

a game by  
Pierrot

# Caravanserai



**Game Rules**



## Game setup

### THE GAME BOARD AND THE COMMON STOCKS

- 1 **Game board and scoring board:** Place the two boards side by side in the middle of the table.
- 2 **The Fountain:** Affix the stickers, then place the Fountain in the centre of the game board (arrows may point in any direction).
- 3 **Minor orders (16):** Shuffle the red cards and place the deck face down on the South Gate.
- 4 **Ability cards (2x16):** Separate the turquoise and purple cards into two decks and put them face down next to the North Gate. Then flip over 5 cards of each.
- 5 **Major orders (32):** Take out the cards with a value of 11 and 12 from the yellow deck and shuffle them, then flip and place one randomly on each of the four towers in the corners of the Caravanserai. Shuffle the remaining cards back into the deck and place it next to the board.
- 6 **Goods & merchant stalls:** Place the appropriate goods on the stalls: 5 pieces of bronze and amber, 4 pieces of silver and emerald, and 3 pieces of gold and diamond. Place the remaining goods beside the board in a common stock.
- 7 **Caravan tiles:** Shuffle the A and B decks of caravan tiles separately. Then randomly draw 3 tiles from the corresponding deck to the areas marked A and B, with the number 1 on the tile pointing towards the inside of the courtyard. Place the rest of the tiles face down next to the board, within reach.



### PLAYERS' SETUP

- 8 **Each player chooses** a colour and takes the corresponding personal board, player figure, wealth marker, die and player aid card, as well as 6 grey limit markers, 1 yellow coin marker, 1 red credit marker, and chooses 1 piece of emerald or silver.
- 9 Everyone places their **player figure** at one of the two entrance gates.
- 10 **Place all wealth markers** in the starting space (0) of the scoring board.
- 11 **Place the die** in the dedicated space on the right side of your personal board.
- 12 **Place one limit marker** in spaces 4, 5 and 6 of both the purse track on the right side and the credit track on the left side of the personal board.
- 13 **Put the yellow coin marker** on space #2 of the purse track (everyone starts the game with 2 dirhams).
- 14 **Put the red credit marker** on space 0 of the credit track (you have no credit at the beginning of the game).
- 15 **Place the silver or emerald** in one of the 7 storage slots at the top of your personal board.

Roll the dice to select a starting player,

*and let the game begin!*





## Objective of the Game

As a stable boy working in the Caravanserai, you will try to earn a small profit by trading with passing travellers and cleverly exploiting your modest starting opportunities. Sometimes you will need to borrow money to carry out your actions, but fortunately, serving local merchants will earn you enough to invest more, in addition to paying off your debt. The first player to reach 32 dirhams of wealth on the scoring board triggers the final round, then the game ends.

## A Player's Turn

In your turn, you have **2 moves** and **2 actions**:

### 1. MOVEMENT (mandatory)

Before you can resolve an action, you must move. You can move 1, 2 or 3 spaces in any direction, but you cannot move to the same space twice or back to the starting point.

Multiple players can stop on the same space, but you must jump over (and ignore) any occupied space when you move.

Once in your turn you may decide to roll the die. In this case, however, you cannot move more steps than you roll.



### 2. ACTION (optional)

In the Caravanserai, each space offers an action. You may resolve the action if you stop there.

Optionally, you can perform up to two actions in your turn, both of which must always be preceded by a move (but you can choose to move twice without doing any actions).

Activities not related to a specific space do not count as an action (e.g. expanding your purse track).

### THE EFFECTS OF ABILITY CARDS

Some Ability cards can override the rules for the players who hold them. See more details on page 10.



### Example of a turn

#### 1. Movement and action:

You (the orange player) take 3 steps to do a Trade action (on the way, you jump over the space occupied by the purple player).

#### 2. Movement and action:

Still in this turn, you need 4 steps to get to the pavilion, so you roll the die. The result is 5 which allows you to reach that space and stop beside the green player. Here you may do an Exchange action.



## Actions

### BORROW MONEY

At the two Money Changer stalls, you can borrow as much money as your creditworthiness allows (the number of free spaces on your credit track). You don't have to use up your entire credit limit, but the amount you can borrow will also depend on the number of free spaces on your purse track!

