are not high but have steep and dangerous slopes
North to O: a trail that crosses the Great Wall and continues into a land of nomadic herders
East to S: a highway through a crowded area - the core area of several Chinese dynasties



"Terracotta Warriors" museum near Chang'an
(life-size statues of soldiers, buried for centuries)

Each player gets a card from one of the core places (H, L, M, N, R or S) at the beginning. Depending on the routes they choose, students can get cards for up to 4 places in a "year."

Traders in the Ancient World - Info-card for Place **O**

Place. This place is called Huhhot or Guisui. Both names mean "Blue City." It has two names because the area was ruled at different times by Mongols and Chinese. It was a trading center during times when the people were not fighting. Most people around here are **nomadic herders**. They live in tents and often move to find grass for their cattle in this cold and often dry place.

Markets. Traders come from two directions:

- northeast, with animal hides and meat
- south, with silk, spices, tea, and weapons.

Trading is hard, however, because animal herders do not have a lot of money or things to trade. In fact, they sometimes just steal the goods and send the traders back home empty-handed.

Roads. To P: trails across the dry grassland
To N: a rough road along the river canyons.
To L: a very rugged trail near deep canyons



Herd grazing in eastern Mongolia
(photo by Marlene Howe)

Traders in the Ancient World - Info-card for Place **P**

Place. This place is called the Eastern Gobi. It is almost a desert, but it gets a little rain in summertime. The winters here are long, cold, and dry. Only a few people live around here. They survive as **nomadic herders**, people who live in tents because they often have to move in order to find grass for their animals to eat.

Markets. A few traders come from Place O, with silk and rice. Unfortunately, nomadic herders seldom have a lot of money or other things to trade. In fact, they sometimes just steal the trade goods and send the traders back to home with nothing.

Roads. There is no good road to Place T. People from here often joined Mongol or or Manchu armies as they came south to raid Chinese towns. These raids are the reason why Chinese emperors spent so much time and money to build the Great Wall.



Yurts (tents) of modern Mongolian herders
(photo by Marlene Howe)

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Traders in the Ancient World - Info-card for Place **Q**

Place. This place is called Guilin. It is one of the most unusual landscapes in China. It is a flat plain with some rice fields and occasional really steep hills that sometimes look like green marshmallows sticking up. The weather is hot with a lot of rain.

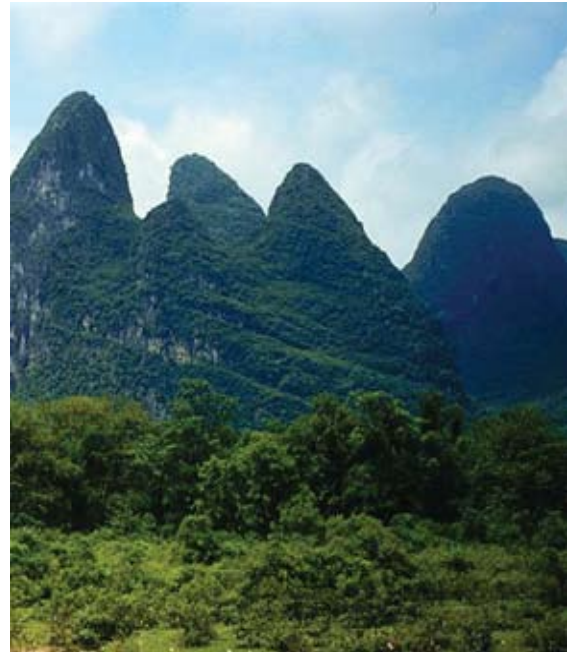
Markets. Traders come from three directions:

- north from M and R, with gold and ceramics
- southeast, with gold, cloth, and spices

It's hard to make a lot of money trading here, because the local people don't buy much.

The place is a waystation for caravans going between Yangtze Valley and southern ports.

Roads. To M, a difficult road that goes over a lot of small hills covered with trees,
To R: a road in a narrow valley, with farms and towns but also a lot of steep hills.
To V: an easy road that ends in a port where ships come from India and even Arabia.



