

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **SILK ROAD**
Pub: **Z-Man Games (2006)**

Page 1: **Rules summary & reference**

v1.1

Nov 2007

For best results, print on card, laminate and trim to size.

Setup

1. Each player takes a **player shield** to hide their money and goods behind.
2. Place all the **goods tokens** in the bag. Each player draws 3 tokens and keeps them hidden.
3. Randomly place as many **action tiles** as there are players minus one on each city, face up. *With 3 players, place 5 on each city.* Orange tokens are placed on orange cities and purple tokens on purple cities. No tiles are placed on Antioch and Chang'An.
No **Crook** or **Barterer** may be placed on Aleppo or Tyre.
4. Each player takes 1 gold and 5 silver (**1 gold = 5 silver**).
5. Place the **big caravan pawn** in Chang'An.
6. A random player receives the **caravan leader pawn** and as many **turn tokens** as there are players minus one. *With 3 players, use 5 turn tokens.*



Sequence of Play

1. Determine the Caravan Leader

The other players may bid money to buy the caravan leader pawn from the player holding it (the leader). Starting with the player to the holder's left and going clockwise, each player may pass or overbid the last bidder.

No player may bid more than he owns and each player may bid only once. If all pass, the leader keeps the pawn for the next phase.

The leader chooses one of the following:

- the *highest bidder pays him* and is given the pawn and the turn tokens, OR
- *he pays the highest bidder* and keeps the pawn and turn tokens.

2. Moving the Caravan

The player holding the caravan leader pawn moves the caravan pawn in one of the possible directions along the lines on the map.



3. Market

Dunhuang, Koria, Kasgar, Merv and Susia have a special action tile symbol. If a caravan is moved to one of these cities the leader may take this action as a bonus.

Then the leader takes one of the action tiles in the city and takes the action. He must take a tile but may decline to take an action.

He then places a turn token in front of himself as a reminder that he has acted and cannot be given back the leader pawn, and gives the leader pawn and remaining turn tokens to another player of his choice.

This new player takes an action tile, a turn token and then gives the leader pawn and remaining turn tokens to a player of his choice with no turn token before them.

When the last player receives the leader pawn there will be no more action tiles in the city and no more turn tokens. This player takes no action, but keeps the leader pawn and takes all the turn tokens at the start of the next turn.

With 3 players, each player will be able to play twice during the turn, the player who played only once finally receiving the leader pawn. The leader pawn may not be passed to a player with 2 turn tokens in front of them.

End of the Game

When the caravan reaches the end city, the game ends immediately and highest score wins. Each player scores:

- 5 points per gold
- 1 point per silver
- 1 point per goods token

The player with the most goods tokens in each color scores 2 points (if there is a tie no one gets the points).

Variant

The direction of movement may be reversed from Antioch to Chang'An, placing purple tokens on eastern cities and orange tiles on western cities. No **Crook** or **Barterer** may be placed on Lanzhou or Yumen.

Action Tiles



SELLER

Sell as many goods as desired of the specified kind. You receive 4 silver for the first token sold, 3 for the second, 2 for the third, and 1 for the fourth and all following ones.



BUYER

Buy as many goods as desired of the specified kind. You pay 1 silver for the first token bought, 2 for the second, 3 for the third, and 4 for the fourth and all following ones.



TRADER

Give the goods on the left of the tile and receive the goods on the right. Can be done once or twice but no more.



Up to number of goods shown of choice for the same number of goods of choice.



THIEF

Steal one random goods token from a chosen player.



GRAND VIZIER

Choose a goods type. All players can simultaneously reveal as many of this kind as they choose. The player(s) who reveal the most receives 5 silver from the bank, the second 3 silver.

Tied first players all get 5 silver, and there is no second. A first player gets 5 and all those tied for second get 3.

The Grand Vizier tile is then set aside with a corresponding goods token on it to indicate that another Vizier cannot choose the same goods in the game (however if a 6th Vizier is chosen any token can be used).



CROOK

Keep this token in front of your screen and use it later to change any one goods type on an action tile you are using.



BARTERER

Keep this token in front of your screen and use it later to take 2 action tiles, one after another. There will then be 2 players who don't get an action this turn, and the last player to get an action will choose who receives the leader pawn.

The Barterer may not be used in the city where collected.