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

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Gold" /></td>
<td>1 gold</td>
</tr>
<tr>
<td><img src="image" alt="Silk" /></td>
<td>1 silk</td>
</tr>
<tr>
<td><img src="image" alt="Pepper" /></td>
<td>1 pepper</td>
</tr>
<tr>
<td><img src="image" alt="Camel" /></td>
<td>1 camel</td>
</tr>
</tbody>
</table>

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.

Other Symbols

- City Bonus Marker
- Special Note

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.

- City Card
- Special Note

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).
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:

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.

**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.

**Kubilai 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.

*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.

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