To repay your debt, you can either complete Major or Minor orders (see on page 8), or pay in your turn from your current savings.

Your creditworthiness will increase when you complete an order (regardless of whether or not you had any debts to repay).

An example of borrowing (see image below):

You have 0 money, your creditworthiness is 3, and the size of your purse track is 4; this allows you to borrow 3 dirhams.

1 First, place the credit marker in the leftmost free space of the credit track.

2 Mark the same amount on your purse track.

You can increase your creditworthiness by completing Minor and Major orders.

### PURCHASE GOODS

Each market stall sells one of the 6 types of goods, as displayed.

The price of the goods is fixed and is displayed in the top left corner of the personal boards, and on one of the pavilions.

You can buy more than one of the goods; however, the merchants have a limited quantity (5, 4 or 3 units), and they will only replenish their stock after your action if you buy them all.

1	→	🍪 / 🍷	Bronze / Amber = 1 dirham
2	→	🍊 / 🌿	Silver / Emerald = 2 dirhams
3	→	👑 / 💎	Gold / Diamond = 3 dirhams

### The capacity of your storage:

When your storage is full, you can discard items to make room for newly acquired goods.

This also means that if you receive goods out of turn (e.g. through another player's action) and you don't have enough space, you can replace existing goods with the new ones.

You can expand your purse track for 1 bronze or amber any time in your turn.





### TRADE GOODS

You can convert goods by trading them with travellers at the 6 rest areas.

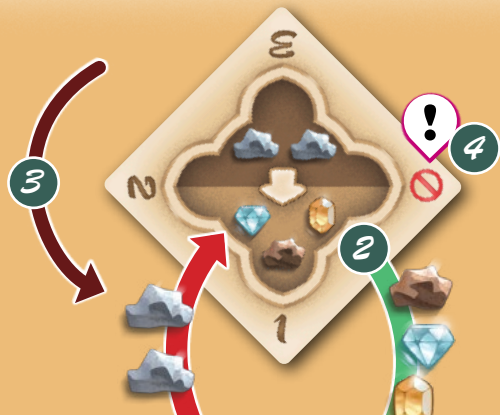
The items they currently offer are displayed on the caravan tile in the given space: you may convert the goods in the dark half of the tile (1) for the goods in the light half (2). When making a Trade action, return the goods to be converted into the common stock, and take the new ones from there.

You may convert as many goods as you are able to within a single Trade action.

*(The value of the goods received is always 1 dirham more than the value of the goods handed over.)*

When you have finished the Trade action, rotate the caravan tile to the left, to the next number in line (3).

After the third rotation (4) discard the tile and draw a new one from the appropriate (A or B) deck.



### SELL GOODS

At one of the pavilions inside the courtyard, you can **sell any number of goods** at the prices indicated.

But you **cannot purchase** anything at this pavilion.



### EXCHANGE GOODS

This pavilion allows you to **exchange goods of the same value** in any quantity, based on the chart shown here.



### TAKE AN ABILITY CARD AND/OR ROTATE THE FOUNTAIN

#### Ability cards:

When stopping at the North Gate, you may **buy one of the face-up Ability cards** in exchange for the goods shown at the bottom of the card.

*The arrows on the Fountain have no effect on the cards here.*

#### Rotate the Fountain:

In the same space, you can also **rotate the Fountain** clockwise by 1 unit.



**You cannot hold two Ability cards of the same type!** These are marked (X type!) in the card descriptions.

### COMPLETE A MAJOR ORDER

In the spaces at the feet of the towers, you can **pick up a Major order card** if you have **all the goods shown on it**. To complete the requirements of the card, pay these items into the common stock and take the card.

The number on the card indicates the amount you earn when completing the order. However, the revenue is **subject to the position of the arrows on the Fountain**:

**+2**, if a **green arrow** is pointing in that direction.

**-1**, if a **red arrow** is pointing in that direction.



Then, follow **every step applicable to the completion of orders** (see on page 8).

