

Daniele Tascini  
Simone Luciani

# Marco Polo II

IN THE SERVICE OF THE KHAN



# CONTENTS AND SETUP FOR 4 PLAYERS

## CONTENTS

- 1 Game board
- 1 First player marker (hourglass)
- 4 Player boards
- 7 City bonus markers
- 7 Character tiles
- 10 Outpost bonus tiles
- 16 Guild seals
- 18 Offer tiles
- 49 Contracts (42 red and 7 blue)
- 68 Coins (40×1, 18×5, 10×10)
- 4 50/100 point cards
- 14 Goal cards
- 25 City cards
- 18 Gold bars (14 small and 4 large)
- 18 Silk bundles (14 small and 4 large)
- 19 Pepper bags (14 small and 5 large)
- 26 Jade pieces
- 26 Camels (20 small and 6 large)
- 12 Figures (3 each in blue, yellow, green, and red)
- 26 Dice (5 each in blue, yellow, green, and red, along with 6 black)
- 44 Trading posts (11 each in blue, yellow, green, and red)
- 4 Player aids
- 1 Rulebook and 1 supplement

**1** Place the **game board** within easy reach of all players. Place the **50/100 point cards** next to the "50" space on the score track.

**2** Shuffle the **14 goal cards** facedown and place them next to the board.



The remaining components will be discussed on page 4.



Back: improved guild seal

Front: basic guild seal



**13** The player who most recently returned from a journey is the first player and takes the **first player marker**.



**12** Place the **6 black dice** on the board space showing black dice. The die faces do not matter.

**11** Sort the **16 guild seals** by type into 4 piles and place them next to the board, with the basic sides faceup.



(see page 15 for 2–3 player setup rules)



Goal card front

**3** Place the **coins** (68 coins in denominations of 1, 5, and 10) next to the board to form a supply. Coins are not component-limited; use a substitute if they run out.



Gold



Silk



Camels

**4** Place the **goods** (gold, silk, pepper, and jade) and **camels** next to the board to form a supply. Goods are not component-limited; use a substitute if they run out.

**Note:** 1 large good or camel represents 3 of that good or camel.



Pepper



Jade

**5** Randomly place 1 **city bonus marker** on each of the 6 cities with city bonus spaces. Return the unused city bonus marker to the box.



**6** Randomly place 1 **outpost bonus tile** onto each city with an outpost bonus tile space.



City card front



City card back



**7** Shuffle the 25 **city cards** facedown. Place 1 card faceup on each of the 6 city card spaces next to cities. Place 2 more cards faceup on the city card spaces in the action area of the board. Place the remaining city cards next to the board as a facedown deck.

**8** Shuffle the 7 **starting contracts** and set them aside (see page 4 for details on player setup.)

Shuffle the remaining 42 **contracts**. Place 1 contract faceup on each city contract space. Place the remaining contracts facedown next to the board.



Contract pile



Starting contracts

Offer tile

**10** Sort the 18 **offer tiles** into 3 piles by number; each offer tile is numbered "I," "II," or "III." Shuffle the 3 piles separately, then randomly return 1 tile from each to the box. Place the 3 piles faceup next to the board, then take the top offer tile from each pile and place them faceup on their corresponding locations on the board.



Characters



Back

**9** Place the 7 **character tiles** faceup next to the board.

# PLAYER SETUP

**1** Choose a color. Take the **player board** of that color and place it in front of you.

**2** Take the 5 **dice** in your color, roll them, and place them on your player board.

**3** Take the 11 **trading posts** in your color and place 1 on each space with a trading post in the top-left corner of your board.

**4** Draw 1 **starting contract** and place it faceup on one of the two active contract spaces on your player board.

**5** Place 1 **figure** in your color on Beijing. Then place another figure in your color on space "50" of the score track. Set the third figure aside; you will need this figure only if your character is Mailin and Tian Chin (see supplement page 3.)

**9** Look at the 3 facedown goal cards in front of you and choose 1 to keep, returning the other 2 to the box. The goal cards are described in the supplement.

**10** Take a player aid and place it in front of you.

**2** Take the 5 **dice** in your color, roll them, and place them on your player board.

**3** Take the 11 **trading posts** in your color and place 1 on each space with a trading post in the top-left corner of your board.

