

KASHGAR

Händler der Seidenstraße

How to Play



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A game by
Gerhard Hecht
for 2-4 players,
aged 12 and up

Idea and Goal of the Game

As spice dealers, players traverse the Silk Road with their caravans, maintaining trade relations with Kashgar in the west of China. They send out members of their caravans to attract more people, and thereby increase their stocks of spices, gold and mules that enable them to fulfill orders. Fulfilling orders, and also for some of the people in their caravans, they earn victory points. Once a player reaches 25 victory points, play ends with the current round. The player with the most victory points is the most successful merchant of the Silk Road.

Components

165 Cards (including 125 Person cards in 5 different types, and 40 Contract cards):

13 Patriarchs
(with Patriarchs on the reverse)



12 Starting cards
(Reverse)



76 Standard cards
(Reverse)



12 Special cards
(Reverse)




12 Expansion cards
(Reverse)



40 Contracts
(Reverse)



4 Mule tokens 

4 Gold tokens 

20 Spice tokens
(4 each in 5 types) 

And, 4 Player boards.

Card Symbols:



S = Any spice



Preparing to Play

1) Shuffle the cards and place them in their respective decks face-down on the table:

- Shuffle 12 Start cards to form a deck.
- Shuffle the 76 Standard cards to form a deck.
- Shuffle the 12 Special cards to form a deck.
- Shuffle the 40 Contract cards to form a deck.

2) Draw 4 Contract cards and place them face up in the middle of the table, near the Contract deck.

Note: In your first game do not use the 12 additional cards that belong to the "Cut and Thrust" expansion. They have the same backs as the Standard cards, but their fronts differ because of their beige-colored backgrounds. These cards (completely or partially) can be shuffled in with the standard cards in later matches to make play more interactive and conflict-ridden.

3) Place one of the Patriarch cards nearby, on the table.

4) Each player receives:

- 1 Player board.
- 1 Mule token, 1 Gold token and 5 Spice tokens in the 5 spice colors. Place them in their corresponding columns, all at value 3, on the player board.
- 3 Patriarch cards. Place them face-up and side-by-side.
- 3 randomly-drawn Starting cards. Place one each face up behind each of the Patriarch cards. Each of these three columns of cards represents a caravan the player controls.

For 2-3 player games, place any leftover player components back in the box.



Anatomy of a Person Card:



Player 2's player board and 3 Caravans.



Deck of Contract cards



4 Contract cards



Discard pile for the Standard cards

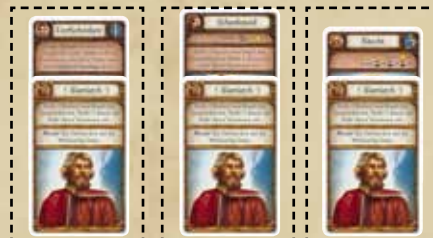


Deck of Standard Cards



Deck of Special cards

Player 1's player board



3 Caravans with a Patriarch face-up at the front, and a random Starting card at the back.

Course of the Game

General rule: the card texts always take precedence over these rules.

The starting player will be the person with the lowest ranked (number at the bottom-right corner) Starting card in any of their Caravans.



The current player selects the **front** card of one of his caravans. Then he **must** – depending on the card – choose one of three options:

A) Caravan action

or

B) Parting action

or

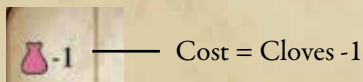
C) Pass

Then it is the turn of the next player in clockwise order.

A) Caravan action

If the player wants to perform a caravan action with the selected card, he places this card at the end of the **same** caravan, i.e. pushes it all the way back, so it is now under all the other cards in its caravan.

To perform the caravan action of the card, he must pay the costs specified in the light background area by adjusting the corresponding markers on his player board. **Note:** some caravan actions have no cost and can be executed directly.



Now the player performs the selected caravan action as described on the card.

Cards obtained as a result of caravan actions are always placed **behind** the just-used card, i.e. furthest back in the caravan.

When a card contains **more than one** caravan action, only **one** of the actions can be performed. Also, it is **not** allowed to pay again and perform the action

multiple times.

B) Parting action

If the player wants to perform a parting action with the selected card, he removes the card **from the game** (placing it back in the box).

To perform the parting action of the card, he must **pay the costs** specified in the red background area on the card by adjusting the corresponding markers on his player board. **Note:** most parting actions have no cost and can be executed directly.

Now the player performs the selected parting action as described on the card.

Cards obtained as a result of parting actions are always placed furthest back in the caravan.

When a card contains **more than one** parting action, only **one** of the actions can be performed. Also, it is **not** allowed to pay again and perform the action multiple times.

C) Pass

If a player cannot (or will not) pay the cost of a caravan action, and prefers not to perform the parting action of the selected card, no action is taken. The card is still placed at the end of its caravan. This ends the player's turn.

Exception: Cards displaying “!” in the card name cannot be passed, i.e. if the Patriarch or Matriarch (or the Additional card “Gate Keeper”) is selected, the player must perform either its caravan or parting action..

Example of a Turn

At the beginning of the game, Patriarchs are at the front of all caravans. The current player selects the Patriarch in caravan 1 and places it at the back of the same caravan.



He chose the Patriarch in caravan 1 because next turn he would like to use the card behind it (the Grocer) to fulfill a contract. He could also have chosen the Patriarch at the front of either caravan 2 or 3, but would rather not use the Servant or the Prophet next turn.

