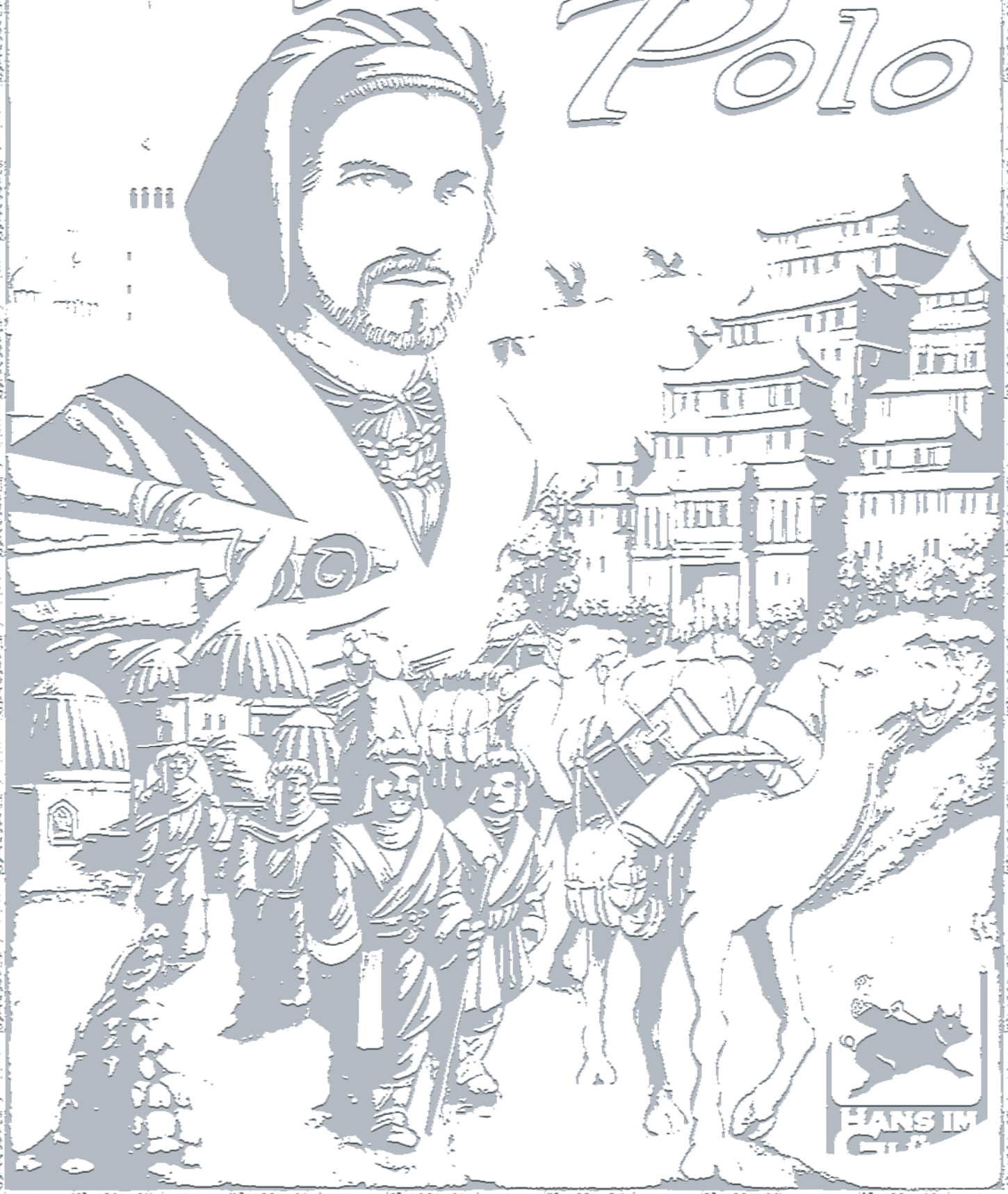
The Voyages of Marco Polo

Daniele Tascini
Simone Luciani



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Components

1 Game Board
1 Start Player Marker (Hourglass)
4 Player Boards
6 Small Town Bonus Tiles
10 Large City Office Bonus Tiles
10 Character Tiles
40 Coins (20× 1, 10× 5, 10× 10)
44 Contract Tiles
4 50/100-Point Tokens
18 Objective Cards
31 Large City Cards
15 Gold Bars (12 small and 3 large)
15 Silk Bundles (12 small and 3 large)
15 Peppers Sacks (12 small and 3 large)
28 Camels (21 small and 7 large)
12 Player Figures (3 each in the player colors: blue, yellow, green, and red)
26 Dice (5 each in the player colors: blue, yellow, green, and red; 5 in black; 1 in white)
38 Trading Posts (9 each in the player colors: blue, yellow, green, and red; 2 in black)
1 Rulebook, 1 Supplement, 1 Setup Card
5 Overview Cards

1. Place the **Game Board** in the middle of the table. The **50/100-Point Tokens** are placed next to the "50" space of the scoring track.





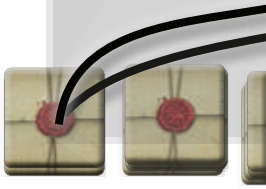




The remaining game components are distributed to the individual players.
How these components are organized is described in detail on page 4.



11. The **5 black Dice** are placed on the game board in the field with a black Die icon. The number of pips showing on these dice are irrelevant at placement.



12. The player who has most recently traveled around the world takes the Start Player Marker (Hourglass).





10. Certain Characters have additional game components associated with them. Keep the **2 black Trading Posts**, the **white Die**, and **1 Player Figure of each color** in the box until needed. A description of each Character Tile can be found in the Supplement.

2. The **18 Objective Cards** are shuffled and placed in a stack.


Reverse side


Front side

3. The **Money** (40 Coins with values of 1, 5, 10) is placed next to the game board as a general supply.

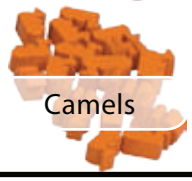


4. The **Goods** (Gold, Silk and Pepper), and **Camels** are placed as a general supply next to the game board. The larger pieces have a value of 3 of the corresponding small pieces. Goods and Camels are not limited in quantity. In the unlikely event that you run out of any of them, you may substitute with any other available tokens.


Gold


Pepper


Silk


Camels

5. The **6 Small Town Bonus Tiles** are distributed (according to their letters) on the 6 small towns on the board.





6. The **10 Large City Office Bonus Tiles** are shuffled, and 1 is placed on each of the 7 large cities on the board. The 3 remaining tiles are returned to the box.




Reverse side

7. The **31 Large City Cards** are shuffled, and 1 card is placed face up on each of the city card fields on the game board. A total of 9 cards are placed. All of the remaining unused Large City Cards are returned to the box. They will not be needed for this game.


Starting Contracts

8. The **6 Starting Contract Tiles** are initially set aside. See page 4.

The rest of the **Contract Tiles** are shuffled, and 30 of them are divided into 5 stacks of 6 Contracts each.
From 1 of these stacks, 1 Contract Tile is placed face up on each of the 6 Contract spaces on the game board. The other 4 stacks are placed next to the game board.
The remaining 8 Contract Tiles are placed in a "special" stack, and are also placed next to the game board, but set apart from the other stacks.

