



The Voyages of Marco Polo (2015)

2-4 Players

Designer: Simone Luciani, Daniele Tascini

Duration: 5 rounds. 40 - 100 minutes.



Board Setup

- Shuffle the **18 Goal Cards** and place in a face-down stack
- Place **Goods** [gold, pepper, silk] as a general supply by board – larger pieces are value 3, smaller are value 1
- Place the **6 Small Town Bonus** tiles by letter to the 6 small towns on board
- Shuffle the **10 Large City Outpost Bonus Tiles** , place 1 each on the 7 large cities, rest to box
- Shuffle **31 Large City Cards** and place one face-up on each of 9 city spots, rest to box
- Set aside **6 Starting Contract Tiles** , shuffle rest of **Contract Tiles** and divide them into 5 stacks of 6 each. There will be 8 left over. Place tiles from 1 stack face-up on Contract Tile spots on board. The remaining 8 Contract Tiles form a special pile and placed in a stack set apart from the others
- Place the **10 Character Tiles** face-up by the board in a display. Some characters have bits also
- Place the **5 black dice** on the board above the Grand Bazaar

Player Setup

- Each player gets a **Player Board**, 5 **dice** , 9 **Trading Posts** of a color and 1 **starting contract tile** . Place the contract tile in 1 of the 2 active contract spaces on player board. Trading posts are placed in upper left
- Each player takes 2 **Camels** . Start player takes 7 **Coins** and each player clockwise takes +1 coin
- Pick a start player and award the **Hourglass** marker
- Players choose a **Character** or take by player # [1st = Sinan, 2nd = Matteo Polo, 3rd = Khan, 4th = Tabriz]
 - Can also draft from pool of Character cards = # players +1 in reverse player order
- Each player places 1 player figure on the 50 space of the scoring track and 1 player figure in Venezia
- Players draw 2 **Goal Cards** and keep them hidden
 - Can also deal 4 Objective cards to each player, they choose 2 to keep
- **3p**: only use 4 black dice. Place 1 unused color die with “1” face in the 1st spot of Khan’s Favor
- **2p**: only use 3 black dice. Place 2 unused color dice with “1” face in the 1st & 2nd spot of Khan’s Favor. Also place 1 unused color die [any #] in Take 5 coins space

End Game & Scoring

- The game ends after 5 rounds [after round where all Contract Tile stacks placed]
- +VPs for completed **Goal Cards**
- +1 VP per 10 **Coins** →
- +VP based on spot occupied for Trading Post in **Beijing**, and +1 VP per 2 **Goods** [if in Beijing]
Note: *Camels are not goods*
- +7 VP for most completed **Contracts**
- Most VP wins. Tie: most **Camels** remaining

Symbols

- Take top Contract Tile from “special” stack and place on Player Board
- Move on map 1 step along any route without using Travel action. Must still pay route costs
- Immediately roll and gain the use of 1 black die from the board [if available]
- Bonus shown (!) is paid immediately when earned & at beginning of every round
- Player choice which Small City bonus to receive - player does not need to have a Trading Post there
- The value of the dice determines what the player receives
- Exchange goods for camels, coins for VP, etc.
- Completed contracts. # of die placed determines # of completed Contracts taken into account
- Trading posts on map. # of die placed determines # of trading posts taken into account
- Select 1 Small City with player’s Trading Post, receive that bonus
- Per value of die placed, exchange either 1 camel for 3 coins or 1 coin for 1 camel
- Player receives 2x the # of coins as the value of the placed die

The Voyages of Marco Polo (2015)

Game Play

- At the beginning of a round, determine start player [last Travel action], collect small city  and character bonuses  and retrieve all player dice from the board and simultaneously roll them. If the total < 15, take camels and/or coins = difference to get to 15
- On your turn, move 1+ dice from player board to an action space. Before or after taking a main action, can perform 1+ “Additional” actions. After taking 1 main action [and additional], play passes clockwise. Must place dice if available, when all your dice are placed, pass.
- # of dice played must match # shown on board . Each action space can be used 1x per dice color only. If **blue** space is occupied, must pay \$ to supply = lowest die face being played. Stack on top of dice already in space
- Value of lowest die placed determines the strength of action or # of times to take the action. If **brown** space occupied, cannot place there this round [large city tiles, Favor of Khan]
- Large city tile action spaces are available to players with a Trading Post in that city. Can only be used by 1 player per round. Can execute action # times = die value 
- Black/white dice do not count as a player color. Any # may occupy a space in the same round
- Actions *must* be taken minimum of 1x, but using the action the full # of times is not required
- After placing dice, pay \$ for placing on occupied space, then take action [can't use coins gained to pay cost]. Place dice on top of dice already in space
- At the end of round, clear and replace any remaining Contract Tiles, return black dice to board

Main Actions

- **Take 5 Coins** : place 1 die of any value to get \$5. First pay to place die if space occupied
- **Grand Bazaar** : place dice then determine reward based on the *lowest-numbered die*. Take goods/camels from general supply -> player board warehouse. Can take goods from lower # space in same row if desired
- **Khan's Favor** : place 1 die >= any current die there onto leftmost available space, take 1 good of choice + 2 camels. Once the 4 spaces are filled, no other dice can be placed there
- **Get Contracts** : place 1 die and take 1 or 2 contracts from spaces <= die value and place on any empty Contract space on Player Board. Discard existing non-starting contracts under “special” stack if no room – starting contracts are removed from game. Newly taken contracts must always be placed on Player Board. Spaces 5/6 also give coins/camel bonus to player. Shift remaining contracts to left [do not refill]. At beginning of turn, if no contracts remain, take 2 from special stack and place in 1 & 2 spots
- **Travel** : place 2 dice on the travel action space, pay \$ shown for *lowest-numbered die* and move figure up to max # of spaces shown, paying any additional \$/camels shown on map routes to supply [must move at least 1 space]
 - If ending on **Large City**, must place a Trading Post  there – this becomes a dice placement spot on next turn. 1st player to stop on a Large City gets the bonus and removes the tile  to box
 - If ending on **Small City**, must place Trading Post  there and immediately collect bonus [and again at start of each round]. Each player can have max 1 Trading Post per City [no Trading Posts in Venezia]
 - If passing through Large or Small city, do not place Trading Post. Remove Trading Posts from player board left-to-right, top-to-bottom. Placing 8th & 9th Trading Posts earns instant VP bonus. When placing on Beijing, place on highest available # for end of game bonus VPs. If out of Trading Posts, must move 1 from another location on the map

Additional Actions [optional, any # of times before or after Main Action]

- **Complete 1 Contract**: pay goods on left to gain rewards on right, put face-down on Player Board
- **Take 3 Coins**: put 1 die of any value on coin bag  and take 3 coins, no additional costs for existing die
- **Re-Roll 1 Die**: return 1 camel to supply to re-roll 1 die [including black/white dice]
- **Adjust Die Value +1/-1**: return 2 camels to supply to adjust value of 1 die by 1 up or down [including black/white dice]. **Cannot** adjust from 1->6 or from 6->1
- **Take 1 Black Die: 1x per turn** return 3 camels to supply to take 1 black die, roll it, and place on Player Board. Can be used in current turn. At end of round, all black dice are returned to board