



Marco Polo SUPPLEMENT



SYMBOLS – What do the various symbols mean?

The various symbols are explained here. Whenever you see the same symbol, it has the same meaning. If you see something you don't understand, please have a look here.

GOODS, CAMELS, COINS, AND VICTORY POINTS



These are the symbols for 1 gold, 1 silk, 1 pepper, and 1 camel. These symbols represent the wooden pieces in the game.



You can choose from the indicated goods (gold, pepper, or silk). There is also a variant allowing you to choose 1 or 2 goods. If you are allowed to choose 2 goods, then they must both be **different**.



These are the symbols for coins and victory points.

OTHER SYMBOLS



Take the **top** contract from the **special pile** and place it, faceup, onto one of your active contract spaces. If both spaces are occupied, then you can choose either discard one of your existing contracts or decline to take the new one. In either case, add the unwanted contract to the bottom of the special pile.



Move your figure one space on the map. You do not need to pay the basic movement cost, although any additional costs (camels or coins) must still be paid. Place a trading post as usual if your movement ends in a small or large city.

Note: If a player cannot benefit from that movement, for example, because he does not have the necessary camels, that movement is lost.

Hint: Extra moves may allow you to place multiple trading posts in the same turn. For example, if after traveling, you get an extra move that takes you into another city.



Take 1 black die from the supply on the board. Roll it immediately and add it to your player board. You can use the die during the current round, after which you must return it to the board. Black dice are limited. If none are available on the board, then you cannot take one.



The exclamation point is a reminder that bonuses are awarded at the beginning of a round, see page 16 of the main rules.

You can find the exclamation point on City Bonus markers as well as on several characters.

CITY BONUS MARKER – SPECIAL NOTE



If you have a trading post in the small city with this bonus marker, then you can choose one of the other city bonuses each time bonuses are awarded. You can choose a different bonus each time, and you do not need to have a trading post on the city whose bonus you choose.

CITY CARDS – SPECIAL NOTE



Note: When using a City card to move more than once with the same action, you may only place a trading post in the small or large city where you end your movement. You **may not** place a trading post in any city you move through.



The die values determine what you receive.

Example: Alice places 1 die (a 2). She takes 1 silk from the supply.



You can exchange items, either goods for camels (or vice versa) or victory points for coins (or vice versa).

SYMBOLS – What do the various symbols mean?



This means that the completed contracts (i.e. in your drawer) are taken into account. You do not have to pay anything.

Note: The die value determines how many contracts are scored. If you have completed more contracts than the number on your die, then you only count as many as the die value. You may also place a die value higher than the number of completed contracts you have.



Example 1: A player places 1 die (a 3) on this city Card that gives 2 coins per completed contract. That player has 4 completed contracts. However, since she placed a 3, she receives 2 coins for only 3 of her 4 completed contracts, for a total of 6 coins.

Example 2: A player places 1 die (a 5) on this same City card. She has only completed 2 contracts. She receives coins for her 2 completed contracts (for a total of 4 coins), even though she placed a 5.



This means that the trading posts you have on the board are taken into account. You do not have to pay anything.

Note: The die value determines how many trading posts are considered. If you have more trading posts on the board than the number on your die, then you only count as many trading posts as the die value. You are also allowed to use a die value higher than the number of trading posts you have on the board. This is similar to completed contracts . See the previous point for more information.



Choose a small city in which you have a trading post. You receive that city's bonus.



If the player can choose more than one city, that player must then choose **different** cities in which they placed a trading post.



Example 1: Adele places 1 die (a 5) on this City card. She must now choose two different cities where she owns a trading post to receive their bonus. She only has a trading post in cities **A** and **C**. Consequently, she receives the bonus from these two cities.



Example 2: Alice places 1 die (a 4) on this City card. She can pay up to 4 coins to use the bonus from 4 cities in which she has a trading post. She pays 3 coins to receive the bonus from cities **A**, **E**, and **F**, cities in which she has a trading post.



Trade **either** 1 camel for 3 coins **or** 1 coin for 1 camel as many times as the number on the die you used. If you want to carry this action out multiple times, then you must make the same exchange each time.



Example: A player places 1 die (a 5) onto this City card. He must therefore choose to either trade 5 camels in for 15 coins or 5 coins in for 5 camels.



You receive twice as many coins as the number on the die.



Example: Alice places 1 die (a 5) on this City card. She receives twice that number in coins, for a total of 10 coins.

GOAL CARDS – What do you get for them?

Each player has 2 **Goal cards** for which he or she scores victory points at the end of the game. Each card shows two **specific cities** (both large and small). You need to have trading posts in those cities at the end of the game to score any points. Goal cards always feature the same components:

These cities are the ones your goal is to have trading posts in at the end of the game.

This shows where the required cities are located on the map.

This table shows how many additional victory points you will score for being in multiple goal cities.



This shows how many victory points having trading posts in **both** cities is worth.

1. Have a trading post in both indicated cities.
2. Have trading posts in multiple goal cities.

GOAL CARDS – What do you get for them?