Special stack



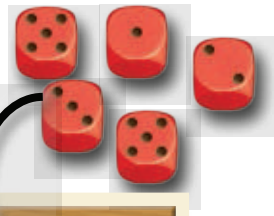

Reverse side

9. The **10 Character Tiles** are placed face up next to the game board in a display.

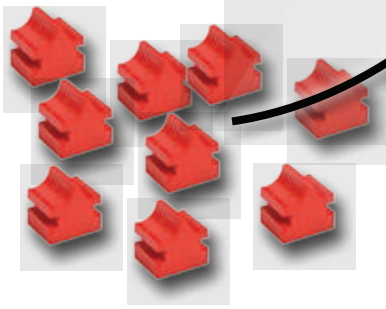
Player Setup

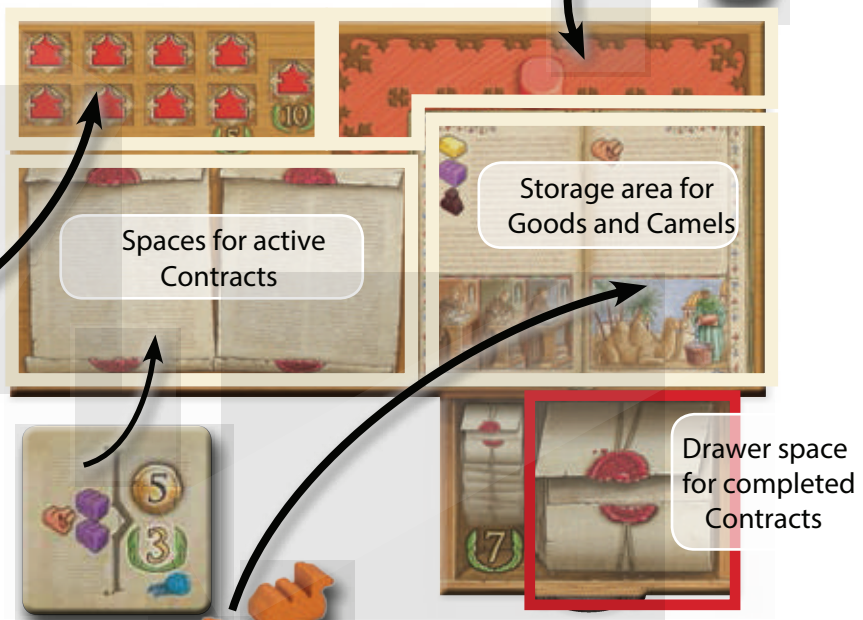
1. Each player chooses a color, takes the **Player Board** in the chosen color and places it in front of himself.

2. Each player then takes the **5 dice** in his color and places them on his Player Board in the area showing a Die icon.



3. Next, each player takes the **9 Trading Posts** in his color. These are placed on his Player Board on the designated spaces for them.







4. Each player receives a Contract from the previously set aside stack of **Starting Contract Tiles**. From this face down stack, each player takes **1 Contract Tile** and places it face up on his Player Board on one of the spaces for active Contracts.



5. Each player takes **2 Camels** and places them in the storage area on his Player Board. The starting player takes **7 Coins**, placed in front of him, and the other players in clockwise order each take 1 Coin more than the player to his right (**8**, **9**, and **10 Coins** for players 2, 3, and 4).

7. Each player takes **2 Player Figures** in his color and places them on the game board: one is placed on the "50" space of the scoring track and the other is placed in Venezia.



6. For your first game, only these **4 Character Tiles** are needed, and they are distributed as follows:
The starting player takes **Raschid ad-Din Sinan**,





the 2nd player (clockwise) takes **Matteo Polo**,



the 3rd player takes **Berke Khan**,



and the 4th player takes **Mercator ex Tabriz**.

In the Advanced game, players choose their Characters (see page 15).
A description of each Character Tile can be found in the Supplement.

8. Each player draws **2 Objective Cards** from the face down stack, and keeps them hidden from the other players. In the Advanced game, players choose their Objective Cards (see page 15). A description of the Objective Cards can be found in the Supplement.



9. Finally, each player takes an **Overview Card**. You are now ready to play the game!




Start player


2nd player


3rd player


4th player

About These Rules

Due to the complex nature of the game, we will begin by explaining basic gameplay. After that, we will explain the individual actions and special cases in more detail. So don't panic if you think something has not been explained – it's all in here. After all, Marco Polo did not write about all of his voyages on only one page...

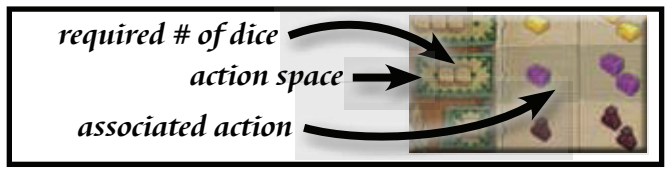
Game Overview

The players embody one of the companions traveling with the famous explorer Marco Polo. Each player attempts to collect victory points by means of completed Contracts and visiting lucrative cities. A completed Contract also gives the player further benefits, and in the cities he had visited, he can use the privileges available there. Moreover, the players can complete secret Objectives to earn additional victory points during the final scoring.

The game is played with players take their turns one after the other in clockwise order, over several rounds.
On each turn, the players roll their dice, and then place these dice on action areas on the game board in order to take various actions.
They take turns until all of their dice have been used, which signals the end of a round. The game consists of **5 rounds**, and ends with a short **final scoring**.
On pages 15 and 16, we present a very detailed description of a complete game round, so for now, we will just give you a brief overview on playing a turn, and then continue with a description of all of the available actions.
We hope you enjoy following in the footsteps of this great explorer in "The Voyages of Marco Polo"!

Playing a Turn

On a player's turn, he must take at least 1 (previously rolled) die from his Player Board, and places it/them on an action space of his choice. He may place dice on either an empty action space, or one that is already occupied. He then **immediately** performs the corresponding action.



Before or **after** taking a main action, a player may perform 1 or more "Additional" actions (see pages 12 and 13). These actions are always optional. A summary of all available "Additional" actions can be found on the players' Overview Cards.

Available "Additional" actions are shown on the Overview Cards.



A player **must** take exactly 1 main action on each turn, as long as he has any unused dice available on his Player Board. Once he has no more dice, he automatically passes, and does not participate any further in this round!
The next player in clockwise order continues the round by taking his turn.
This continues until all players have placed all of their dice on action spaces. The round is then over.
We will next look at the Game Board, and then follow with an explanation of the individual actions.

Game Board – The individual areas of the board and their related actions

The Game Board contains areas for the following **6 Main Actions**: Take 5 Coins, the Marketplace, the Favor of Khan, Obtain Contracts, Travel, and Large City Card Actions.



There are also **5 Additional Actions**: Complete 1 Contract, Take 3 Coins, Re-roll 1 Die, Adjust 1 Die Value +1/-1, and Take 1 Black Die.
On the following pages, the different areas and their associated actions will be explained.

Main Actions

When performing one of the main actions, the following general rules must be observed:



* A player may only place his own dice on action spaces, never those of the other players.
* The number of dice placed on an action space must match the number of dice illustrated on it.
* A player may place his dice on either empty or occupied action spaces. (Exception: Large City Card Actions, see page 11.) In all instances in this rulebook, we will always first assume that an action space is unoccupied.
* If an action space is already occupied, a player must pay Coins to the supply to be able to take the action. This is explained in detail in the "Special Situations" section on pages 13 and 14.
* Each action space may only be used **once** by a player color (blue, yellow, green, red); see page 14 for details.
* Once a player has placed his dice on an action space, he **immediately** performs the corresponding action.
* The **value** of the dice placed on an action space indicates how often an action **may** be taken, or how much of an item is gained.(Exception: Take 5 Coins, see below.) The deciding factor is always the **lowest-numbered die**
* If a player is allowed to perform an action more than once, or take more of an item, he **may** perform the action less times than allowed, or may take less of an item. However, he **must always** use the action a minimum of 1 time.

What is the exact sequence of events in a turn?

