



ICONS

The icons on different components are explained here. Icons always have the same meaning throughout the game.

GOODS, CAMELS, COINS, AND POINTS



This symbol identifies components from *In the Service of the Khan*.



These icons represent 1 gold, 1 silk, 1 pepper, 1 jade, or 1 camel. Note that you can always pay with jade instead of coins or camels.



Slashes indicated that you can choose from the goods shown (gold, pepper, or silk). If this symbol \neq is present in a cost or reward, the goods you pay or take **must be different from each other**.



These icons represent coins and points.

OTHER ICONS



Take the top contract from the **contract pile** and place it faceup on one of your empty active contract spaces. Unlike the Contracts action, if you do not have room for the new contract, you can either discard one of your existing contracts to the bottom of the discard pile, or discard the new contract you just took.



Take 1 available contract from a contract city where you have a trading post. Place that contract faceup on an active contract space. If both spaces are occupied, you must discard one of your existing contracts to the bottom of the contract pile.



Move your figure a number of locations on the board equal to the number shown here. You must pay any travel costs shown on the routes you take. Place 1 trading post if you end your movement in a city where you do not already have a trading post. If you do not use all of your movement, any excess is lost.



Your die value must be at least the number shown to use this action (in this example, 3).



The exclamation point shows a bonus that you receive at the beginning of each round. You can receive these bonuses from city bonus markers, guild seals, and some characters.



There are 4 different guild seals: farmer's, spicer's, tailor's, and jeweler's guilds. These are the icons for the **basic** guild seals.



These are the icons for the **improved** guild seals.



These icons are shown on sea routes on the board. To travel along these routes, you must have the matching guild seal, either basic or advanced.



This icon means that you can place 1 additional trading post after traveling, in a city you traveled through, following the normal rules for placing trading posts (see rulebook pages 8–10).



Each city on the board has a shield icon. During final scoring, you score points based on the number of city with different shields you have trading posts in (see supplement pages 2–3).



This icon allows you to score more points for different shields during final scoring (see supplement pages 2–3)



Take 1 black die from the supply on the game board. Roll it immediately and place it on your player board. You must use that black die during the current round. Black dice are component-limited; if there are none left on the board, you cannot take one.

CITY BONUS MARKER



When taking bonuses, if you have a trading post in the city with this bonus marker, you can choose any other city bonus marker and take the bonus shown on that marker. You can choose a different bonus each time, and you do not need to have a trading post in the city whose bonus you choose.

CITY CARDS



If you use a city card to move through multiple locations during a single action, you can still place only 1 trading post during that movement.

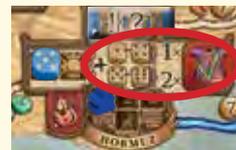




The value of the die you place determines what you receive.

City card example: You place a 1 die with a value of 2 and take 1 silk.

Special city example: You place 1 die with a value of 5 in Hormuz and have an improved guild seal. You receive the guild seal bonus twice and score 4 points.



This icon counts the number of contracts you have completed. You score 1 point for each completed contract, up to a maximum equal to the value of the die you used. You do not need to pay anything

Example: You place 1 die with a value of 2 on this city card and can score points for up to 2 completed contracts. You have completed 5 contracts, but can score for contracts only up to the value on the die, so you score 2 points.



This icon counts the number of trading posts you have placed on the board. Similar to counting the number of contracts you have completed  above, you count trading posts up to a maximum equal to the value of the die you used.



Choose a city with a city bonus with one of your trading posts. You immediately receive that city's bonus. If you would receive multiple bonuses from this action, you must choose different bonuses each time.



Example 1: You place 1 die with a value of 5. You choose 2 cities with your trading posts and receive those cities' bonuses. You have trading posts in exactly 2 cities with city bonuses. You must choose those 2 cities and receive the corresponding bonuses



Example 2: You place 1 die with a value of 4. You can pay up to 4 coins to choose 4 cities with your trading posts and receive those cities' bonuses. You pay 3 coins and choose 3 different cities.

