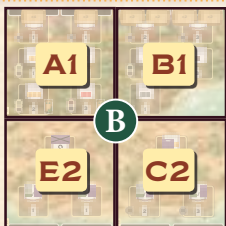




## SPICE ROAD (SR) + A NEW WORLD (ANW)



### GAME SETUP

Set up the components of *Century - A New World* as follows:

- From the Location boards **A**, retrieve out the boards A1, B1, E2 and C2. Then create the **game board** by placing those boards in the middle of the table as shown above **B**.
- From the Point cards **C**, remove all cards that have a **black star** ★ on their bottom left corner and return them to the box. If you play with less than 4 players, also return any cards to the box that do not fit your player count: In a 2-player game, remove all cards with a "3+"- and "4"-mark in their bottom right corner. In a 3-player game, remove all cards with a "4"-mark. Afterwards, shuffle the Point cards and place one at random above each Fort location at the top of the game board face up. Place the remaining cards as a face-up draw deck **D** close by.
- From the Bonus tiles **E**, remove all tiles that show the icon III at their bottom and return them to the box. Shuffle the remaining 20 Bonus tiles. Then, onto each Bonus space **F** on the game board, place a face-up stack that includes as many random Bonus tiles as the number on that space states. Return any spare Bonus tiles to the box.
- Shuffle the 10 Exploration tiles **G**. In a 2- and 3-player game, place eight of them face up beside the game board and place the remaining two face up onto each location that is marked with a 2-3 icon. In a 4-player game, place all 10 exploration tiles face up beside the game board. 
- Take as many player boards **H** as there are players. Make sure the one with the first player symbol  is included. Shuffle them and place one in front of each player with **side A** facing up. The player with the first player symbol will be the start player.
- Each player chooses a player color and takes the 12 settlers of that color. They place six of them on their player board **I** (seven in a 2-player game). The remaining settlers are placed as a reserve to the left of their player board **J**. These are not available to them yet.



7. Beside the game board, put the cubes into the bowls separated by colour **K** and arrange those four bowls in an ascending order: yellow ► red ► green ► brown.
8. According to his position in clockwise order, each player then takes his starting cubes and places them in the storage **L** on their player board:
  - ◆ 1st player > 3 yellow cubes
  - ◆ 2nd player > 4 yellow cubes
  - ◆ 3rd player > 4 yellow cubes
  - ◆ 4th player > 3 yellow cubes and 1 red cube

#### From *Century - Spice Road*, take the Merchant cards:

9. Remove all starting cards (with a purple border) and return them to the box. Shuffle the remaining Merchant cards and place one at random below each of the 4 market locations **M** at the bottom of the game board face up. Place the remaining market cards as a face-down merchant deck **N** close by.

## TAKING A TURN

*Century - From East to West - Part I* is played over a series of rounds. Each player will take **one** turn each round (starting with the first player and going clockwise).

On your turn, you must perform 1 of the following actions:

- ◆ **Work:** Use one location of the game board by placing the required number of settlers there.
- ◆ **Route:** Use one card of your private trade route by placing the required number of settlers on it.
- ◆ **Rest:** Return all your settlers from the game board and your trade route to your player board.

## WORK

Choose **one** location on the game board. You can choose any location that has **neither** an Exploration tile **nor** your **own** settlers on it. Then: a) place the required number of settlers on that location **and** b) use that location's action(s).

### a) Placing settlers on a location:

Placing settlers on a location works exactly as explained in section "a) Placing settlers on a location" of the base game rule sheet.

## b) Performing the location's action(s):

After you have placed your settlers on the location, perform the action according to its type.

Besides the 4 basic types of locations (see section "Basic locations" on the OVERVIEW SHEET), there are 3 new ones:

### Market locations:

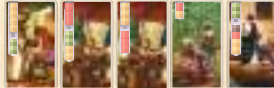
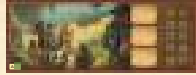


On a market location, perform **one** of the following:

- a) Use the action of the Merchant card that lies directly below this market location (see section "Actions on Merchant cards" on the right). Afterwards, take that Merchant card and place it face down to the right of your player board in a discard pile.