IMPORTANT!

1. The player places his die/dice on an action space.
2. The player pays Coins if placing his die/dice on an occupied space (pages 13 and 14).
3. The player performs the action.

Main Actions

Take 5 Coins – "Money for nothing..."

In order to get 5 Coins, the player must place exactly **1 die** on the **"Take 5 Coins"** action space. The **number** on the die **does not matter** for this space; it is **not** considered when taking this action. The player always receives **5 Coins** for taking this action. If the action space is already occupied, the player must pay the cost for placing his die there (see pages 13 and 14).

Example:
Yellow places a die (showing a "3") on the "Take 5 Coins" action space. He receives 5 Coins from the general supply.



Take 5 Coins

The Marketplace – Goods are useful for many tasks.

Goods are needed to complete Contracts. In addition, certain Large Cities may contain action spaces that allow players to convert Goods into Coins, Camels, or even victory points. Goods may also earn players additional victory points during the final scoring.



Procedure:

1. **The player places his dice.**
2. **He then determines how many Goods he will receive.**
3. **He takes that number of Goods from the general supply and places them on his Player Board.**

1. The player places his dice.

The player places as many dice on the action space as specified in the illustration on the space.

Example: 1
Blue places 2 dice (showing a "4" and a "5") on the Marketplace action space "Silk".



2. He then determines how many Goods he will receive.

To the right of the action space, a table shows the amount and type of Goods received for each die value of 1 to 6. The **lowest-numbered die** placed on the action space determines which column shows the maximum number of Goods received.

2 Since the lowest-numbered die placed on the action space by *Blue* is a "4", he receives 3 Silk from the general supply.



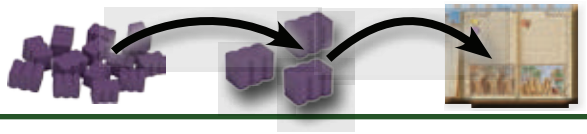
The Marketplace

The Marketplace – Goods are useful for many tasks.

3. **He takes that number of Goods from the general supply and places them on his Player Board.**

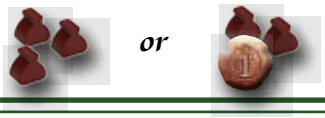
The Goods are taken from the general supply and placed in the **Storage Area** of his Player Board.

3 *Blue* takes 3 Silk from the general supply and places them in the Storage Area of his Player Board.

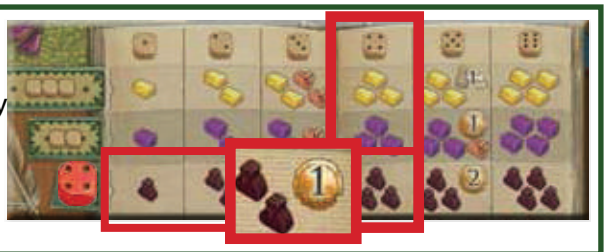


The player may choose to receive the Goods selection in any lower-numbered column than his lowest-numbered die, if he wishes. (He may prefer one of the other selections available, for example.)

Example: *Red* places a die (showing a "4") on the Marketplace action space "Pepper". Therefore, he may take 3 Pepper from the supply. However, he may also select to take 2 Pepper and 1 Coin instead.



or



The Camels – The essential traveling companions.

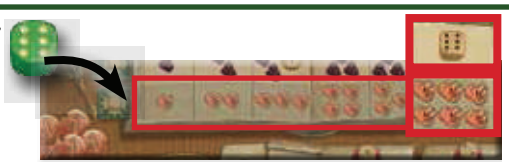
Camels are needed to complete Contracts, and are required to travel over certain routes on the map. In addition, they may be needed to gain the benefits from certain Large City Cards.

A player receives Camels using the same procedure as gaining Goods:

He places **1 die** (showing any number) on the Marketplace action space "**Camels**", takes as many Camels from the general supply as the number showing on the placed die, and puts them in the **Storage Area** of his Player Board.

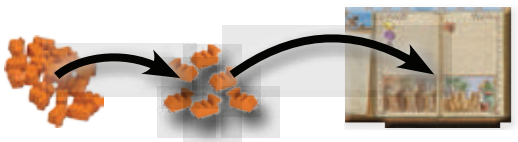
Example:

1



Green places a die (showing a "6") on the Marketplace action space "camels". This allows him to take 6 Camels.

2



Green takes 6 Camels from the general supply and puts them in the Storage Area of his Player Board.

Note: When choosing to obtain Camels, there is no reason to select a lower-numbered column.

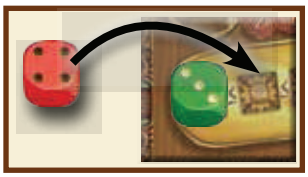
The Favor of Khan – Another way to obtain goods.

Here, the player places exactly **1 die** on the "**Favor of Khan**" action space. He then takes **1 Good** of his choice and **2 Camels** from the general supply, and puts them in the **Storage Area** of his Player Board.



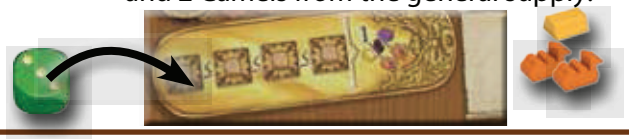
Details

The first player to use this area places a die showing any number on the leftmost action space. The next player who wants to take this action places his die on the next space, and the die must show **an equal or higher number** than the one to its left (if this is not possible, he cannot take this action). He may then take 1 Good of his choice and 2 Camels. Each other player wishing to take this action must follow the same placement rules.

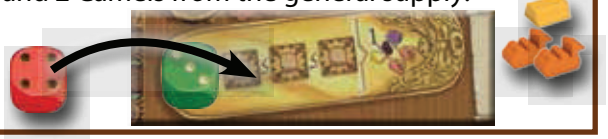


Example:

1 *Green* places a die showing a "3" on the first action space in the "Favor of Khan" area. He then takes 1 Good (Gold here) and 2 Camels from the general supply.



2 *Red* must now place a die showing at least a "3" in order to take this action. He places a die showing a "4", and takes 1 Good (Gold here also) and 2 Camels from the general supply.

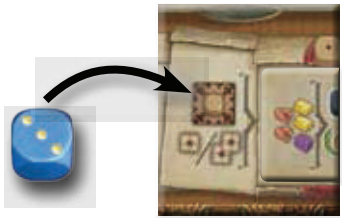


Note: There are only 4 die spaces here. Once they are all filled, this action cannot be taken again this round.

Obtain Contracts – Can be fulfilled by visiting the Marketplace.

In order to get Contracts, the player must place exactly **1 die** on the **"Obtain Contracts"** action space. He may then take 1 or 2 Contract Tiles from any of the Contract spaces on the board matching the number showing on the placed die, or lower, and places it/them on any empty active Contract space (see below) on his Player Board.

1



Blue places a die showing a "3" on the "Obtain Contracts" action space.

2



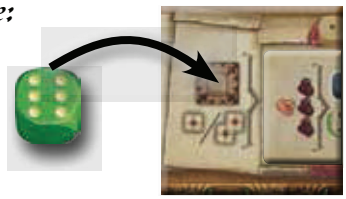
Blue may now choose 1 or 2 of the Contract Tiles in the "1", "2", or "3" column, and places them on his Player Board.

3

If a player takes a Contract Tile from the "5" column, he also takes either 1 Coin or 1 Camel from the general supply. If he takes a Contract Tile from the "6" column, he earns either 2 Coins or 2 Camels.