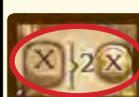


Either pay 1 camel for 3 coins **or** 1 coin for 1 camel. If you resolve this action multiple times, you must make the same exchange each time (i.e. only trading camels for coins, or only trading coins for camels).

Example: You place 1 die with a value of 5. You must choose to either pay up to 5 camels for up to 15 coins, or pay up to 5 coins for up to 5 camels.



Either pay points for coins or coins for points. You can have negative points as a result of paying points.



You receive coins equal to twice the value of the die.

Example: You place 1 die with a value of 5. You receive 10 coins.

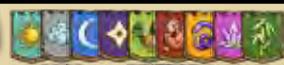


You can resolve a Guild Seals action here using only 1 die. You must pay 1 camel. The die used determines which guild seal you can take.

Example: You place 1 die with a value of 2 and pay 1 camel. You can choose to take either the farmer's or spicer's guild seal.



SHIELDS



All cities have shields on them. There are a total of 9 different shields. Some shields appear in more than 1 city. During final scoring, you score points for **each different shield** in cities where you have trading posts. The more different shields, the more points you score (see the shield track on the game board).



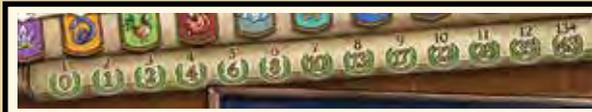
The Shield Track

During final scoring, move your trading posts from the board to the corresponding shields along the shield track. If you have multiple trading posts in cities with the same shield, move only 1 trading post; there is no additional benefit for having multiple trading posts in cities with the same shield.



 Each "1" icon you have counts as an additional different shield for final scoring.

Count the total number of trading posts you have on the shield track, then add any "+1" icons you have, and score the corresponding number of points. You can score a maximum of 43 points from the shield track, even if you have more than 13 shields.



Example: You have 7 different shields during final scoring, along with 2 icons. Your total is 9 shields, so you score 17 points.



GOAL CARDS

Each goal card has 4 different icons on it, a combination of guild seals and/or shields.

During final scoring, you score points for having the improved guild seals shown here.



The map provides a reminder of where the required shields are located on the board.

During final scoring, for each of these shields, if you have at least 1 trading post in a matching city, you receive a "+1" shield icon.

Guild Seals: During final scoring, for each improved guild seal shown, you score the victory points shown.

Shields: During final scoring, for each shield shown, if you have at least 1 trading post in a city with a matching shield, you receive a "+1" shield icon for shield scoring.

Example:



You have this goal card.

Guild Seals: You have the basic spicer's guild shield. Because it was not improved, you do not score any points for it. You have an improved jeweler's guild shield, and score 5 points for it.

Shield: You have a trading post in a city with shield (Kabul). You receive 1 "+1" shield icon for shield scoring. You do not have any trading posts in cities with shield, so you do not receive a second "+1" shield icon.



CHARACTERS

Characters can modify or ignore the core game rules.



Möngke Khan

You can ignore oases when traveling. When you travel, you can move past oases as if they were not there; they do not cost any movement. You must still pay the travel costs as normal. You can end your movement on an oasis if you choose.

After moving, you receive a bonus for each oasis you moved past or ended on, once per oasis for each movement. For each different oasis, you score 3 victory points and receive either 2 coins or 1 camel.

Example: You want to travel from Xian through Fuzhou to Jaipur. Normally this would require you to move 4 locations and cost 8 coins and 4 camels. Möngke Khan can ignore the 2 oases, so you only need to move 2 locations. Travel costs remain the same. After paying 8 coins and 4 camels, you receive a bonus for the 2 different oases you moved through: you score 6 points and receive either 4 coins, 2 camels, or 2 coins and 1 camel.



