

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 player 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.