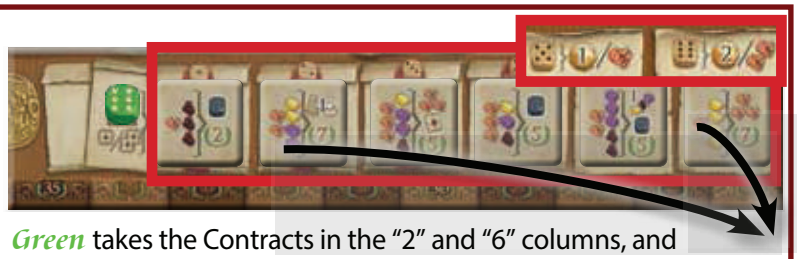
Example:

1



Green places a die showing a "6" on the "Obtain Contracts" action space. He may choose 1 or 2 Contracts from any column.

2



Green takes the Contracts in the "2" and "6" columns, and decides to take 2 Camels as his extra reward for column "6". He also could have selected the Contracts (and rewards) from "5" and "6".

What additional rules apply to the "Obtain Contracts" action?

* After a player has taken 1 or 2 Contracts, all Contract Tiles remaining on the board are shifted to the left to fill any empty spaces.

After the Contract Tile in the "2" column is taken, the tiles in columns "3" through "6" are shifted 1 space to the left.



* If, during a round, there are ever no Contract Tiles remaining on the board, 2 tiles are drawn from the "special" stack of Contract Tiles, and placed in the "1" and "2" spaces on the board.
* Each Player Board has spaces for 2 active Contracts. Whenever a player takes new Contract Tiles, he must have empty spaces in which to place them. If both spaces already contain Contract Tiles, one (or both) of them must be placed face down underneath the "special" stack of Contracts. The Starting Contract Tiles , however, are removed from the game instead.

Example:

Green takes 1 Contract Tile from the board, but he currently has no free spaces on his Player Board. Therefore, he removes 1 of the tiles and places in underneath the "special" stack, in order to make room for the newly taken Contract.



Notes – The following rules are only relevant in special situations.

* A player may not take a Contract Tile from the board, and immediately place it underneath the "special" stack of tiles. A newly taken Contract must always be placed on the Player Board first.
* As long as a Contract Tile lies in an active Contract space on a Player Board, they do not earn anything for a player. In order to gain the Contract's benefits, it must be completed, as described on page 13 and on the Overview Cards.

TRAVEL – The player moves his Figure on the map.

In order for a player to move his Figure across the map on the game board, he must place exactly **2 dice** on the "**Travel**" action space. The procedure for movement is described below.

Example:

Red places 2 dice on the "Travel" action space. He may then, depending on the values of the placed dice, move his Figure on the map.



What is the exact procedure for moving a Figure on the map?

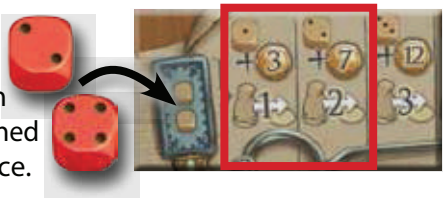
The player must follow this sequence of events:

1. **The player places 2 dice on the "Travel" action space.**
2. **The player then pays the travel cost.**
3. **The player must also pay any additional costs shown on the map, if necessary.**
4. **The player moves his Figure, and usually builds a Trading Post.**

1. The player places 2 dice on the "Travel" action space.

He may move a maximum number of steps on the map as shown on the **lower-numbered** of the 2 placed dice.

Example: ***Red*** places 2 dice (showing a "2" and a "4") on the "Travel" action space. He may move a maximum of 2 steps on the map, as determined by the lower-numbered of his dice.



Note: He may always move fewer steps than his lower-numbered die allows, but he must move at least 1 step.

2. The player then pays the travel cost.

For each space in the "**Travel**" action area, a cost in Coins is shown for taking that number of steps. This cost **must** be paid, but the player only pays the cost for the actual number of steps moved, regardless of the dice values. All Coins paid are returned to the general supply.

2 ***Red*** would like to move 2 steps on the map. The cost for this movement is 7 Coins. ***Red*** returns this amount to the general supply.



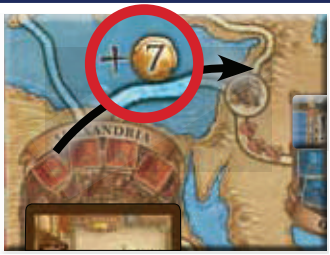
3. The player must also pay any additional costs shown on the map, if necessary.

Often, either a number of Camels or an amount of Coins are shown on the route between 2 locations. In such a case, the player must pay what is shown (Camels and/or Coins) **in addition to** the cost on the action space.



To travel on this route, the player must return 2 Camels to the general supply (in addition to the cost shown on the selected action space).

or



To travel on this route, the player must return 7 Coins to the general supply (in addition to the cost shown on the selected action space).

4. The player moves his Figure, and usually builds a Trading Post.

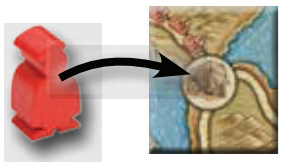
The player now moves his Figure from location to location, the number of steps determined by his chosen action space. The player will end his movement in an **Oasis**, a **Small Town**, or a **Large City**. He may **not** end his movement between 2 locations.

Travel – The player moves his Figure on the map.

Example: ***Red*** moves either... ...to a ***Large City*** ...***or*** to a ***Small Town*** ...***or*** to an ***Oasis.***







A Figure must never end its movement *between* 2 locations.



* If a player ends his movement in a **Large City**, he **must** place a **Trading Post** (from his Player board) there. Starting with his next turn, he may place a die on the **Large City Card** there, in order to take the action on the card (see page 11). The Large City Card itself always stays in the Large City; it is never taken.

Example:

Red places one of his Trading Posts in the Large City.

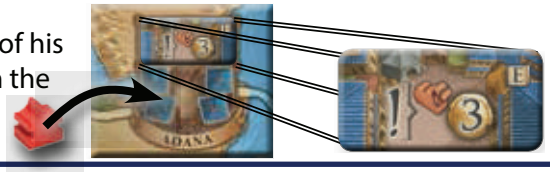


On a future turn, ***Red*** may now take the action on the Large City Card, by placing a die there (see page 11).

* If a player ends his movement in a **Small Town**, he **must** place a **Trading Post** (from his Player Board) there. He immediately receives the bonus shown on the **Small Town Bonus Tile** (see Supplement for more details). In addition, **he will receive that bonus again at the beginning of each new round** (see page 16).

Example:

Red places one of his Trading Posts in the Small Town.



Red Immediately receives a bonus (here, 1 Camel and 3 Coins).



* If a player ends his movement in an **Oasis**, nothing happens. The Oases simply slow down movement.

What additional rules apply to the "Travel" action?



* When placing Trading Posts on the map, the player always removes them from his Player Board starting from the leftmost column, and then from top to bottom. If a player moves **through** a Large City or Small Town, but does not **end** his movement there, **no Trading Post** is placed there.

* If a player places his 8th Trading Post, he **immediately** receives 5 victory points (5), and moves his scoring Figure ahead on the scoring track. If he places his 9th Trading Post, he **immediately** receives an additional 10 victory points (10).



* If a player moves his Figure to Bejing, he has reached his destination, and places a Trading Post on the available space showing the largest number. At the **end of the game**, he will earn bonus victory points as shown on that space (see page 14). **Note:** Even after a player reaches Bejing, he may continue to perform the "Travel" action on future turns.

* Backtracking to locations already visited on the map is allowed. That is, a player may repeatedly pass through or end his movement on any location on the map.
Note: Each player may only have **1 Trading Post** in any Large City or Small Town location. Therefore, the same player may **not** have several Trading Posts in one location.