Abha Basu

At the beginning of each round, you receive 2 coins.

When you complete a contract, you receive 1 jade.

Whenever you receive jade from any source, you score 1 point for each jade you received.



De Wu

You can use the Guild Seals action using only 1 die instead of 2.

You receive 1 jade whenever you improve a guild seal.

During final scoring you receive 1 free "+1" shield icon.

Example: You place 1 die with a value of 3 on the Guild Seals action space. If there are already dice there, you pay the 3 coins as normal and then take any guild seal except the jeweler's guild, which requires a value of 4 or higher. You may also receive jade, depending on the seal you take, but do not receive jade from De Wu's ability.



Mailin and Tian Chin

You start the game with an additional 3 coins and a second figure on the board.

Both figures start in Beijing. Whenever you move multiple spaces, you can split the movement between both figures. Before moving, you must pay the combined travel and additional costs for both figures.

At the start of each round, choose 1 bonus you would receive. You receive that bonus twice this round.



Filippo Vitello

After any other player receives a bonus from an outpost bonus tile, you take that outpost bonus tile and place it in front of you. Place any outpost bonus tiles you claim in front of you as well. As a bonus action during your turn, you can choose an outpost bonus tile in front of you, receive that bonus, then return that tile to the box.

Example: *Red* is the first player to travel to **Kashgar** and receives an outpost bonus of 2 gold. You take the tile and keep it in front of you. During one of your future turns, as a bonus action, you can gain that outpost bonus of 2 gold as well, then return the tile to the box.



Isabella Donati

You receive a bonus each time you roll a die (including black dice):
For each 1 or 6 you roll, you receive 2 coins.
For each 2 or 5 you roll, you score 1 point.
For each 3 or 4 you roll, you receive 1 camel.

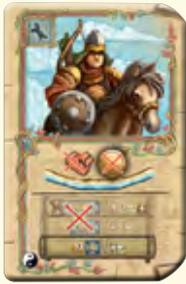
When rolling your dice at the beginning of each round, if you roll doubles, you can choose to claim the normal bonuses from the 2 dice separately, or claim a single doubles bonus (you cannot get a doubles bonus from black dice):

Double 1s or 6s: 1 jade

Double 2s or 5s: 1 silk

Double 3s or 4s: 1 gold

Example: At the beginning of the round, you roll 1, 2, 4, 4, 6. You receive 2 coins and score 1 point. You can choose to use the double 4s for either 1 gold or 2 camels.



Gantulga Od

You can use only the lower Travel action space; you cannot use the other two action spaces. You do not pay camels or coins for travel costs. You still pay jade or have guild seals as normal. You still pay 2 coins to use the lower Travel action space as normal.

If you move multiple locations using other bonuses or actions, you do not pay camel or coin travel costs for that movement.

Example: You want to travel from **Pagan** to **Kabul**. You must pay 1 jade. You do not need to pay the 2 camels and 6 coins.

BLACK DICE VARIANT

In this optional variant, roll all black dice at the beginning of each round. If you take or receive a black die during the round, you must choose a die from the board and take it, keeping that die's value. You can reroll black dice using bonus actions as normal.



If you are playing as **Isabella Donati**, when you take a black die, you immediately receive the bonus corresponding to the value of the die you took.

COMBINING GAMES

Marco Polo II: In the Service of the Khan is a standalone game and is not designed with compatibility with other games in mind. You can choose to mix and match elements from other **The Voyages of Marco Polo** games. The elements that combine best with **In the Service of the Khan** are:

- Individual characters from the original **The Voyages of Marco Polo**
- **The New Characters** mini expansion
- Companions from **The Voyages of Marco Polo: Agents of Venice**
Game balance may vary when playing with these options.

You can integrate the Venice board from **Agents of Venice**, allowing you to play with 5 players, but this is not recommended.

Due to the entirely new game board, **The Secret Paths** mini expansion is not compatible with this game.