


## 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**,



1<sup>st</sup> player: **7 coins**,

2<sup>nd</sup> player (next clockwise): **8 coins**,

3<sup>rd</sup> player: **9 coins**,

4<sup>th</sup> player: **10 coins**.

4. Take 1 **character - Fixed setup**.

1<sup>st</sup> player: **Raschid ad-Din Sinan**

2<sup>nd</sup> player: **Matteo Polo**

3<sup>rd</sup> player: **Berke Khan**

4<sup>th</sup> 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,


1<sup>st</sup> player: 7 coins,


2<sup>nd</sup> player (next clockwise): 8 coins,


3<sup>rd</sup> player: 9 coins,

4<sup>th</sup> 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.