* The "Travel" action determines the Start Player at the beginning of each new round (see pages 15 and 16).

What is the Large City Office Bonus?

The **first player** to place a **Trading Post** in a Large City receives the **Large City Office Bonus** for that city. After gaining the bonus shown on the Large City Office Bonus Tile (from the general supply), he removes the tile from the board and returns it to the box. It is no longer needed for the remainder of the game.



Travel – The player moves his Figure on the map.

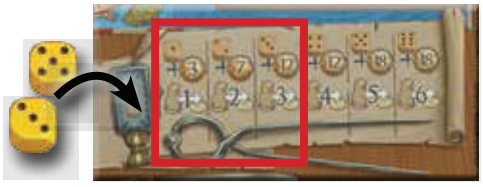
Notes – The following rules are only relevant in special situations.



* At the beginning of the game, all players start their travels in Venezia. If, during the course of the game, a player returns to Venezia by ending his movement there, **he may not place a Trading Post there**.
* If a player places all of his Trading Posts on the map, and later ends his movement in another location requiring one, he **must** move one of his already placed Trading Posts of his choice to the new location.

Example of a "Travel" action:

1



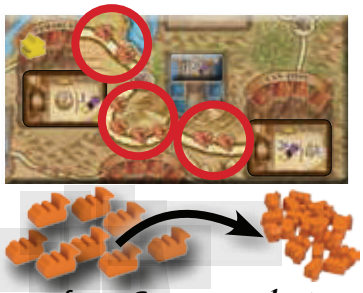
Yellow places 2 dice ("3" & "5") on the "Travel" action space.

2



Yellow wishes to move 3 steps on the map, and must 12 Coins. He returns the money to the general supply.

3



Yellow will move from ***Samarcanda***, to an ***Oasis***, to ***Kashgar***, and end in ***Lan-Zhou***. This movement will cost an additional 8 Camels, which he returns to the general supply.

4

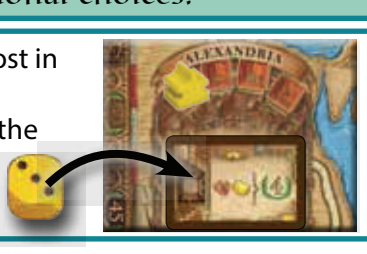


Yellow moves his Figure 3 steps, and places a Trading Post only in ***Lan-Zhou***, since he ended his movement there.

Large City Card Actions – Many additional choices.

All of the Large Cities on the board contain a City Card (Sumatra contains 3 Cards). To perform a Large City Card action, a player must have a Trading Post in that City. He must then place **1 die** on the Card's action space, and performs the action on the Card. A description of the symbols on the City Cards can be found in the Supplement.

Yellow has a Trading Post in Alexandria.
He may place a die on the City Card's action space and perform its action.



This is the City Card's action space, where a player may place a die to take the Card's action.

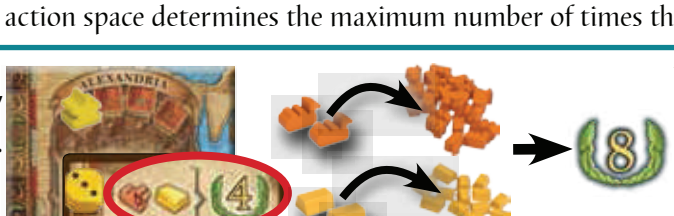


The bonus offered by the City Card is shown to the right of the bracket.

The item(s) to the left of the bracket indicate the cost to be paid or the condition to be satisfied.

Important: A City Card's action can only be used **once** per round, by **one player only**. Once a Card's action space has been occupied, that action may not be used again until the next round. **Note:** In most cases, the number showing on the die placed on a Card action space determines the maximum number of times the action may be taken.

Example:
Yellow places a die showing a "3" on this City Card's action space. He may take this Card's action up to 3 times.



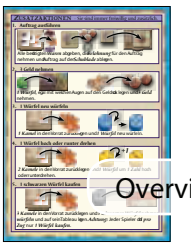
Yellow pays 2 Camels and 2 Gold to the general supply and receives 8 victory points (2 x 4).

Additional Actions – These actions are always optional.

On a player's turn, **before or after** taking one of the main actions, he may also take any number of the following additional actions. However, these actions **cannot** be performed during a main action.

What are the additional actions?

1. **Complete 1 Contract**
2. **Take 3 Coins**
3. **Re-roll 1 Die**
4. **Adjust 1 Die Value +1/-1**
5. **Take 1 Black Die**



Overview Card

1. Complete 1 Contract

First, we will explain the structure of a Contract Tile: On the left side of a Contract Tile, the required Goods and/or Camels are shown. On the right side of the Tile, the reward for completing the Contract is shown. A description of the symbols on the Contract Tiles can be found in the Supplement.



* A player may only complete a Contract that he has previously obtained, and is currently on an active Contract space of his Player Board.

* To complete a Contract, a player must have all required Goods and/or Camels in the storage area of his Player Board.
All required Goods and/or Camels are taken from the storage area and placed back into the general supply.

* The player then receives all rewards printed on the right side of the Contract Tile. A description of the symbols on the Contract Tiles can be found in the Supplement.

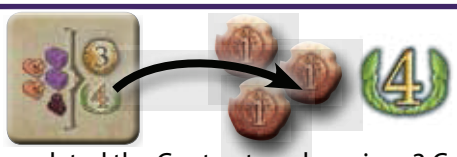
* Finally, the player moves the completed Contract Tile face down onto the drawer space of his Player Board.

Example:

1  *Green* would like to complete this Contract, which is on his Player Board.

2 

Green pays 2 Camels, 2 Silk, and 1 Pepper to the supply.

3 

Green has completed the Contract, and receives 3 Coins and 4 victory points.

4 

Green places the Tile face down on his drawer space.

2. Take 3 Coins

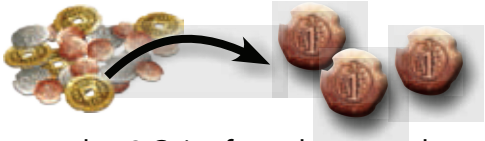
The player places exactly **1 die** on the Coin Bag illustration on the board, and then takes 3 Coins from the general supply. Also note:

* There are **never any additional costs** for this action, even if other dice occupy the action space.
* The number showing on the die placed in this action area is immaterial to the action. That is, the player **always gets 3 Coins** for this action, no matter what numbered die he places there.
* A player may perform the "Take 3 Coins" action as many times as he wishes on his turn, as long as he has dice available to place. Any player may have multiple dice on this action space during a round.

Example:

1 

Green places a die showing a "2" on the Coin Bag.

2 

Green takes 3 Coins from the general supply.

Additional Actions – These actions are always optional.

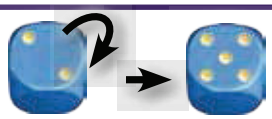
3. Re-roll 1 Die

The player returns **1 Camel** to the general supply, in order to **re-roll 1 of his dice**.

Example:

1 

Blue returns 1 Camel to the supply to re-roll 1 of his dice.

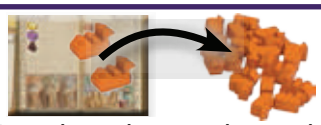
2 

Blue re-rolls his "2" die and rolls a "5".

4. Adjust 1 Die Value +1/-1

The player returns **2 Camels** to the general supply, in order to **adjust the value of 1 of his dice** by 1 number up or down. **Note:** A die may **not** be adjusted from a "1" to a "6", or vice versa.

Example:

1 

Yellow returns 2 Camels to the supply to adjust the value of 1 of his dice.

