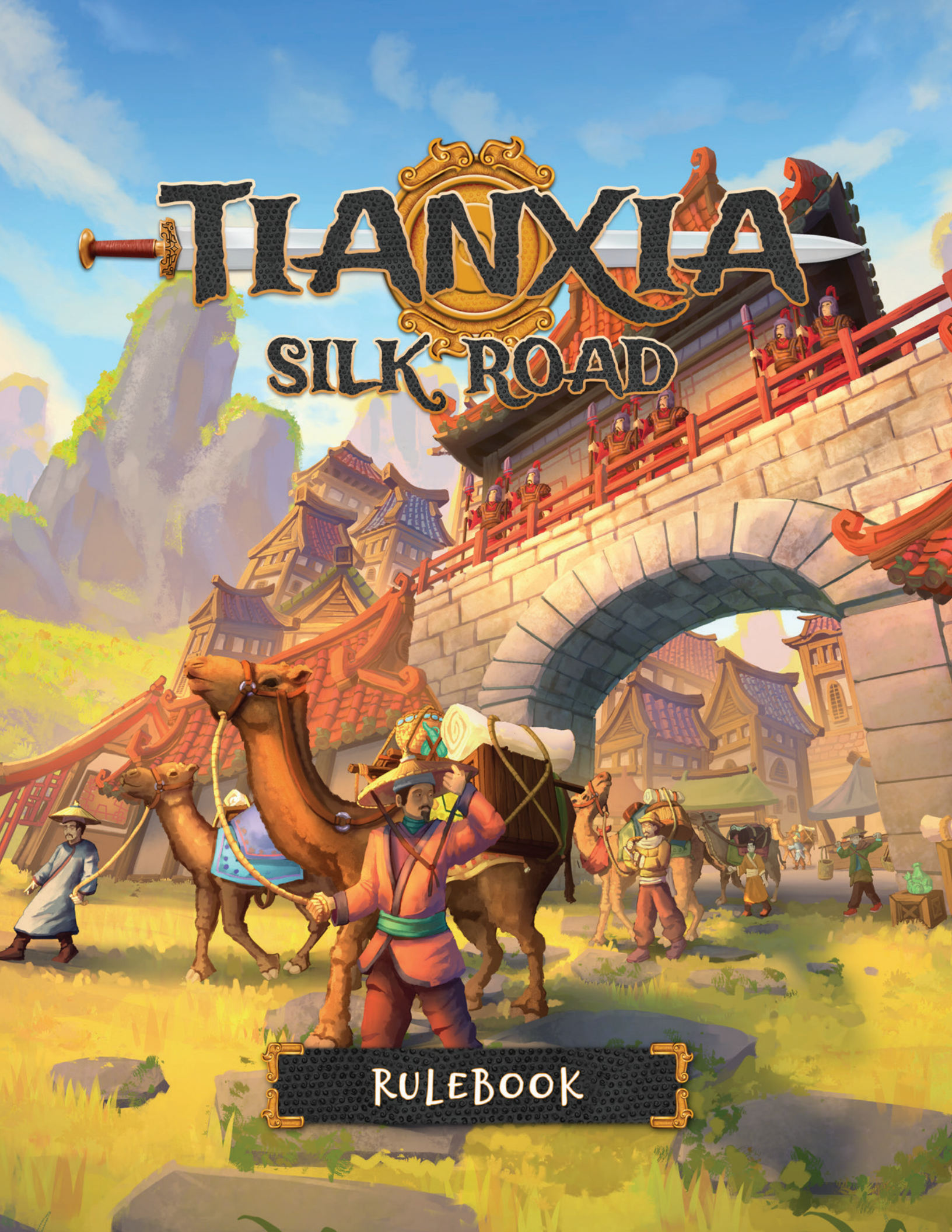




# TIANXIA SILK ROAD



RULEBOOK

# INTRODUCTION

## HISTORICAL SETTING

As the rival kingdoms of the Warring States vied for dominance on the battlefield, a different struggle unfolded across the vast trade routes linking East and West. The Silk Road carried caravans laden with silk, jade, and grain through deserts and mountains, creating new opportunities for wealth and influence. Yet these routes were perilous: nomadic raiders threatened the land convoys, while pirates struck at ports along the eastern coast, demanding tribute or blood. To prosper in this age, rulers had to balance war and commerce, building prestige not only with armies and walls, but through mastery of exchange, trade, and the control of caravans. The Silk Road offered fortune to those daring enough to command it - though few could escape its dangers.

## GAME OVERVIEW

*Tianxia: Silk Road* expansion introduces a new scoring opportunity at the end of each round. This scoring depends on the number of exchange actions they do, the scoring condition shown on the Caravan tiles, and the outcome of the Battles. There is also another threat the players must consider - the Pirates attacking the east coast.



### LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proof reading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

### Missing or damaged components:

Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

Customer support:

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# GAME COMPONENTS



1 Silk Road sideboard



1 Pirate sideboard



1 double-sided Player board



2 Income Building tiles



8 Passive Building tiles



10 Pirate Demand tiles



15 Pirate Bandana tiles



16 Nomad cards



4 Objective cards



4 Battle Camel tokens (of value 2)



4 Battle Camel tokens (of value 1)



12 Caravan tiles



1 Nomad Overlay tile



9 Expansion Bot cards (for solo and 2-player game)

## IN EACH PLAYER COLOR:



16 Camels



4 Tent tiles

Camels and Tent tiles are **limited**, if they run out you may **not** use replacements.

# GAME SETUP CHANGES

Before your first game, carefully punch out all cardboard components from the punchboards. Follow the Game setup of the Base game with the following adjustments:

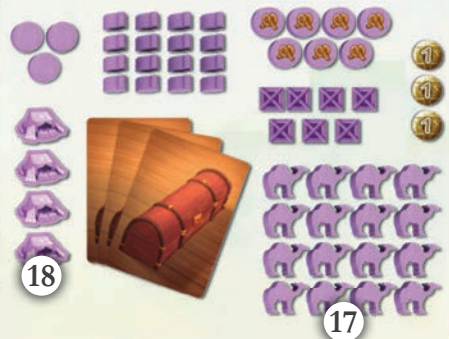
- 1B. Place the Pirate sideboard to the right of the Main board.
- 1C. Place the Silk Road sideboard at the bottom of the Main board.
- 1D. Shuffle all Caravan tiles. Place 1 tile on each section (covering the preprinted Caravans). Return the rest of the Caravan tiles to the box.
 

**Note:** For your first game skip this step.
- 4. Shuffle new Building tiles into the Building tiles pools of the same type.
- 8B. Create a second column of Ships, by placing 1 Ship tile in the 2<sup>nd</sup> Yan Port and Chu Port.
- 9B. Shuffle all Pirate Demand tiles and place them in a face-down stack above the Pirate sideboard. Draw a Pirate Demand tile and add it face-up to each Ship tile in the second column.
- 9C. Shuffle all Pirate Bandana tiles and place them in a face-down stack next to the Pirate sideboard. Draw a Pirate Bandana tile and add it face-up to each Pirate Demand tile in the second column.
- 11. Shuffle new Objective cards into the Objective deck.
- 12B. Take a Battle Camel token of value 1 and 2 in a stack and place it next to each Nomad Cheftain.
- 14. Take the Nomad card deck from the Expansion, shuffle it, draw 4 cards (do not reveal them!), and stack them face down on the indicated space of the Main board. Return the rest of the cards to the box.
- 14A. Place the Nomad Overlay tile next to the Nomad deck, so it covers +2 🐪.



# PLAYER SETUP CHANGES

16. Shuffle a new Player board with the remaining Player boards.
17. Each player takes 16 Camels in their color.
18. Each player takes 4 Tent tiles in their color.



# GAMEPLAY CHANGES

## ACTION PHASE

### EXCHANGE ACTION



For each conversion place 1 Camel from your supply onto a Silk Road sideboard's section that has the corresponding exchange depicted.

**Reminder:** the Golden rule that you may forfeit any positive effect also applies to the Camel placement.



**Example:** The Blue player places their Action marker in the Qin region. They resolve the Exchange action with 2 conversions - spending 2 Wood to gain 2 Helmets. Then they place 2 Camels onto the corresponding section of the Silk Road sideboard.

### SHIPPING ACTION



During the Shipping action, you may choose to Deliver Goods to a Pirate Ship, in the same way as you would do it with the standard Ships. **They always require the Port Goods** . If you Deliver onto a Pirate Ship and it has a Pirate Bandana tile attached, take it to your supply – this reward is for the first Delivery only.

**Important:** You may gain the reward from the Bandana tile at any time during your turn, then discard it.

The effects with refer only to the regular Ships and cannot be used to Deliver Goods to the Pirate Ships. The indicates specifically the Pirate Ships.



**Example:** The Purple player places their Action marker in the Chu region. They resolve the Shipping action with the Pirate Ship in the Chu region. They resolve 1 Delivery, by spending 1 Port Good. They gain any 1 Resource (from the Delivery space), 1 coin, and lower any Nomad Strength marker by 2 (from the Demand tile). Finally they take the Pirate Bandana tile.

## ATTACK PHASE



When you resolve step 1. Award Prestige, the player with the most Strength, additionally gains the Battle Camel token of value 2, and the player with the second most Strength, gains the Battle Camel token of value 1.