OR

- b) Take the Merchant card that lies directly below this market location (without using its action) and place it below your player board. Merchant cards below your player board form your **private trade route** (see below in section "Route" for how to use it).



Each new Merchant card that you add to your trade route must be placed **to the right** of the ones you already have. However, your private trade route can only comprise a maximum of 5 Merchant cards. If you already have 5 Merchant cards there when you take a new one, exchange that new card for any of the other 5 and place the exchanged card face down to the right of your player board in a discard pile. If there were any settlers on that card, because you performed the Route action previously, those settlers are now placed on the new card without using its action.

After acquiring a Merchant card, fill the empty slot by sliding the cards to the left, creating an empty slot just to the left of the merchant deck; then draw a card from the deck to fill that empty slot.

### Refresh market location:



Remove all four face-up Merchant cards displayed below the market locations and place them face down at the bottom of the merchant deck.

Then draw 4 new cards from the merchant deck and place one of them below each of the 4 market locations. Then take another turn immediately.

### Adjust trade route location:



Take 1 yellow cube from the supply and add it to your storage. Then you **may** swap the places of 2 Merchant cards in your private trade route.

## ROUTE

To perform this action, choose **one** card of your private trade route. You can choose any of its cards that has **no** settlers on it. Then: a) place the required number of settlers on that card **and** b) perform that card's action.

- a) To use a card of your trade route, take the required number of settlers from your player board and place them on that card. The required number of settlers is determined as follows: You need 1 settler + 1 additional settler for each **empty** Merchant card to the **left** of that chosen card (i.e. each card that has no settlers on it).

**Example:** Tom wants to use a Merchant card **D** of his trade route. To do so, he places 1 settler + 2 additional settlers on it (for the empty cards **A** and **C**).



- b) After you have placed your settlers on the card, perform its action according to its type (see section "Actions of Merchant cards" on the right).

## REST

If you cannot or do not want to use a location on your turn, you must instead collect all of your settlers from the game board **and** your private trade route and place them back onto your player board.

## STORAGE LIMIT

At the end of any turn, if you have more cubes in your storage than spaces available, you must return cubes of your choice to the supply until you reach your limit. Storage limit of 10 cubes.

## CUBE SUPPLY LIMIT

The cube supply is considered unlimited. If a supply should be exhausted, use something else as a substitute.

## GAME END

Once a player claims their **8<sup>th</sup> Point card**, finish the current round of play. Then the game ends.

At that point, players count all their points from:

- Their Point cards
- Bonus tiles they have gained during the game (see section "Bonus tiles" on the OVERVIEW SHEET for how to score them)
- Exploration tiles they have gained due to certain Point cards (see section "Point cards" on the OVERVIEW SHEET)
- remaining cubes in their storage: Each non-yellow cube is worth 1 point.

The player with the most points wins. If there is a tie, the tied player who was last to take a turn wins.

### Actions on Merchant cards:



**Spice cards:** Add the number and color of cubes shown on the card from the supply to your storage.



**Upgrade cards:** For each grey cube depicted on the card, you **may** upgrade 1 cube from your storage to the next level.



**Trade cards:** Do the trade shown on the card as many times as you like (at least once): For each time you do that trade, return to the supply the cube(s) shown above the arrow to take the cube(s) shown below the arrow from the supply and add them to your storage.

### New Bonus tile:



For every 2 Merchant cards you have, gain 2 points. (This applies to all of your Merchant cards that are in your private trade route or in the discard pile to the right of your player board.)

**Attention:** In this game, when you gain the immediate benefit of an Exploration card, take one of the available Exploration tiles from **beside** the game board. (Only in a 2- or 3-player game you can uncover a new location by taking one of the 2 Exploration tiles directly from the game board.)

## CREDITS

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