2 

Yellow adjusts 1 of his dice from a "2" to a "3".

5. Take 1 Black Die

The player returns **3 Camels** to the general supply, in order to take **1 black die** from their area on the board. He immediately rolls this die and places it on his Player Board with any still-remaining dice. This die may be used as an extra die for placement during the current round. At the end of a round, any black dice that were taken must be returned to their area on the board. They will be available to take again in the next round.

Example:

1 

Red returns 3 Camels to the general supply.

2 

Red takes 1 black die from the board, and places it in the dice area of his Player Board.

Important: Each player may only take **1 black die per turn**.

What additional rules apply to the additional actions?

* A player may take any additional actions any number of times on his turn (Exception: Take 1 Black Die). He may, for example, first take 1 black die (3 Camels), re-roll 2 of his dice (2 Camels), and then adjust the value of 1 of his dice by 1 number higher (2 Camels). For these actions, he returns a total of 7 Camels to the supply.
* Remember: a player may **not** perform any additional actions during a main action on a turn. Additional actions may only be performed before or after the main action.
* A player may re-roll or adjust the value of any black or white die he has on a turn.

Additional Actions

Special Situations – What to do in special situations.

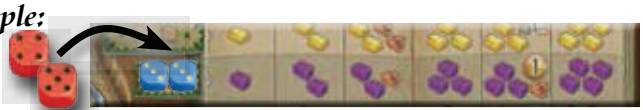
If any of these special situations arise during the game, proceed as follows:

Can a player use an action space that is already occupied by another player?

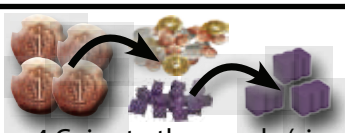
Yes - in general, almost all action spaces may be occupied by several players (Exception: Large City Cards actions, see page 11). If a player wishes to use an occupied action space, the following rules apply:

* The player wishing to use an occupied action space must pay for its use. The cost is a number of Coins corresponding to **his lowest-numbered die** placed at that action space.
  This cost is regardless of the values of any other dice already placed at that space.
  The number of dice already placed at that space also does not matter. Once the player has paid the placement cost, he may perform the action as usual.

Example:

1 

Red would like to take the Marketplace "Silk" action by placing 2 dice showing a "4" and a "5", but *Blue* already has 2 of his dice in that action space.

2 

Red returns 4 Coins to the supply (since his lowest-numbered die is a "4"), and takes 3 Silk, placing them into his storage area.

Special Situations

Special Situations – What to do in special situations.

* The player places his dice on top of the dice already occupying the action space. Thus, it can always be determined who most recently performed the action. If the number of dice on an action space make stacking them difficult, the dice can be placed side by side on or near the space, in order of player placement.
  Exception: "**The Favor of Khan**" action area (see page 7) only has 4 total dice spaces available. When taking this action, the dice are never stacked on one another.
* The black and white dice do not count as one of the player colors (blue, yellow, green red). Therefore, a player who obtains these dice may use them to perform an action a second time in a round, even if dice of his player color already occupy that action space.
* A player may combine black or white dice with dice of his player color when placing them on an action space. Remember, however, that a player may only place dice of his color on an action space once per round.

Example:



Green has already performed the Marketplace "Camels" action this round. He cannot place his green dice on that space again in this round. He may, however, place the black die he has obtained this round on the space to perform the action again.

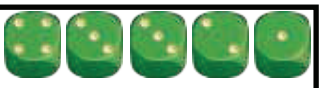


Note: Any number of the black and white dice may occupy an action space in the same round.

How is a player compensated for a low dice roll?

If, when a player rolls all of his dice at the beginning of a round, the total value is **lower than 15**, he receives compensation in the form of Coins or Camels. For each pip below 15 that he has rolled, he may take 1 Coin or 1 Camel. If he is able to receive multiple items, he may take them in any combination he wishes.

Example:



Green has rolled a total of 13. He may therefore take 2 Camels, 2 Coins, or 1 Camel and 1 Coin.

Game End and Final Scoring

The End of the Game

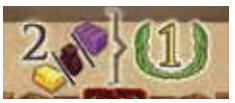
The game ends after 5 rounds have been played. The number of rounds played and left to be played can be determined by the number of Contract Tile stacks remaining next to the game board. The final round begins when the last stack of 6 Contract Tiles (placed next to the game board during setup) is placed in the "Obtain Contracts" area of the board. After the final round is played, the final scoring is performed.

The Final Scoring



In the final scoring, players receive victory points for the following:

* For completing either or both of his **2 Objective Cards**, each player receives victory points as shown on the card. A description of the Objective Cards can be found in the Supplement.
* Each player receives **1 victory point per 10 Coins**. 
* Any player having a Trading Post in **Bejing** receives the number of **victory points** () corresponding to the space his Trading Post occupies.
* Any player having a Trading Post in **Bejing** also receives **1 victory point per 2 Goods** of any type. Players without a Trading Post in Bejing do **not** receive any points for their remaining Goods.
  Note: Camels are not considered to be Goods!



* The player or players who have completed the **most Contracts** receive **7 victory points**.



The player with the most victory points wins the game.

In Case of a Tie

If there is a tie among the players, then the player with the most Camels remaining in his storage area is the winner. If there is still a tie, then all tied players share in the victory.

Rule Changes for 3 and 2 Players

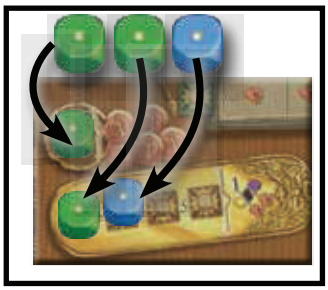
If playing a game with 3 or 2 players, the rule changes are as follows:

3 Players

During the game setup, only **4 black dice** are placed in the black dice area on the game board. In addition, **1 die** in the player color not being used is placed on the first action space in "**The Favor of Khan**" area, **showing a '1'**.
Note: This die remains in the first action space for the entire game; **it is not removed**!

2 Players

During the game setup, only **3 black dice** are placed in the black dice area on the game board. In addition, **2 dice (each showing a "1")** in the player colors not being used are placed on the first and second action spaces in "**The Favor of Khan**" area. Also, **1 die (showing any number)** in a player color not being used is placed in the "**Take 5 Coins**" action space.
Note: These dice remain in place for the entire game; **they are not removed**!



3 and 2 Players

The Advanced Game

The advanced game contains a few changes in the rules from the normal game. Other than what is listed below, all rules of the normal game remain the same. Players may choose from any combination of these variants, or use them all together. We recommend trying the variants one at a time in the following order.

Distribution of Small Town Bonus Tiles



In this advanced variant, the Small Town Bonus Tiles are distributed randomly across the map. The letters  –  appearing on the tiles are ignored in this distribution.

Distribution of Character Tiles



During setup, shuffle the 8 different Character Tiles. (**Note:** There are 3 different versions of the **Mercator ex Tabriz** tile - 1 for each player count, as shown by the icon in the upper left corner of the tile. Only use the tile corresponding to the number of players.) Deal a number of tiles face up on the table, equal to the number of players +1. The player starting the game last in turn order (to the right of the starting player) chooses 1 of the Character Tiles and places it in front of him. Next, the player to his right selects a tile, and so on, until all players have a Character Tile in front of him. The unused tiles are all returned to the box, as they are not needed in this game.
A description of each Character Tile can be found in the Supplement.

Distribution of Objective Cards



In this variant, each player draws 4 Objective Cards from the face down deck, and secretly selects 2 of them to keep. These are placed face down in front of him, and the other 2 cards are returned to the box, also face down. A description of the Objective Cards can be found in the Supplement.