**4** Draw 1 **starting contract** and place it faceup on one of the two active contract spaces on your player board.

**5** Place 1 **figure** in your color on Beijing. Then place another figure in your color on space "50" of the score track. Set the third figure aside; you will need this figure only if your character is Mailin and Tian Chin (see supplement page 3.)

**9** Look at the 3 facedown goal cards in front of you and choose 1 to keep, returning the other 2 to the box. The goal cards are described in the supplement.

**10** Take a player aid and place it in front of you.




**6** Take 3 camels and place them on your player board, then take 8 coins and place them in front of you.

**7** Draw 3 goal cards. Keep them facedown in front of you for now.

**8** Shuffle the 7 character tiles, then reveal a number of characters equal to the number of players plus 1. Starting with the last player and continuing in reverse clockwise order, each player chooses 1 character and places it faceup in front of them. Return the unused characters to the box. Individual character abilities are described in the supplement.



# ABOUT THE RULES

If you are already familiar with *The Voyages of Marco Polo*, then you can skip some sections of this rulebook, which are the same as the corresponding rules in the original game. Be sure to read any rules marked with the gold seal ; the rules and actions described in these sections are either changed or completely new.



## INTRODUCTION

The voyages of Marco Polo continue in this epic follow-up to *The Voyages of Marco Polo*. After traveling to Beijing, your travels now take you back to the west in the service of the Khan, sending you to the farthest reaches of his empire in search of wealth and fame. The journey will present unique challenges, with new and different actions, new scoring rules, and a new good: rare and valuable Chinese jade. Familiar elements such as completing contracts to gain rewards and visiting cities to gain bonuses remain from the original game.

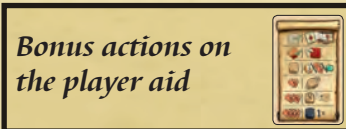
Each round, players roll their dice and place them on action spaces on the board in order to resolve the corresponding action. Players take turns in clockwise order, continuing until all players have used all of their dice, at which point the round ends. The game continues for 5 rounds, after which players resolve final scoring. See pages 15 & 16 for a detailed summary of a game round.

## A GAME TURN

During your turn, you must choose 1 or more dice from your player board and place it on the action space of your choice on the board. You can place your dice on either an empty brown space, an empty blue space, or an occupied blue space (you cannot place dice on a brown space that already has dice on it). You immediately resolve the corresponding action.



Before or after your normal action, you may also resolve 1 or more bonus actions. See the player aid for a summary of bonus actions.



As long as you have any dice left, you must choose and resolve an action. Once you are out of dice, you automatically pass all remaining turns this round. After you take your turn, the player to your left takes their turn, with play continuing clockwise until all players have used all of their dice, at which point the round ends.

## THE BOARD

There are 7 actions you can resolve:

1. **BOOKS** (pages 6 & 7)
2. **KHAN'S FAVOR** (page 7)
3. **GUILD SEALS** (page 7)
4. **TRAVEL** (pages 8–10)
5. **CONTRACTS** (page 10)
6. **SPECIAL CITIES** (page 11)
7. **CITY CARDS** (page 11).



Additionally, there are 6 **BONUS ACTIONS** you can resolve, either before or after resolving your normal action (pages 12 and 13):

- Complete 1 contract
- Improve 1 guild seal
- Money bag
- Reroll 1 die
- Change 1 die result by 1
- Take 1 black die



# ACTIONS

Keep the following in mind when resolving actions:

- You use only your own dice, not other players' dice.
- You must use as many dice as are shown on the action space you want to use.
- You can place your dice on either unoccupied spaces or occupied blue spaces, not occupied brown spaces.
- In order to use an occupied blue space, you must pay coins, as detailed under "Additional Points" on page 14. You cannot use an occupied brown space.
- Each player color (blue, yellow, green, red) can be used on each action space only once each round.
- After placing your dice, immediately resolve the corresponding action.
- The **lowest-numbered die** you place on an action space **determines how many times you can resolve the corresponding action, or how much you get from that action.**
- If you could resolve an action multiple times, you can choose to resolve it fewer times than the maximum allowed, but you must always resolve the action at least once.



