**Bonus Actions** - Always freely chosen.

1. **Complete 1 contract**

   Return all necessary goods to the **supply**, receive the **rewards** for the contract, and add the completed contract to your drawer.

2. **Take 3 coins**

   Place 1 **die** onto the money bag and take 3 coins regardless of die value. You have nothing to pay if other dice are present here.

3. **Reroll 1 die**

   Return 1 **camel** to the supply and reroll 1 **die**.

4. **Adjust 1 die result by 1**

   Return 2 **camels** to the supply and adjust 1 **die** value **up or down** by 1.

5. **Take 1 black die (once per turn)**

   Return 3 **camels** to the supply and take 1 **black die**, roll it, and add it to your player board. **Note**: You can only take 1 **black die per turn**.
A Game Round

At the start of a round

1. Choose a new start player. (Except first round.)
The player who last chose the “travel” action during the previous round is the new start player.

2. Award city and character bonuses.
All ！ symbols provide bonuses. These are found on all small cities and some of the characters.

3. Retrieve all dice.
Retrieve all of your dice from the board. Return the black dice to their space on the board.

4. Roll all dice, possible compensation.
All players roll their dice simultaneously. If you rolled less than 15 you get 1 coin or 1 camel for each point of difference between the sum of your dice and 15.

A Player Turn

1. Carry out bonus actions if desired.
2. Choose and carry out 1 action.
3. Carry out bonus actions if desired.
The round is over when all players are out of dice. Then it is the next player’s turn in clockwise order.

At the end of a round

1. Clear any remaining contracts.
2. Add new contracts to the board.

Final Scoring

The game is over after 5 rounds. Points are then awarded for:
* Score points for your goal cards.
* Score 1 victory point for every 10 coins you have left.
* If you have a trading post in Beijing ！ ！ ！ ！.
* If you have a trading post in Beijing, you also score 1 victory point for every 2 goods (do not count camels!) you have left.
* The player(s) with the most completed contracts score 7 victory points.