The game can now begin as in the normal rules.

The Advanced Game

Round Sequence – How is a complete round played?

At the Beginning of a Round:

What needs to be done at the beginning of a round?

1. **Determine a new start player (this is not done in the first round).**
2. **Small Town and Character bonuses are collected.**
3. **Players retrieve their dice from the board.**
4. **Players roll their dice, and place them on their Player Boards (collecting compensation, if necessary).**

1. Determine a new start player.



A new start player is determined every round. The player who performed the "Travel" action last in the previous round becomes the start player for the new round. He takes the Start Player Marker (hourglass).
Note: Because the dice of different players are stacked on top of one another on any action space, the player who has performed the "Travel" action last will be the one with his dice at the top of the stack.

Round Sequence

Round Sequence – How is a complete round played?

Exception: If, in the previous round, no player has performed the "Travel" action, the start player does not change.
Exception: If the last player to perform the "travel" action in a round uses a black or white die, the players will need to remember which player this was.
Alternately, the player in question can take the Start Player Marker as soon as he performs the "Travel" action.

Example:



Green has traveled first this round, followed by *Yellow*, and then *Blue*. Therefore, *Blue* is the start player in the next round and takes the Start Player Marker.





2. Small Town and Character bonuses are collected.

* All Small Towns with a "!" now pay out their bonuses. Each player with a Trading Post in such a Small Town receives the corresponding bonus. A description of the symbols on the Small Town Bonus Tiles can be found in the Supplement.
* All Character Tiles with a "!" now pay out their bonuses. See the Supplement for descriptions.

3. Players retrieve their dice from the board.

All players now take back all of their dice from the board and place them on their Player Boards.
All black dice are returned to the black dice area on the board.

4. Players roll their dice, and place them on their Player Boards (collecting compensation, if necessary).

Finally, all players roll their dice simultaneously. If any players roll dice totaling **less than 15**, he receives compensation in the form of Camels or Coins (see page 14).
After all players have rolled their dice again, the new round can begin.

Playing a Round

The players now take turns, beginning with the start player and moving clockwise. They continue to take turns until all players have placed all their dice.

What is the sequence of events on a player's turn?

1. **The player performs 1 or more additional actions, if desired.**
2. **The player must perform 1 main action.**
3. **The player performs 1 or more additional actions, if desired.**

1. The player performs 1 or more additional actions, if desired.

The player **may** perform 1 or more additional actions **before** his main action. The additional actions are described in detail on pages 12 and 13.

2. The player must perform 1 main action.

The player must perform 1 main action by placing dice on the appropriate action space. The action is then performed immediately. The main actions are described in detail on pages 6 to 11.

3. The player performs 1 or more additional actions, if desired.

The player **may** perform 1 or more additional actions **after** his main action. The additional actions are described in detail on pages 12 and 13.

At the End of a Round:

What needs to be done at the end of a round?

1. **All Contract Tiles remaining on the board are cleared.**
2. **6 new Contract Tiles are placed on the board.**

1. All Contract Tiles remaining on the board are cleared.

All Contract Tiles still on the board at the end of a round are placed underneath the "special" stack of Contracts.

2. 6 new Contract Tiles are placed on the board.

Then, 6 new Contract Tiles are placed in their spaces on the board from the next stack of Contracts.
(If this is the end of 5th round, this does not happen.)

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Suggestions, questions, or comments? Write to us at our e-mail address: info@hans-im-glueck.de or at
Hans im Glück Verlag, Birnauer Str. 15, 80809 München www.hans-im-glueck.de / www.cundco.de

Marco Polo
Supplement

Symbols – What do the individual symbols mean?

The symbols used throughout the game are described in detail below. They are always used in the same way; therefore they always have the same meaning. If you come across a symbol you do not understand, you can find it here.

Goods, Camels, Coins, and Victory Points:



These are the symbols for 1 Gold, 1 Silk, 1 Pepper, and 1 Camel. These symbols represent the wooden pieces in the game.



Here, the player has the choice of the shown Goods (Gold, Pepper, or Silk). The number represents how many Goods may be taken. However, when 2 Goods may be taken, they must always be **different**.



These symbols represent Coins or Victory Points.

Other Symbols:



The player takes the **top** Contract Tile from the "**special**" stack, and places it face up on an empty active Contract space on his Player Board. If both spaces are occupied, he may replace 1 of them with the newly-drawn Tile, or he may discard the new one. In either case, the Tile no longer being used is placed underneath the "special" stack.



The player moves his Figure on the map 1 step along any route. He does not use a "Travel" action for this; therefore, he does not have to pay any travel cost. However, any additional costs (Camels or Coins) he encounters along the way still must be paid. He still places a Trading Post as usual, if he ends his movement on a Large City or Small Town (assuming he does not already have one there).
Important: If the player would need to pay an additional cost (Camels or Coins) to take the step and he does not have what is needed, he may not make the movement, and the step is cancelled.
Note: Is is possible for a player to place more than 1 Trading Post on a turn; for example, by taking a "Travel" action, and then completing a Contract which grants him 1 extra step.



The player gains the use of 1 black die. He takes the die from the black dice area on the board, immediately rolls it, and places it in the dice area of his Player Board. He may use this die during the current round, and must return it to its area on the board at the end of the round. The black dice are limited; therefore, if there are none on the board when a player earns one, he doesn't take anything.



An exclamation point (!) indicates that the bonus shown after it is earned at the beginning of every round. This symbol can be found on the Small Town Bonus Tiles, as well as some of the Character Tiles.

"Player Choice" Small Town Bonus Tile:



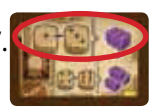
If a player places a Trading Post in the Small Town containing this Bonus Tile, then, at the beginning of every new round, **he may choose** which bonus to receive, from any Small Town where **he does not currently have a Trading Post**.

Symbols on the Large City Cards:



The value of the dice determines what the player receives.

Example: The player places a die showing a "2". He then receives 1 Silk from the general supply.





This symbol allows the player to exchange Goods for Camels (or vice versa), or Coins for Victory Points (or vice versa). It is therefore possible for a player to have a negative amount of victory points.

SYMBOLS – What do the individual symbols mean?



This symbol represents **completed Contracts** (Contract Tiles that are currently in a player's drawer on his Player Board). **Important:** The value of the die placed on a Card with this symbol determines the number of completed Contracts that are taken into account. If a player has more completed Contracts than the value of the placed die, he still only receives a number of victory points or Coins based on the value of the die.



Example 1: The player places a die showing a "3" on this Large City Card. He receives 2 Coins for each completed Contract. He has 4 of them; however, only 3 of them are taken into account because of the "3" value on the die, so he receives a total of 6 Coins.

Example 2: The player places a die showing a "5" on this Large City Card. This would normally allow him to consider 5 completed Contracts for receiving Coins. However, he currently only has 2 completed Contracts in his drawer, so he receives a total of 4 Coins, despite the value "5" of the placed die.



This symbol represents **Trading Posts** that a player has placed on the map. **Important:** The value of the die placed on a Card with this symbol determines the number of Trading Posts that are taken into account. If a player has placed more Trading Posts than the value of the placed die, he still only receives a number of victory points or Coins based on the value of the die.

This function is similar to the completed Contracts symbol . See the examples above.



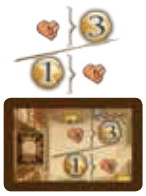
The player selects **1 Small Town** in which he has a Trading Post, and receives the bonus shown in that Small Town. If a Large City Card allows a player to choose several Small Towns, he must choose **all different** Small Towns (which must all contain one of his Trading Posts).