## How is an action carried out?

1. Place your dice on an available action space.
2. Pay coins if the space is already occupied.
3. Resolve the action

## 1. BOOKS

There are 3 books on the game board, with action spaces that allow you to take goods, camels, and coins.



### Sequence:

1. Place your dice on 1 of the 4 available action spaces.
2. Choose 1 of the available offers.
3. Take the goods and add them to your player board.

### 1. Place your dice on 1 of the 4 available action spaces.

The first 2 books have 1 action space each. The third book has 2 separate action spaces.

Place your dice, keeping the following in mind:

**Example:** You place 1 die on this action space.



You can place any die value here.



You must place at least a 3-value die here.



You must place at least a 5-value die here.

The third book's action spaces are separate. If you placed a die on one of that book's action spaces earlier in the round, you can still place another die onto the second action space later in the round.

### 2. Choose 1 of the available offers.

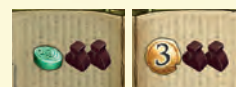
Each round, the offers on the books change (see "New Offers", page 16.) Each action space gives you a choice of 4 different offers, from which you must choose 1. The top 2 offers do not cost anything to take, while the bottom 2 cost either 1 or 2 jade.

Free offers }



{ Costs 1 or 2 jade

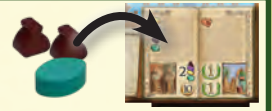
You choose 1 of the 4 offers.



### 3. Take the goods and add them to your player board.

Take everything shown on your chosen offer from the supply, placing the goods and camels on your player board and placing the coins in front of you.

*You take 1 jade and 2 pepper from the supply and place them on your player board.*



## 2. KHAN'S FAVOR

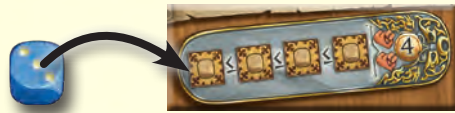
Place exactly 1 die on the Khan's Favor action space, then take 4 coins and 2 camels from the supply.



### SPECIAL RULES

The first player each round to seek the Khan's favor places their die on the leftmost Khan's Favor action space and takes the reward. The next player who wants to use this action must place their die on the next space to the right, and **must place a die showing a value equal to or greater than** the last die place on the action space.

**1** *Example: You place a 3-value die on the first Khan's Favor action space, taking 4 coins and 2 camels from the supply.*



**2** *Red must place at least a 3-value die on the next Khan's Favor space in order to resolve this action. Red places a 4 and also takes 4 coins and 2 camels.*



There are only 4 spaces on the Khan's Favor. Once all 4 spaces are full, this action cannot be used again this round. Each player color can be used only once each round here.

## 3. GUILD SEALS

There are 4 different types of guild seals, each of which have specific benefits. To take a guild seal, place exactly 2 dice on the Guild Seals action space. As always, the lower-value die determines which guild seal you can take. Take 1 guild seal and place it in front of you, with the brown basic side faceup. Then, take a one-time jade bonus, depending on the seal you took.



If your lowest die is at least a...



...1, you can take the farmer's guild seal.



...2, you can take the spicer's guild seal and 1 jade.



...3, you can take the tailor's guild seal and 2 jade.



...4, you can take the jeweler's guild seal and 3 jade.

You can only have 1 of each guild seal.

You can improve your guild seals during the game ✓ as a bonus action during your turn. See "Bonus Actions" on pages 12-13.



Front side: basic

Reverse side: improved ✓

*What do guild seals do?* - There are 4 benefits to having a seal:

- Some routes on the game board can be traveled only if you have the matching guild seal. See "Travel" on page 8.
- Each improved guild seal ✓ provides a bonus, both immediately after being improved and at the start of each round (shown by this icon: !).
- The Special Cities provide an additional bonus for improved guild seals ✓.
- Some goal cards require improved guild seals ✓, and will score you points during final scoring.



## 4. TRAVEL

The Travel action lets you move your figure on the board. The Travel action has 3 separate action spaces. Because these actions are separate, even if you have already used 1 of them this round, you can still use the other two with dice of your color later in the same round. Based on the space used, place 1, 2, or 3 dice.



### Resolving the Travel action

1. Place your dice.
2. Pay the action space costs.
3. Pay the travel costs.
4. Move your figure and place 1 trading post.