He opts for the Patriarch's first caravan action because he wants to expand caravan 1. Both of the Patriarch caravan actions are free, so the player pays nothing. As described on the card, the player draws 2 cards from the deck of Standard cards. He draws a Planter and a Baker. He opts for the Planter and places the Baker on the Standard discard pile. He places the Planter behind the Patriarch at the end of the first caravan.



Caravan 1 Caravan 2 Caravan 3 Standard card discard pile

The player could have instead used the Patriarch's second caravan action. Then he would have turned the Patriarch over (to reveal the Matriarch side), and then he would have placed it at the end of caravan 1. But he would not have received a new card for caravan 1.

Fulfilling contracts

Contracts can only be fulfilled by performing a caravan or parting action. Most have a cost to be paid, as indicated on the Contract card. However, there are also caravan actions and parting actions that explicitly satisfy a contract for free.

Anatomy of a Contract Card:



In order to acquire a Contract card:

- The player must have **at least as many** mules as shown on left part of the Contract card. (These are not paid, the player just has to have them.)
- The player must also pay the required cost of the Contract shown at the bottom of the card, paying spices and mules or gold. To pay, the player reduces the corresponding marker(s) on his player board.

The player then takes the fulfilled contract and places it face up in front of himself, so that all the players can see its points value. **Hint:** multiple contracts can be overlapped so that all points are visible.

Finally, the player draws a new Contract card from the deck, so that once again there are 4 face up Contract cards available to the players.

Example of Fulfilling a Contract:

The current player selects the Grocer's parting action, removing the card from the game.

With the Grocer's parting action he may fulfill a face-up contract, and he opts for the Large Contract, earning 4 victory points.

The player must now fulfill the contract conditions and pay the costs. He meets the Contract's requirement of owning at least 3 mules. Now, the player must also pay the cost. To pay one mule, he shifts his mule marker down by 1 on his player board. He also moves the cinnamon marker down 6 spaces.

The player takes the fulfilled contract and places it face in front of himself.



End of the Game

The game end is triggered as soon as a player reaches **25 points or more**.

The current round is played to its end. The player who has the most points wins. In case of a tie, the tied player who last earned points wins.

General Notes on the Rules

Increase: If a card says “Increase”, it means that the player’s spices, gold, or mules can be increased to the specified value. Mules can rise to a maximum value of 6, spices and gold to a value of 9. So in some cases it may be necessary to forfeit a portion of an Increase.

When spices, gold or mule indicators are separated by a “/” (slash), the player must decide which **one** of these to increase. When there is no slash, everything shown is increased.

Set: If a card says “Set”, this means that the specified spices, gold or mules must be set to exactly the specified value, regardless of the value they had before! This can sometimes mean that the value may be increased, at other times that the value must be reduced. It can also sometimes remain unchanged.

Remove: If a card says “Remove”, it means that the affected card is placed back in the box and no longer used in the current game!

Turn: If a card says that it is to be “turned”, then the card is simply turned on its back. The Patriarch and the Matriarch are turned over at the end of their “turn” caravan actions.

Complete 1 Contract: If a card says “complete 1 contract” and nothing else is specified, then this can be a Small Contract, Large Contract, or Special Contract.

Draw Cards: When cards may be drawn, draw them from the corresponding deck:

- Contracts from the Contracts deck,
- Special cards from the Special cards deck,
- Standard cards (and Expansion cards) from the Standard cards deck.

(Since, when using the Expansion cards, they are in the Standard cards deck, when an instruction indicates Standard cards, it also means the Expansion cards.)

Not Selected Cards: After a Standard (or Expansion) card is drawn and placed in the specified position in the caravan, all of the not selected cards are placed on the discard pile.

Not selected Contract and Special cards are placed under their respective decks.

Discard: The discard pile may be inspected by all players at any time.

Points: Each player’s points must be visible at all times to all players, and called out when requested.

Important: *The special rules on the cards always take precedence over the general rules in these instructions.*

Example: *Normally, to fulfill a contract you must pay the cost in spices, gold and mules specified on the Contract card. But some cards (e.g. the Scribe), permit fulfilling a contract for free.*

The “Cut & Thrust” Expansion

Experienced players who want more interaction, may choose to include any number of the 12 Expansion cards into the deck of Standard cards at the beginning of the game.

The 12 cards include 2 each of the following persons: Beggar, Envoy, Shepherd, Caravan Leader, Handkerchief, Gate Keeper.





The Designer: Gerhard Hecht (b. 1966 in Munich), lives with his wife and two children near Augsburg, Germany. He plays passionate table tennis,

is an avid movie-watcher, and reads fantasy novels. Even at a young age, Gerhard toyed with changing the rules of his favorite games, and then, began implementing his own ideas. Originally designed almost 10 years ago, *Kashgar* was his first published game. He thanks all his friends, who he tormented with countless prototypes, and who made it possible for the game to be playable at all.

Illustrations: Franz Vohwinkel

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Ashfield NSW 1800
AUSTRALIA
info@grailgames.com.au
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© 2013 Franckh Kosmos Verlags-GmbH & Co.
Pfizerstraße 5–7
D-70184 Stuttgart
Tel.: +49 711 2191–0
info@kosmos.de
www.kosmos.de



