

## 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** **10** **7** **4** **1**

\* 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**.