## CLEANUP PHASE

At the end of the Clean up phase **and in the 4<sup>th</sup> round** in addition resolve the following steps:

- Discard the Pirate Ship tiles that have all Delivery spaces occupied, along with their Pirate Demand tiles.
- Move the remaining Pirate Ships:
  - A Ship with a Bandana tile attached, moves up by 2 spaces.
  - A Ship without a Bandana tile attached, moves up by 1 space.
- In the 4<sup>th</sup> round all Pirate ships that still have empty Delivery spaces move twice.
- If a Pirate Ship moves out of the last Yan space, each player loses either 1 or 3 PP for each unoccupied Delivery space on that Ship. Then, discard that Ship.

- Reveal a new Ship in the Chu Port, place a Pirate Demand tile and Pirate Bandana tile to this new Ship.

- Resolve the **Silk Road Scoring**: 

1. In turn order, the players **must** place their Battle Camel tokens in one or more sections of the Silk Road sidebar. To place the Battle Camel token, you **must already have at least 1 Camel** in the chosen section. Place one of your Camels from that section on the token to indicate ownership. If you gained the Battle Camel token, but you do not have even 1 Camel on the sidebar, discard the token.
2. In turn order, each player chooses a section of the Silk Road sidebar without their Tent tile, and gains the number of PP indicated on that section's Caravan tile, multiplied by value connected to the Camel majority (see table on the bottom of the Silk Road sidebar). Then, they place their Tent tile on this section.

**Note:** If a player has no Camels, they do not receive any PP. If a player does not have even 1 Camel anywhere on the sidebar, they still must place the Tent tile on one section.

**Important:** If there is a tie, both tied players resolve the lower multiplier (i.e., two players tied for the first place gain PP from the Caravan tile x1, then if there is a third player involved that also decides to score this section, they get only half of the PP (rounded down)).

- Return all Battle Camel tokens to the Main board (next to the Chieftains).



**Example:** The Silk Road scoring at the end of 1<sup>st</sup> round is resolved. During the Attack phase, Yellow and Blue players claimed Battle Camel tokens for their contribution to the defense.



The Yellow player chooses to score the Ctesiphon section and places their Battle Camel token there. They have 6 Camels total there (4 on the sidebar and 2 from the Battle Camel token), which is the most, so they multiply the reward by 2. As Yellow has 2 Shipping markers on the Main board, they gain 8 PP (2 PP x 2 tokens x 2 for majority in Ctesiphon). Then, Yellow places their Tent in Ctesiphon, it cannot be scored by that player again.



The Blue player is second in Ctesiphon, but may claim a majority in Maracanda and Xi'an. In Ctesiphon they would score only 2 PP for their 1 Shipping marker on the Main board, while in Maracanda even double PP for Governors would result in 4 PP. They choose to score the Xi'an section as their lowest track position is space 2 on the red Palace track. Blue places their Battle Camel token in Xi'an, gains 8 PP (2 PP x 2 steps on the red track x 2 for majority in Xi'an) and then places their Tent in scored section.



The Purple player has a majority in Dunbuang, but they did not build any Walls yet, so they would score 0 PP there. They choose Maracanda instead. There is a tie there, so Purple must score x1, instead of x2. Purple gains 3 PP (1 PP x 3 Governors), and places their Tent in scored section.

Finally, all Battle Camel tokens are returned to the Wall sections they were taken from.

## 2-PLAYER MODE

### GAME SETUP

At the beginning of the game shuffle the Expansion Bot cards and place them in a deck below the Base game Bot deck. Add 16 Camels to Bot's supply.

### SETUP PHASE

Along with standard Bot cards, draw also 3 Expansion Bot cards and place them face down below the standard Bot cards. Then, flip the 3<sup>rd</sup> Expansion Bot card face up.

## ACTION PHASE


On its turn, the Bot resolves the Expansion Bot card after the corresponding standard card (**flip it face up if needed**). Then, discards both resolved cards.

If there are no more cards on its Player board, simply skip the Bot's turns for the rest of the round.

The effects of the Expansion Bot cards are described in the Solo section of Appendix on page 12.


The bot is limited by the number of Camels the same as a player. If the Bot runs out of Camels, it will ignore any action that would allow it to send Camels for the remainder of the game.

## ATTACK PHASE

The Bot does not gain any , but its Walls and Soldiers are taken into consideration when awarding Prestige Points to the players **as well as for claiming the Battle Camel tokens**. Treat its Soldiers and Walls as per the normal rules when resolving Battles. **If the Bot claims the Battle Camel token it is discarded for this round.**

## CLEANUP PHASE

Shuffle the Expansion Bot cards into an Expansion Bot deck.