#### 1. Place your dice.

Depending on the action space you chose, you must place a different number of dice. Each action space shows the maximum number of locations you can move. The lowest-value die you place determines how many locations you can move, **even if the action space would allow for more.**

You can always move fewer locations than you are allowed to, but you must always move at least 1 space.

#### 2. Pay the action space costs.

If you chose the lower Travel action space, you must pay 2 coins to move 1 location.

#### 3. Pay the travel costs.

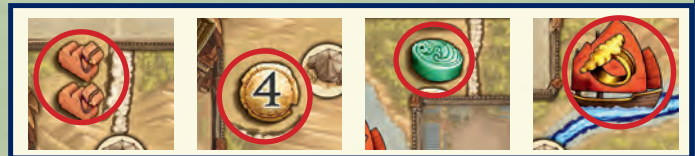
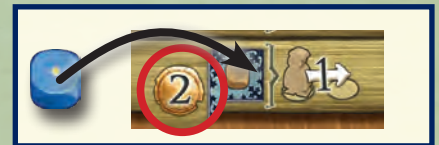
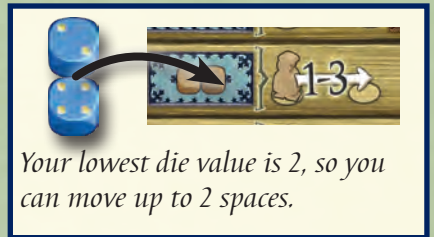
You must pay the travel costs for your movement. Each route between locations on the board shows the necessary travel costs to move along it. Costs can include camels, coins, and/or jade, which you pay to the supply. You must pay the entire cost to travel on a route before doing or receiving anything else.

Some routes show guild seals. You need to **have** the matching guild seal in order to move along that route, but you **do not spend** the guild seal to do so; you only need to have it. It does not matter if the guild seal has been improved.

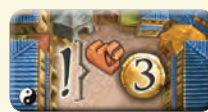
#### 4. Move your figure and place 1 trading post.

You move from location to location, moving through cities and oases. You cannot stop between two locations. If your travel action **ends** in a city in which you don't already have a trading post, you must place a trading post there. Each city has room for 4 trading posts, 1 for each player.

- If your travel action ends in an oasis, nothing happens.
- If you place a trading post in a city with a bonus marker, you immediately receive the bonus shown (see the supplement for symbols.) Leave the bonus marker on the city. At the beginning of each future round, you will receive the bonus again.
- If you place a trading post in a city with a card, starting on your next turn, you can use a die to use the actions on any city cards located there (see page 11.) The card remains on the city.



**Example:** You place a trading post in the city and immediately receive the bonus.



You take 1 camel and 3 gold.





**Example:** *You place your trading post in the city.*



Starting next turn, **You** can place a die to use the city card there.

- If you place a trading post in a city with contracts, you may immediately take 1 of the 2 contracts available there, placing it on your player board. At the end of your turn, replace the contract you took with a new one from the facedown pile.

**Example:** *You place your trading post in the city.*

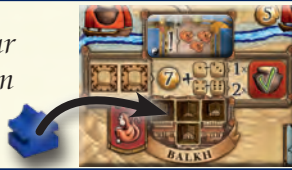


**You** take 1 of the 2 contracts available there. **You** can now use the Contracts action to take more contracts from this city (see page 10.)



- If you place a trading post in a special city (Baghdad, Balkh, and Hormuz), you immediately receive the bonus shown (see the supplement.) Leave the tile on the special city. At the start of each round, you receive that bonus again. Additionally, starting during your next turn, you can use that city's action.

**Example:** *You place your trading post in the city.*

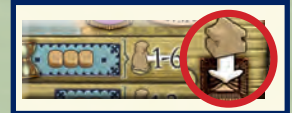


**You** immediately take the bonus of 3 camels. Starting next turn, **you** can use the city's action.



**Kashgar Special Rule:** Kashgar, in the top-left of the game board, has both a city bonus marker and a city card. If you place a trading post in Kashgar, you immediately receive the bonus, and can use the city card there during your next turn.

If you chose the upper travel action space (requiring 3 dice), at the end of your movement, you can place **1 additional trading post** in a city you moved through this turn, but you receive bonuses from placing trading posts only at the end of your movement.