1. Have a trading post in both indicated cities.

If you have 1 trading post in both of the required cities at the end of the game, then you score the victory points indicated on the right hand side of the Goal card. If you only have a trading post in one of the two, then you score nothing.

Each of a player's two Goal cards are scored as such.

Example:

Green has these 2 Goal cards. He has completed one of his 2 Goal cards. He placed a trading post in Lan-Zhou and Kochi, which gives him 4 points.



Green did not complete his second Goal card. Even though he placed a trading post in Sumatra, he is missing one in Anxi. He does not score any points for this Goal card.



2. Have trading posts in multiple goal cities.

This is where the table at the bottom of the card becomes important. The table is the same on every Goal card. Since each Goal card shows 2 required cities, and since each player has 2 Goal cards, then it is possible to be in up to 4 different goal cities.

Each city is scored that is indicated on at least 1 of your 2 Goal cards.

If you only reached 1 of the necessary cities, then you only score 1 victory point.

If you reached 2 different cities, then you score 3 victory points, etc.



Example:

Green was able to place trading posts in 3 of the 4 cities from his 2 Goal cards: Lan-Zhou, Kochi, and Sumatra. He is only missing Anxi. He has reached 3 different cities with a trading post.



Green scores 6 points for placing trading posts in 3 different cities.

Important: The cities must be different! If the same city is on both of your Goal cards, then it can only be counted once.

Example:

Yellow has the following 2 Goal cards: Moscow and Xian; Moscow and Kashgar. She completed both Goal cards by placing a trading post in each of these 3 different cities.



Yellow scores a total of 6 points for reaching 3 different cities, since Moscow was shown on 2 Goal cards.

THE CHARACTERS – What can they do?

The characters can change the normal rules of the game. Such changes take priority over the normal rules.



Raschid ad-Din Sinan

You do not roll your dice.

Whenever you choose an action, you choose the die values yourself.

Note: You cannot receive compensation (see page 14 of the main rules).

Important: You must still pay if you want to use an occupied action space.

You must also pay any additional costs when traveling (coins or camels).



Example: **Red** wants to use the "Pepper" action. She turns her die to show a 6, places it on the action space, and takes 4 pepper from the supply.



Matteo Polo

You receive the **white die** at the start of each round. Roll it and add it to the remaining dice on your player board.

You also receive the topmost **contract** in the special pile at the start of each round.

Look at page 1 of this supplement for more information.

THE CHARACTERS – What can they do?



Mercator ex Tabriz

Note : There are 3 copies of “Mercator ex Tabriz” in the game. The one you use depends on how many players are taking part. Only use the copy that matches your player count.

4 players  :

Whenever **another player** chooses to go to the bazaar, you receive **one** of the goods that the other player chose. This also counts for camels.

Example: *Green* chooses the “Silk” action and takes 3 silk. *Blue*, the Mercator, takes 1 silk.



3 players  :

Same as the 4-player version. Additionally, whenever **another player** seeks the Khan’s favor you receive **1 camel**.



2 players  :

Same as the 3-player version. Additionally, whenever **the other player** takes 5 coins, you receive **2 coins**.

Hint: The player who has the Mercator ex Tabriz should let the other players know that he is grateful for their gifts and thank them when appropriate.



Kublai Khan

You place your figure in **Beijing** (not Venezia) at the start of the game. This means that your travels will start from there.

Additionally, place **1 trading post** onto the 10 victory point space in **Beijing**.



Johannes Carpini

You can move from one oasis on the map to another during movement. Whenever you choose to travel, you are allowed to move from one oasis to another.

This counts as one move. You can start your travel on the oasis, or first move to an oasis from a city and then move to another oasis afterward. You are allowed to keep moving to another city afterward. You are only allowed to move if you have paid for the necessary spaces. You also receive **3 coins** at the start of each round.



Berke Khan

You do not have to pay anything to use an occupied action space.

Note: This **does not** allow you to use occupied City cards.



Niccolo and Marco Polo

You receive another figure with which to move across the map at the start of the game.

Your second figure also starts in Venezia.

You also receive **1 camel** at the start of each round.

Note: You are allowed to split your movement between the two figures when traveling. However, you must pay **all travel and additional costs before** moving both figures.



William of Rubruck

You receive **2 black trading posts** at the start of the game.

Add them to your other trading posts. If you manage to place **all 11 of your trading posts** by the end of the game, you score an additional **10 victory points**.

You also **place trading posts in any city**, large or small, that you **move through** while traveling. This means that you do not need to end your movement in a city to place a trading post there. However, you will only receive the bonuses from trading posts, if any, **after ending your movement**.

Note: You are allowed to move back and forth over a city, even one that you have already visited. You may still only have 1 trading post in each city.



Example: *Yellow* chooses the “Travel” action to move a total of 3 spaces.

She departs from Alexandria to go to an oasis, from there she moves directly to another oasis, and finally ends her travel in Beijing.

She places a trading post there as usual. 