**The colour of the frame on the Major order cards will be important at the end-of-game scoring** (see on page 9).



### TAKE A MINOR ORDER

At the South Gate you can pick up Minor orders and fulfil them if you are lucky.

**Draw 2 Minor order cards**; **keep one** and put it in front of you (return the other to the bottom of the deck). On completion, you will receive the indicated amount in dirhams.

You can complete the chosen card later (A), or immediately (B) if you have the goods available:

**A** **If you don't have the required goods in stock**, just take the card you have chosen. You will not need to return to the South Gate to complete the order, nor will it cost you an action. *The arrows on the Fountain have no effect in this case.* However, until you have fulfilled this Minor order, you cannot complete any other Minor or Major order.

**B** **If you complete a card immediately**, your earnings may be affected by the red or green arrows on the Fountain pointing to this gate (-1 or +2 dirhams).

Once you are ready to finish a Minor order, follow **steps 1-4 applicable to the completion of orders** (see page 8).

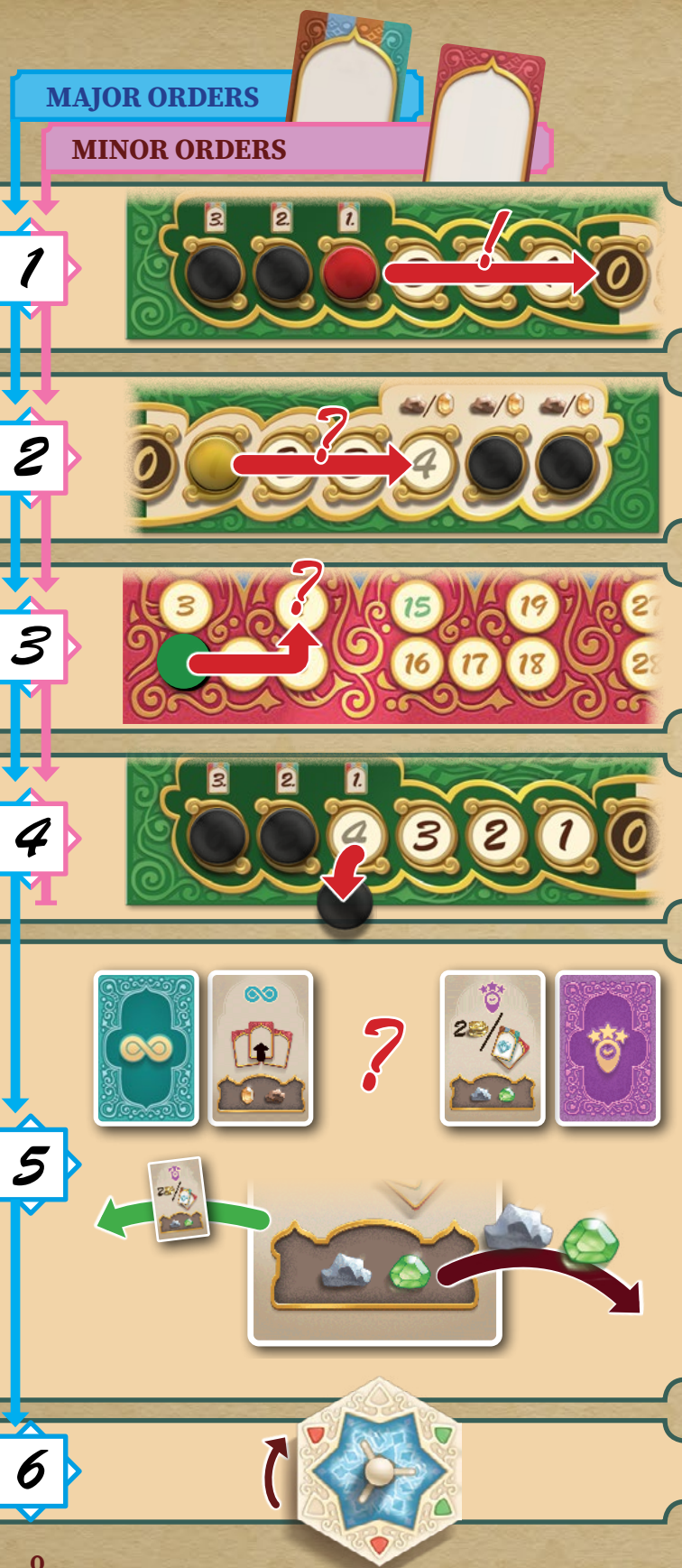
**Each player can collect up to three Minor orders!**



**MAX. 3!**



## Steps following the completion of orders



## End of the Game

When a player reaches or surpasses 32 points on the scoring board, all other players have one more turn, then the game ends.