### Additional Rules

- When placing trading posts, start with the one in the top-left corner of your player board and continue going down and to the right. Unless you used the upper travel action space, you do not place any trading posts in cities you moved through during your turn, only the city you end on.
- When you place your ninth or tenth trading post, immediately score 5 points (5) each. When you place your eleventh trading post, immediately score 10 points (10).
- You can move back and forth, and you can end your movement in the same space multiple times, but you can never have more than 1 trading post on any location.
- The Travel action determines the first player for the next round; see page 14.



### Outpost Bonus

If you are the **first player to place a trading post** in a city with an outpost bonus, you immediately receive that bonus. Take the bonus shown from the supply, then remove the outpost bonus tile from the city, returning it to the box.



## SPECIAL RULES

- All players start the game in Beijing. If your figure moves back to Beijing, you **do not place a trading post on Beijing**.
- If you have placed all of your trading posts and must place another one, you must move an existing trading post from its current location to the new location.

### Travel action example:

**1** You place 2 dice (3 and 5) on the middle action space.



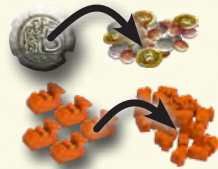
**2** You don't have to pay any action space costs, since the space is empty and there are no printed costs.

**3** You want to travel from Yangzhou to Pagan, passing through Fuzhou and an oasis. You pay 5 coins and 5 camels.



**4**

You move your figure 3 spaces. You place a trading post in Pagan only, because your travel ended there. If you had chosen to the upper action space instead, you could have also placed a trading post in Fuzhou, since you moved through it.



## 5. CONTRACTS

To take contracts, you must have at least 1 trading post in a city with contracts.

Place 1 die of any value on the Contracts action space. You can then take 1 or 2 contracts from any cities in which you have trading posts. You can take both contracts from 1 city, or 1 each from 2 different cities. Place the contracts you took on active contract spaces on your player board.

After taking contracts, take 3 coins from the supply.



**1**



You place a die on the Contracts action space.

**2**



You have trading posts in 2 cities with contracts. You can take up to 2 of the contracts available, placing them on your player board. You then take 3 coins.

**3**



### Additional Rules

- There is space on your player board for 2 active contracts. When you take new contracts, if you do not have space for the new contracts, you must discard existing contracts until you have space for them, placing normal contracts on the bottom of the contract pile and returning starting contracts to the box.
- You must complete a contract to get any reward from it (see page 12.)

#### Example:

You take a contract, but don't have space for it on your player board. You discard 1 of your existing contracts, placing it on the bottom of the contract pile, then place the new contract on your player board.



- At the end of each turn, refill all empty spaces in contract cities by drawing contracts from the pile and placing them faceup on the board. All contract spaces on the board should be full at the start of each player's turn.

### SPECIAL RULES

- You cannot take a contract from the board and immediately discard it to the bottom of the contract pile. You must place new contracts on your player board.

## 6. SPECIAL CITIES

There are 3 special cities on the board: Baghdad, Balkh, and Hormuz, which have both city bonus markers and their own action spaces. To use these action spaces, you must have a trading post in that city.

Special cities have 2 brown action spaces, each requiring 1 die. Both spaces are part of a single, larger space. To use the action, place 1 die on 1 of the action spaces. Dice of each player color can be present only once in the larger overall space. Since you cannot have more than 1 die on a special city, you must use a black die to use the action a second time (see page 14.)

*You have a trading post in Hormuz. You can place a die on the action space to use that action.*

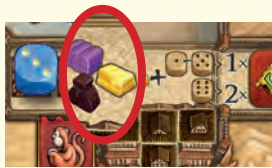


### What does this get you?

- First, take the reward shown from the supply. You always take the same reward, regardless of die value.
- Second, if you have an **improved** guild seal of the corresponding type, you also immediately gain the bonus shown on the seal. The die value determines whether you get the guild seal bonus once or twice, as shown on the space.

#### Example:

**1** You place a 3-value die on the Baghdad space.



**2** You take:



**3** Additionally, you take 2 camels (1x the bonus shown on your improved jeweler's guild seal.)



## 7. CITY CARDS

Some cities have city cards on them. To use a city card, you must have a trading post in the corresponding city. You must then place 1 die on the city card's action space to resolve that action. See the supplement for details on individual city actions. For most cards, the die value determines how many times the action can be resolved.