Steep hills near Guilin (photo by Greg Chu)

Traders in the Ancient World - Info-card for Place **R**

Place. This place is called Yueyang. This city was a capital way back in the Han Dynasty. This area has a lot of rain and a long summer. This lets people grow two crops every year, which can support a very large population.

Markets. Traders come from four directions:

- north, with gold, jade, cloth, and weapons
- east, with silk, ceramics, and tea
- southwest, with spices and cloth
- west, with gold, jade, cloth

It can be hard to make money trading here, because transportation is easy and there are a lot of traders competing for business.

Roads. East to U: an easy road or boat trip
South to Q: a road that gradually goes up into a hilly area with a lot of trees
West to M: farmland at first, then a valley between steep hills covered with trees.
North to S: a road through farmland and hills



Rice fields near the Yangtze River (photo by Greg Chu)

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Traders in the Ancient World - Info-card for Place **S**

Place. This place is called Kaifeng (KI-feng). It is located near the place where boats can go from the Grand Canal to the Huang He ("He" means muddy river). Boats can move heavy loads very cheaply on the canal. It went from Beijing (north of Place T) to Shanghai (Place U). Kaifeng was already a major trading center about the year 750. The canal was especially valuable when the Huang He flooded (which happened fairly often).

Markets. Traders come from three directions:

- northeast, with millet, other grains, and fish
- southeast, with rice and tea
- west, with gold, jade, and weapons

Roads. Boats are a great way to move heavy things. Roads, however, are likely to be muddy on this flat and rainy land. This area was part of the very first river civilizations in China, but it still has problems with floods and attacks by enemy armies.



old painting of bridge over the Grand Canal

Traders in the Ancient World - Info-card for Place **T**

Place. This place is called Tianjin. It is a flat and muddy plain. The land is good for farming, but construction is hard on the swampy soil. After the Grand Canal was dug, this became a trading center. It was especially important when floods damaged the rice crop in southern China. Farmers near Places S and T could send other grains on boats to the hungry people

Markets. Traders come from three directions:

- northwest, with animal hides and jade
- east, on boats with fish and other goods
- south, with gold, spices, and rice

Roads. Canal boats are a very cheap way to move things. Moreover, roads can be muddy on this flat land. The road to the northwest goes across the Great Wall and into an area where bandits are common. Tianjin was just a crowded farming area until better boats were invented and the port became important. (Now, Tianjin has more than 10 million people!)



old painting of Tianjin harbor in the 1600s

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Traders in the Ancient World - Info-card for Place **U**

Place. This place is called Hangzhou (zh is pronounced like s in treasure). It is located at the edge of the hills on the south side of the Yangtze River floodplain. The floodplain soil can support a large number of farmers. Many centuries ago, people also discovered that they could grow very high quality tea on the hills in this mild and rainy climate.

Markets. Traders come from 3 directions:

- northwest, on the Grand Canal from Place S
- southwest, along the Yangtze River, one of the largest rivers in the world
- east, on ships carrying goods from Place V

Roads. This place has a good port for ocean ships. Boats can also carry heavy loads on the Yangtze River and the Grand Canal. If North China has a dry year, farmers can ship rice from South China. If South China has floods, farmers can ship grains from North China.



picking tea in the hills near Hangzhou
(photo by Greg Chu - see Multimedia on Tea in China)

Traders in the Ancient World - Info-card for Place **V**

Place. This place is called Guangzhou (called Canton on some older maps). The climate is hot and rainy, and the land is good for farming. The great advantage of this location is a port. Ships came here from India and Arabia as early as Roman times (100 CE). By 800 CE, Muslim traders were bringing gold, spices, and other goods from India, Arabia, Africa, and Europe.

Markets. Traders come from two directions:

- northwest, with silk, tea, and ceramics
- the sea, with gold, spices, iron, glass
(boats also travel along the coast and bring rice, tea, and silk from Place U)

Roads. To Q: slowly uphill, on a road that is often washed out by strong thunderstorms. The weather can be especially bad in the fall, because of hurricanes. The Pearl River is a good place for sailing ships to land.



old painting of ship near Canton in the 1600s

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