

CENTURY

FROM SAND TO SEA

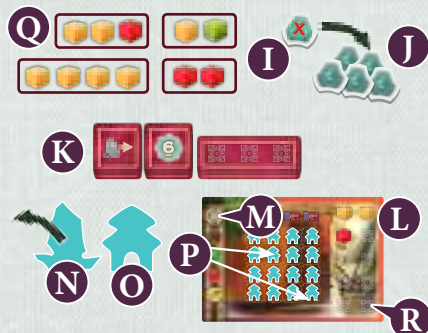
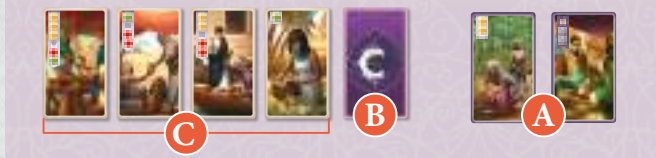
A MID-CENTURY ADVENTURE

In the mid 15th century, the discovery of new, exotic spices have lured merchants to the Indonesian islands. The establishment of faster sea routes to Asia has set off a race amongst merchants to be the first to prosper in the new lucrative trade markets. The Spice Road that Europeans had established generations ago is slowly being abandoned. As a pioneering merchant, this is a once in a lifetime opportunity in your search for fame and riches. Take to the seas, establish outposts, and build a trading network in this hypnotic land full of Eastern Wonders.

GAME SETUP



CLOVES
▲
TEA
▲
CHILI
▲
GINGER



To set up a game of *Century From Sand to Sea*, follow these steps in order:

Setup *Century Spice Road* components:

1. Each player collects the 2 starting cards from *Century Spice Road* to form their starting hand **A**. Any remaining starting cards are returned to the box.
2. Shuffle the remaining Merchant cards to form a deck **B**. Draw 4 cards and place them face up in a row to the left of that deck **C**.

Setup *Century Eastern Wonders* components:

3. Sort all the market tiles **D** by trade symbol and randomly remove 2 tiles of each symbol (a total of 8 market tiles will be removed). Then shuffle the remaining market tiles along with the 4 sea tiles **E**. If it is your first game, build the map according to the pattern shown above **F**. If not, you may refer yourself to the "Create Your Own Maps" section to learn how to make unique, customized maps.
4. Place the 4 port tiles at each corner **G** of the map as shown above.
5. Shuffle the Victory Point (VP) tiles without the Closed Port

tile to form a pile, face down. Draw and place one face up VP tile on each port **H**. Then, shuffle the Closed Port tile **I**, face down, among the first 5 VP tiles **J** of the pile. Finally, put these 6 tiles back on top of the pile. Put that pile on the table, next to the map.

6. Sort the bonus tiles **K** shown above by type and place them on the table. Form a pile with the 6 VP, 5 VP, 4 VP and 3 VP bonus tiles by sorting them in ascending order so the 6 VP tile is on top.
7. Distribute a player board **L** to every player with the *From Sand to Sea* side face up, as shown above. The first player is determined by the player who was last on a boat. The first player takes the player board showing the First Player icon **M** on it **M**.
8. Each player then takes a boat **N** and 16 outposts **O** of the matching color. Each player places an outpost on each space of his player board **P**.
9. Place the starting cubes **Q** in the middle of the table. In reverse turn order, each player selects their starting cubes, put them in their cargo hold **R** and place their boat **N** on any market tile. Once all players have selected their starting cubes, return any remaining cubes to the supply.

TAKING A TURN

On your turn, you may perform 1 of 4 actions:

1. ACQUIRE A CARD

To acquire a Merchant card, first pay for it by placing one cube from your cargo hold on each card to the left of the card you are acquiring and then take that card into your hand. Place any cubes from the card you acquired into your cargo hold. After acquiring a card, fill the empty slot by sliding the cards to the left. Then put the top card from the deck in the rightmost spot.

Note: When acquiring the leftmost card, no cubes are placed.