City cards can be used only once per round. Once a player has occupied a city card space with a die, no one else can use that action until the start of the next round.

*You have a trading post in Xanadu. You place a die on the card and resolve the action.*



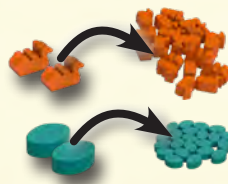
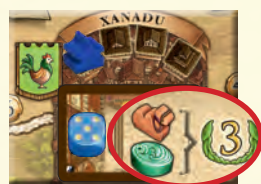
You place 1 die here. This space can only ever be occupied by a single die.



The city card action you can resolve.

#### Example:

You place 1 die with a value of 5 on this city card. Since you placed a 5, you can resolve this action up to 5 times.



You pay 2 camels and 2 jade to resolve the action twice, scoring (2 x 3 =) 6 points.

There are 2 additional city cards in the action area of the game board. There are 2 differences between these cards and normal city cards:

- The two cards change at the start of each round (see page 16.)
- These actions are not tied to any one city, so you can use them from the beginning of the game, without requiring any trading posts.



# BONUS ACTIONS

During your turn, you can resolve 1 or more bonus actions **before or after** your normal action (**not during** your action). Bonus actions are summarized on your player aid.

## Bonus Actions

1. Complete 1 contract
2. Improve 1 guild seal
3. Money bag
4. Reroll 1 die
5. Change 1 die result by 1
6. Take 1 black die



Player aid

### 1. Complete 1 contract

Each contract has 2 sections: the left side of the contract shows the camels and goods necessary to complete the contract, while the right side shows the reward you will receive for doing so. See the supplement for a summary of the icons.



- You can only complete contracts on the active contract spaces of your player board.
- To complete a contract, you must have the required camels and goods on your player board. Pay all of the required camels and goods shown on the left side of the contract by returning them to the supply.
- You immediately receive all of the rewards shown on the right side of the contract. You will always receive points and another reward for completing a contract.
- Place the completed contract facedown in the completed contracts space on your player board.

#### Example:

1



**You** want to complete this contract on your player board.

2



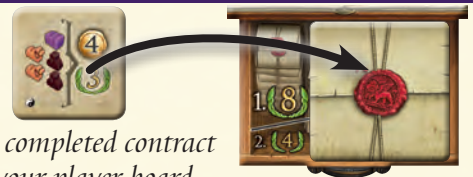
**You** pay 2 camels, 1 silk, and 2 pepper

3



**You** have completed the contract, and receive 4 coins and 3 points.

4



**You** place the completed contract facedown on your player board.

### 2. Improve 1 guild seal

To improve a guild seal, you must pay the costs shown next to the ✓ symbol (not anything shown in red below). When you improve a guild seal, flip it over from the brown basic side to show the improved red side with the ! bonus icon. You immediately receive the bonus shown, and receive that bonus again at the start of each subsequent round.

**Example:** **You** want to improve your jeweler's guild seal. You pay the costs (9 coins and 2 gold) and turn the tile over. You immediately receive the bonus of 2 camels.





### 3. Money Bag

Place exactly 1 die onto the money bag on the game board. Take either 3 coins, 2 camels, or 1 jade from the general supply.

- There are no additional costs for this bonus action, even if other dice are already on the money bag.
- The value of the die used for this bonus action does not matter. You always get either 3 coins, 2 camels, or 1 jade.
- As long as you have dice left, you can use the Money Bag bonus action multiple times, using multiple dice in your player color.
- If you use the Money Bag action before your normal action, and still have dice left over, you must also resolve a normal action.

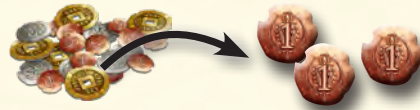
**Example:**

**1**



*You place a die on the Money Bag.*

**2**



*You take 3 coins from the supply.*

### 4. Reroll 1 die

You can pay 1 camel to reroll 1 of your dice once.

**Example:**

**1**



*You pay 1 camel.*

**2**



*You reroll 1 of your dice.*

### 5. Change 1 die result by 1

You can pay 2 camels to change 1 of your die results up or down by 1. You cannot change a 6 to a 1, or vice versa.

