**Basic Game Setup** – For your first few games...

**General Setup**
1. Place game board. Prepare supplies of coins, goods, and camels.
2. Place City Bonus markers.
   
   Fixed setup (as printed on the game board)
3. Place outpost bonuses and City cards.

**Random setup**
4. Make 5 piles, each with 6 contracts, 1 pile placed faceup on the game board. Remaining contracts form special pile.
5. Place black dice on the game board.

**4 players:** 5 black dice
**3 players:** 4 black dice, plus additional setup for 3 (page 15)
**2 players:** 3 black dice, plus additional setup for 2 (page 15)

6. Determine start player.

**Each player**
1. Take player components (only 2 figures).
   
   Dice and trading posts are placed on your player board. One player figure is placed on the 50 space of the score track, the other in Venezia.
2. Take 1 starting contract (with a blue seal).
3. Take camels and coins.

   Each player takes 2 camels,
   
   **1st player:** 7 coins,
   **2nd player (next clockwise):** 8 coins,
   **3rd player:** 9 coins,
   **4th player:** 10 coins.
4. Take 1 character - Fixed setup.
   
   **1st player:** Raschid ad-Din Sinan
   **2nd player:** Matteo Polo
   **3rd player:** Berke Khan
   **4th player:** Mercator ex Tabriz
5. Take 2 Goal cards.
   
   Each player draws 2 Goal cards from the Goal card pile.
6. Take overview card and begin playing.
**Expert Variant - Game Setup**

**General Setup**
1. Place game board. Prepare supplies of coins, goods, and camels.
2. Place City Bonus markers.
   
   Random setup
3. Place outpost bonuses and City cards.
   
   Random setup
4. Make 5 piles, each with 6 contracts, 1 pile placed faceup on the game board. Remaining contracts form special pile.
5. Place black dice on the game board.
   
   - 4 players: 5 black dice
   - 3 players: 4 black dice, plus additional setup for 3 (page 15)
   - 2 players: 3 black dice, plus additional setup for 2 (page 15)
6. Determine start player.

**Each Player**
1. Take player components (only 2 figures).
   Dice and trading posts are placed on your player board. One player figure is placed on the 50 space of the score track, the other in Venezia.
2. Take 1 starting contract (with a blue seal).
3. Take camels and coins.
   Each players takes 2 camels,
   - 1st player: 7 coins,
   - 2nd player (next clockwise): 8 coins,
   - 3rd player: 9 coins,
   - 4th player: 10 coins.
4. Choose 1 character.
   - 4 players: choose from 5 characters
   - 3 players: choose from 4 characters
   - 2 players: choose from 3 characters
   The last player in turn order chooses first, followed by the next to last player, and so on until all players have 1 character. Return left over to box.
5. Choose 2 Goal cards.
   Each player draws 4 Goal cards – choose 2 to keep.
6. Take overview cards and begin playing.