Example 1: The player places a die showing a "5" on this Large City Card. He may now choose 2 Small Towns and receive their bonuses. He currently only has Trading Posts in the A and C Small Towns, so he may only select those 2, and receive their bonuses.



Example 2: The player places a die showing a "4" on this Large City Card. He must now return up to 4 Coins to the general supply, in order to receive the bonuses of 4 different Small Towns in which he has Trading Posts. He returns 3 Coins, and receives the bonuses for the A, E and F Small Towns.



Per the value of the die placed on a Large City card with this symbol, the player may exchange **either** 1 Camel for 3 Coins, **or** 1 Coin for 1 Camel. When taking this action more than once, he must first decide whether to exchange Camels for Coins, **or** Coins for Camels, for the entire value.

Example: The player places a die showing a "5" on this Large City Card. He must now decide whether to trade in 5 Camels for 15 Coins, ***or*** trade in 5 Coins for 5 Camels.



The player receives twice the number of Coins as the value of the placed die.

Example: The player places a die showing a "5" on this Large City Card. He receives 10 Coins.

OBJECTIVE CARDS – How do the Objective Cards work?

Each player has **2 Objective Cards**, for which he can receive victory points at the end of the game. Each Objective Card indicates **2 specific locations** (Large Cities or Small Towns). At the end of the game, the player receives victory points if he has a Trading Post in both of these locations. The structure of the Objective Cards is as follows:



There are 2 ways to earn victory points with the Objective Cards.

1. **The player has placed Trading Posts in both of the locations indicated on the Card.**
2. **The player has occupied a number of different locations with his Trading Posts.**

Objective Cards – How do the Objective Cards work?

1. The player has placed Trading Posts in both of the locations indicated on the Card.

If a player has placed Trading Posts in both of the locations listed on the Objective Card by the end of the game, he will receive the victory points indicated on the right side of the Card. If he only has a Trading Post in 1 of the 2 locations on the card, he receives no victory points for it.

This is evaluated individually for both of a player's Objective Cards.

Example:

Green has the 2 Objective Cards shown here. He has completed the one to the right, by having Trading Posts in both Lan Zhou and Kochi. He receives 4 victory points.



Green has ***not*** fulfilled the second Objective Card, since he only has a Trading Post in Sumatra, but not in Anxi. Therefore, he receives no victory points for this card.



2. The player has occupied a number of different locations with his Trading Posts.

Next, the table at the bottom of the Objective Card is evaluated. This table is the same on every Objective Card. Since each Card lists 2 target locations for Trading Post placement, and each player has 2 Objective Cards, it is possible to occupy up to 4 different locations. For each **different** location (listed on a player's 2 Objective Cards) that contain one of his Trading Posts, he receives a number of victory points at the end of the game, according to the table. For example, if he only occupies 1 location, he receives 1 victory point. For Trading Posts in 2 **different** locations, he receives 3 victory points, and so on.



Example:

Green has Trading Posts in 3 of the locations listed on his 2 Objective Cards: Lan Zhou, Kochi, and Sumatra. He only lacks a Trading Post in Anxi.





Green therefore scores an additional 6 victory points for the 3 locations.

Important: Locations must be **different** in order to score! Therefore, if both of a player's Objective Cards list the same location, and the player has a Trading Post there, it only counts as 1 different location.

Example:

Yellow has completed both of his Objective Cards, and receives the victory points for both of them. 1 of the Cards lists Moscow and Xian, and the other lists Moscow and Kashgar. He has placed Trading Posts in all 3 of those locations.





Yellow receives 6 points for the scoring table, as he has occupied 3 different locations. Moscow appears on both Objective Cards, and does not count as 2 different locations.

Character Tiles – How can they help the player?

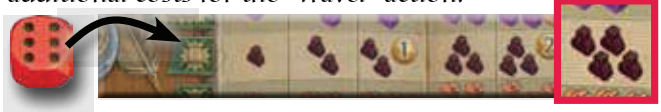


Raschid ad-Din Sinan

The player holding this Character does not roll his dice. Whenever the player wants to perform an action, he may set the dice to **any value**. This also applies to any black dice the player acquires in the game.

Note: This player will never receive compensation for a low dice roll (see page 14.)

Note: The player must still pay the cost for using an occupied action space, and must also pay any additional costs for the "Travel" action.



Example: *Red* wants to perform the Marketplace "Pepper" action. He sets 1 of his dice to a value of "6", and places it on the proper action space. He then takes 4 Pepper from the general supply.





Matteo Polo

The player holding this Character receives the **white die** at the beginning of each round. He rolls it with the rest of his own dice. In addition, he also draws a **Contract Tile** from the "special" stack of Contracts, at the beginning of each round. See the section on the "Contract Tiles" symbol on page S1 of the Supplement.

Character Tiles – How can they help the player?



Mercator ex Tabriz

Note: There are 3 different versions of this Character - 1 tile for each player count, as shown by the icon in the upper left corner of the tile. Only use the tile corresponding to the number of players.

4 Players :
The player holding this Character **earns 1 item** (Gold, Silk, Pepper, or Camel) whenever another player performs the "Marketplace" action. The item received is of the same type that the other player receives on his action. The player always receives only 1 of that item, regardless of how many of that item the other player receives.

Example: *Green* places 2 dice on the Marketplace "Silk" action space and takes 3 Silk. *Blue*, who holds the Mercator ex Tabriz tile, takes 1 Silk.



3 Players :
The benefit is the same as in a 4-player game. In addition, the player receives **1 Camel** whenever another player performs "The Favor of Khan" action.



2 Players :
The benefit is the same as in a 3-player game. In addition, the player receives **2 Coins** whenever another player performs "Take 5 Coins" action.

Note: It is considered good form for a player holding this Character to give a quick "thank you" to another player when gaining items on that player's turn!



Kubilai Khan

The player holding this Character starts the game with his **Figure in Bejing** (instead of Venezia). Therefore, he starts his travels from that city. In addition, he starts the game with **1 Trading Post** on the "10" victory point space of Bejing.



Berke Khan

The player holding this Character may use any occupied action space printed on the game board **without paying Coins**.
Note: As in the usual rules, he still may **not** use an occupied Large City Card action.



Niccolo and Marco Polo

The player holding this Character starts the game with a **second Figure**. Both of his Figures start the game on the map in Venezia.
Note: If the player takes a "Travel" action which allows him to take several steps, he may split the movement any way he wishes between his 2 Figures. He also receives **1 Camel** at the beginning of each round.



Wilhelm von Rubruk

The player holding this Character receives **2 black Trading Posts** at the beginning of the game. He adds these to the rest of his Trading Posts on his Player Board. If he is able to place all **11 Trading Posts** on the board by the end of the game, he receives an additional **10 victory points**. In addition, he may place **a Trading Post in any location he passes through**, even if he does not end his movement there. That is, for every Large City and Small Town he passes through, he may place a Trading Post there. **Note:** The player may backtrack in his movement on any turn, revisiting a location he had already passed through. Nevertheless, he may still only place 1 Trading Post (including black) in each location.



Johannes Caprini

The player holding this Character may "**jump**" his Figure from one **Oasis** to any other Oasis on the map. When performing the "Travel" action, he may therefore travel from one Oasis to another. A jump between Oases uses 1 step of movement. If he has enough steps on his action, he may move out of a location to an Oasis, and then jump to any other oasis on the map. In addition, he receives **3 Coins** at the beginning of each round.



Example: *Yellow* chooses the "Travel" action that allows him to take 3 steps on the map. From Alexandria, he moves to an Oasis, "jumps" to another Oasis, and then moves to Bejing. As in the usual rules, he now places a Trading Post in Bejing.