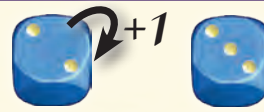
**Example:**

**1**



*You pay 2 camels to change a die result by 1.*

**2**



*You choose to change a 2 to a 3.*

### 6. Take 1 black die

You can pay 3 camels to take 1 black die from the supply on the game board. Immediately roll it and add it to the remaining dice on your player board. You can do this bonus action **only once each turn**. However, you can take additional black dice during the same turn as a reward from some contracts.

Return all black dice to the game board at the end of each round.

**Example:**

**1**



*You pay 3 camels to take a black die.*

**2**



*You take a black die, roll it, and place it on your player board.*

### Additional Rules

- You can resolve the same bonus action multiple times each turn (except for taking black dice). You must pay for each bonus action separately.
- You cannot resolve a bonus action during your normal action.
- You can change the values of your black dice using bonus actions.

# CLARIFICATIONS

## USING AN OCCUPIED ACTION SPACE

**Blue action spaces** can be occupied by **multiple players** and multiple dice. **Brown action spaces** can be occupied only by **1 player** and 1 die each round.

- If you want to use an occupied blue action space, **you must pay to do so**. You must pay a number of coins equal to the die value of the **lowest-value die** you are using to resolve that action. The number and value of dice already present do not matter; all that matters is the value of your dice.

**Example:** There are already 2 **red** dice on the Guild Seals action space (which is blue). **You** also want to buy a guild seal. **You** place 2 dice (1 & 3) on the action space.



2



**You** pay 1 coin because your lowest die value was a 1. **You** then take a guild seal.

- Place your dice on top of any dice already present on a blue action space. This is particularly important for the Travel action spaces, to make it easy to tell who used the action last.

## BLACK DICE

- Black dice do not count as any player color (blue, yellow, green, red). You can use black dice to use an action space again after using dice of your own color on it earlier in the round.
- You can combine black dice with your own color, but when doing so you must follow the rule of only using dice of your color once per action space.
- You can use as many black dice on a blue action space as you choose.

**Example:**



**You** have already taken contracts this round, and cannot place another blue die on this space. However, **you** have a black die, which you can use to take more contracts from this space.



## COMPENSATION FOR LOW DIE ROLLS

After rolling dice at the start of a round, if the sum total of all your dice values is less than 15, you receive compensation in the form of coins or camels. You can take 1 coin or 1 camel for each point of difference between your total and 15. You can take any combination of coins and camels.

**Example:**



**You** rolled a total of 13. **You** can take 2 points of compensation: 2 camels, 2 coins, or 1 camel and 1 coin.

## JADE THE SPECIAL GOOD

Jade is a good like pepper, gold, and silk. You need it for contracts, city cards, and travel costs. However, jade can also count as **1 coin** or **1 camel**. Whenever you need to pay coins and/or camels, you can pay some or all of the cost with jade.

## THE FIRST PLAYER

Whenever a player uses the Travel action, the first player for the next round can change. If you use a Travel action space that is **higher than or equal to** any previously-used Travel action spaces, you become the first player for the next round. If you are the new first player, take the hourglass to indicate this. If no one travels during a round, the first player does not change.



**Example:** **You** use the middle Travel action space. **Green** had previously used the same action space, but since you have used an equal space, you take the hourglass and will be the first player during the next round, if no one else uses either the upper or middle Travel action spaces.








# END OF GAME AND FINAL SCORING

## END OF GAME

The game ends after 5 rounds have been completed. The number of offer tiles remaining shows how many rounds are left. The final round of the game will have the last offer tiles on the board.

## FINAL SCORING

During final scoring, you score points for the following:

- For each **improved guild seal**  shown on your **goal card** that you have acquired, score the indicated points. 
- For each **different shield** on cities with **your trading posts**, score points as shown on the track (see the supplement pages 2 & 3 for details.) All of your +1 shields are counted here as well. 
- For **every 2 goods** (pepper, silk, gold, and jade) you have, score **1 point**. **Camels are not goods**. 
- For every **10 coins** you have, score **1 point**.
- The player(s) who **completed the most contracts** score **8 points**. The player(s) who **completed the second-most contracts** score **4 points**. (**Exception:** In a 2-player game, second place is not awarded for contracts.) 