Add the following to your points achieved on the scoring board:

From the money left on your purse track, first deduct your unpaid debts. Add the remaining amount as points on the scoring board.

If the result is negative, it counts as minus points.



Add up the end-of-game points on your Ability cards.

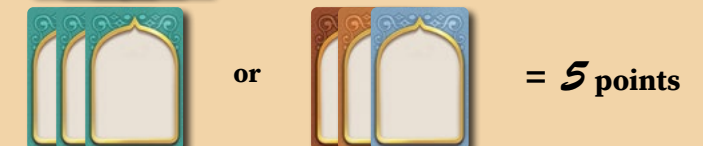


Scoring colour combinations for Major orders:

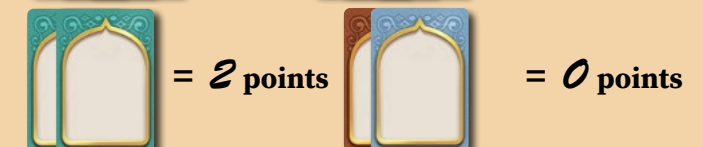
Set of cards of 4 identical or 4 different colours: 9 points



Set of cards of 3 identical or 3 different colours: 5 points



2 cards of identical colour: 2 points



No points are earned for 2 cards of different colour.

**!** A Major order card can only be part of 1 set.

In case of a tie, the player with more goods left on their personal board wins. If there is still a tie, the basic value of the remaining goods will decide the contest. If the tie remains, the players share the victory.





During the game, you may roll the die for every move.

In addition to your main actions, exchange up to 2 items once in a turn (the same way as at the pavilion).



When completing a Major order, you are always paid as if the Fountain's green arrow pointed to the tower (x+2 dirhams).

At the end of the game, each of your remaining coins is worth 2 dirhams.



Each time when you use a die, you can re-roll it 1x.

In addition to your main actions, sell up to 2 items once in a turn (the same way as at the pavilion).



**One-time ability!**

For 1 bronze or 1 amber, remove all limit markers from your purse track, then fill your purse to the maximum (6 dirhams).

At the end of the game, you get 2 dirhams for each of your Major orders.



During the game you can move up to 4 steps instead of 3.

(6 types!) During the game, the goods on the card cost you 1 dirham less. But you can only use the discount twice at a time at the stall.



**One-time ability!**

Once during the game, you can remove a limit marker from your credit track for 1 bronze or amber.

At the end of the game, you get 2 dirhams for each of your completed Minor orders.



Every time you do a Trade action, you can take +1 bronze from the common stock.

During the game, you can buy one type of precious metal (bronze, silver or gold) from any precious metal merchant (up to the stock available at the original merchant's stall).



At the end of the game, you don't have to deduct your debt from your points.

(2 types!) At the end of the game, you get 1 dirham for each occurrence of the icon on this card (silver/emerald) on your completed Minor and Major order cards.



When you take a Minor order, you can choose from 3 cards instead of 2.

Before completing a Major order, you may rotate the Fountain 1 unit.



At the end of the game, you get as many dirhams as your current credit limit (the number of free spaces on your credit track).

(2 types!) At the end of the game, you get 2 dirhams for each occurrence of the icon on this card (gold/diamond) on your completed Minor and Major order cards.







*At the end of the game* all remaining goods on your personal board will be worth 2 dirhams each.

*At the end of the game* roll the die once. You get the result of the roll in dirhams.



*At the end of the game* each limit marker removed from your personal board is worth 1 dirham.

*At the end of the game* draw a Minor order. You get half of the card's value in dirhams (rounded up).



*At the end of the game*, you get 5 dirhams.

## Credits

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*Pierrot*