2. PLAY A CARD

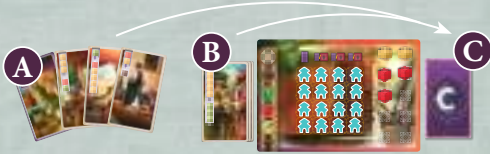
To play a Merchant card from your hand, place the card face up on the left of your player board and execute the card's effect. There are 3 kinds of cards that can be played in this way.

- ◆ **Spice Cards:** When playing a Spice card, take the number and color of cubes shown on the card from the supply and place them in your cargo hold.
- ◆ **Upgrade Cards:** When playing an Upgrade card, you may upgrade a cube in your cargo hold 1 level for each cube on the card.

- ◆ **Trade Cards:** When playing a Trade card, return the number and color of cubes shown above the arrow from your cargo hold to the supply, then take the number and color of cubes shown below the arrow from the supply and add them to your cargo hold. A trade can be performed any number of times in a row as long as you have the appropriate cubes available.

3. MOVE ACTION

To perform a Move action, place one or more cards from your hand **A** and/or face up cards **B** to the right of your player board, in your face down discard pile **C**. Each card discarded during that action will allow you to move your boat to an adjacent tile. Compared to *Century Eastern Wonders*, you must pay for the first movement of your boat. For example, if you want to move your boat 3 tiles away, you must discard 3 cards in any combination from your hand and/or face up pile into the discard pile.




When end your movement on a market tile where one or more other boats are present, you must pay each of their owner 1 cube from your cargo. However, you cannot end your movement on a market tile where other boats are present if you don't have enough cubes to pay all concerned players.

After moving your boat (or choosing not to move), you may perform one of the following actions:


- ◆ a **Market** action on a market tile.
- ◆ a **Port** action on a port tile.

3.1 MARKET


If your boat is on a market tile, you first have the option to build an outpost on that tile. You may build one of your outposts on a market tile if you don't already have one of your outposts on it. Each market tile can have an outpost of each player. The cost to place an outpost is 1 cube for each outpost currently on that market tile (2 cubes for each outpost in a 2 player game). This means that building the first outpost on a market tile costs no cubes. When building an outpost, pay the cost by returning cubes of your choice from your cargo hold to the supply, then take the left-most outpost from your player board, from the row that matches the trade symbol and place it on that tile. Lastly, after placing an outpost, if you just emptied the 1st column, acquire the Merchant card of your choice and add it to your hand without paying any cubes. If it is the 2nd, 3rd or 4th column, choose one bonus tile from the supply and place it next to your player board, or acquire the Merchant card of your choice and add it to your hand without paying any cubes.



During movement, move to an additional adjacent tile for free.



Worth VP at the end of the game.



Your cargo hold has 3 more spaces available for cubes.

Once you have an outpost on a market tile, you may perform the Market action on that tile. You may trade the cubes listed above the arrow for those below the arrow from the supply. During a Market action, a trade can be performed any number of times in a row as long as you have the appropriate cubes available.

3.2 PORT

If your boat is on a port, you may claim the VP tile displayed at that port by returning the cubes shown on the VP tile from your cargo hold to the supply. Take the VP tile and place it face down next to your player board. Then, draw the next VP tile from the pile and place it face up on the port tile. If the tile is a Closed Port tile, the port is considered closed – meaning that VP tiles won't be placed on the port tile while it is present. From now on, if a VP tile is claimed in another port, first move the Closed Port tile to that port tile and then place a VP tile on the port that previously held the Closed Port tile.

4. REST

To rest, take all the cards you previously played face up and all the cards in your discard pile back into your hand.

CARGO HOLD LIMIT

At the end of any turn, if you have more cubes in your cargo hold than spaces available, you must discard cubes of your choice until you reach your limit. Your cargo hold limit starts at 10.

GAME END

The game's end is triggered once a player claims their 4th VP tile. The game will end after the current round of play. At that point, players count all of the points from their VP tiles, uncovered values from spaces on their player board, bonus VP tiles and remaining cubes in their cargo hold (each non-yellow cube being worth 1 point). The player with the most Victory Points wins. If there is a tie, the last concerned player to take a turn wins the tie.

CREATE YOUR OWN MAPS

To build customized maps, review the *Create Your Own Maps* section of *Century Eastern Wonders* rules.

CREDITS

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