The player with the most points wins the game!

## TIEBREAKERS

In the event of a tie, the tied player with the most camels wins the game. If there is still a tie, the tied players share the victory.

# PLAYING WITH 2 OR 3 PLAYERS

## 3 PLAYERS

During setup, use only 5 black dice, returning the remaining die to the box.

Additionally, place 1 die in an unused player color showing a value of 1 on the first space of the Khan's Favor action. This die remains there for the entire game.

## 2 PLAYERS

During setup, use only 4 black dice, returning the remaining dice to the box.

Additionally, place dice in unused player colors onto the following spaces

- 2 dice (both showing a value of 1) on the first 2 spaces of the Khan's Favor action.
- 1 die of value 1 on 1 action space in each special city (Baghdad, Balkh, and Hormuz)
- 1 die of value 5 onto the lower blue action space of the third offer tile of the Books action.

These dice remain there for the entire game.

During final scoring, do not award second-place points for the most completed contracts.



# A GAME ROUND

## START OF A NEW ROUND

*At the start of each round:*

1. Retrieve all dice
2. Place new offer tiles
3. Award city and character bonuses
4. Add new city cards to the action area
5. Roll all player dice, and resolve compensation if necessary

### 1. Retrieve all dice

Retrieve all your dice from the board and place them in front of you. Do not roll them yet. Return all black dice to the game board.



### 2. Place new offer tiles

Return the 3 offer tiles currently on the game board to the box. Take the topmost tiles from the offer tile piles and place them on the empty spaces. Since the offer tiles are faceup, you can always see what the offers will be next round.

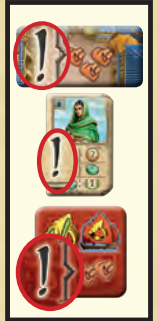


### 3. Award city and character bonuses

All tiles with this symbol ! provide a bonus now.

You receive bonuses from:

- all **city bonus markers** in cities where you have a trading post.
- your **character**.
- all of your **improved guild seals**.



See the supplement for a summary of symbols and characters.



### 4. Add new city cards to the action area

Return the city cards from the action area to the box. Draw 2 new city cards from the deck and place them in the action area.



### 5. Roll all dice, resolving compensation if necessary

All players roll their dice simultaneously. If you roll less than 15, you receive compensation in the form of camels and/or coins. Place the rolled dice on your player board. After all players have rolled their dice, the new round begins.

## GAME ROUND

Players take turns in clockwise order starting with the first player, and continue until all players are out of dice.

### An individual turn:

#### 1. Resolve bonus actions (optional)

You can choose to resolve bonus actions before your normal action. You can resolve as many as you want.

#### 2. Resolve 1 normal action (mandatory)

Choose 1 normal action and place the necessary dice on the board to resolve it. Resolve the action immediately.

#### 3. Resolve bonus actions (optional)

You can choose to resolve bonus actions after your normal action. You can resolve as many as you want.

### CREDITS

Game Design: Daniele Tascini & Simone Luciani

Art: Dennis Lohausen

3D Rendering: Andreas Resch

English Translation: Patrick Korner

Z-Man Games Team

Producer: Michael Sanfilippo

Publisher: Steven Kimball

### PUBLISHED BY



© 2019  
Hans im Glück  
Verlags-GmbH  
Birnauer Str. 15  
80809 Munich,  
Germany



**Z-MAN**<sup>®</sup>  
games

1995 County Road B2 West  
Roseville, MN 55113 USA  
651-639-1905  
info@ZManGames.com

Z-Man Games is a © of Z-Man Games. Fantasy Flight Supply is a TM of Fantasy Flight Games. Actual components may vary from those shown. NOT INTENDED FOR USE BY PERSONS AGE 12 OR YOUNGER.

Imported and Distributed in the EU by:  
Enigma Distribution Benelux B.V. Wethouder Den Oudenstraat 8 5706 ST Helmond, Holland

Asmodee Nordics, Vaseholmen 1 2650 Hvidovre Danemark

Asmodee United Kingdom, Unit 6 Waterbook Road, Alton Hampshire, GU34 2UD, United Kingdom