The Bot does not gain any  during Silk Road scoring, but its Camels are taken into consideration when awarding Prestige Points to the players.

## SOLO MODE

*Beyond the battlefield in the North, a different struggle now unfolds across the trade routes linking East and West, where caravans laden with silk and jade promise new opportunities for wealth and influence. General Li Mu's advisors are eager to help him build prestige not only with armies but through the mastery of commerce and exchange. To surpass his legacy, you must balance war and trade, securing the Silk Road while defending the eastern coast from the threat of pirates.*

## SETUP PHASE

At the beginning of the game, shuffle the Expansion Bot cards and place them next to Li Mu's player board. Add 16 Camels and 4 Tent tiles to Li Mu's supply (in his color).

## GAME SETUP

As a step 3 of the Setup phase in each round, shuffle the Expansion Bot cards and place them below the 3<sup>rd</sup> space of Li Mu's player board (below his deck). Then, draw 2 Expansion Bot cards and place them **face down** to the left of the deck (below the 1<sup>st</sup> and 2<sup>nd</sup> card on Li Mu's player board).

## ACTION PHASE

After resolving the actions from the active card, **Li Mu resolves the Expansion Bot card corresponding to the active card**. Then, discards both resolved cards.

The effects of the Bot cards are described in the Solo section of Appendix on page 12.

Li Mu is limited by the number of Camel tokens the same as a player. If he runs out of Camels, Li Mu will ignore any action that would allow him to send Camels for the remainder of the game.

## ATTACK PHASE

When Li Mu claims a Battle Camel token, he discards it or adds to the Silk Road sidebar depending on the difficulty level.

Easy	Li Mu discards the Battle Camel token for that round.
Normal	Li Mu places the Battle Camel token in a section where he has the most Camels and there is no Tent in Li Mu's color.
Hard	Li Mu places the Battle Camel token in a section where you have the most Camels and that has not yet been scored by you (there is no Tent tile in your color). If Li Mu does not have a Camel in that section, it immediately adds 1 from his supply. If he is unable to add a Camel from his supply during this step, it moves one Camel from any sidebar section with your Tent.
Emperor	

## CLEANUP PHASE

Shuffle the Expansion Bot cards into an Expansion Bot deck.

Li mu does not lose any  for the Pirate Ships.

During **Silk Road scoring**, Li Mu scores the section where it has the most Camels (including Battle Camel tokens). He ignores the Caravan tiles, and scores depending on his presence in that section:

- 7 PP if he has more Camels than you.
- 4 PP if there is a tie in the number of Camels.
- 2 PP if he has fewer Camels than you.

Then, Li Mu places the Tent in his color in scored section (Li Mu cannot score that section again).

# APPENDIX

## PLAYER BOARDS - MERCHANT ACTIONS

6A		Perform 2 conversions (as depicted on the Main board). Each of these conversions include placing a Camel in an appropriate section.
		Gain any 1 Resource. Draw 2 Objective cards. Then discard 2 Objective cards from your hand (without gaining any benefits).
		Advance 1 step on 2 different Palace tracks, gaining all appropriate benefits.
6B		Place 2 Camels from your supply onto any section(s) of the Silk Road sideboard.
		Place 1 Soldier for free in any Wall section where a Battle occurs this round.
		Perform 3 Shipping actions, each with exactly 1 Delivery to any Ship(s) (in Port/not in any Port). Do not place any Shipping markers.



## INCOME BUILDINGS

	<b>(I11)</b> Perform 2 Exchange Actions. These are full actions that allow up to 4 conversions, including placing the appropriate number of Camels. <b>Example:</b> The Purple player exchanges 1 Wood for a Helmet and 3 Rice for 3 Silk, adding 1 Camel to Dunhuang and 3 Camels to Ctesiphon.
	<b>(I12)</b> Gain any 1 Good and place 2 Camels from your supply onto any section(s) of the Silk Road sideboard.

## PASSIVE BUILDINGS




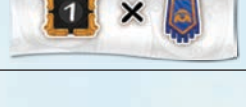

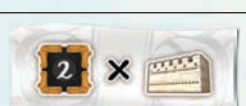

	<b>(P19)</b> Each time you place your Action marker on a space that already has at least 1 other Action marker, gain 2 PP.
	<b>(P20)</b> Each time you perform an Exchange action, place 1 additional Camel (from your supply) onto the same Silk Road sideboard section.
	<b>(P21)</b> During a Shipping action you gain 1 extra Shipping to the Pirate Ship that is present in that region.
	<b>(P22)</b> Each time you place a Delivery marker, gain 1 Prestige Point.
	<b>(P23)</b> Each time you place a Delivery marker, gain 1 extra Coin.
	<b>(P24)</b> Each time you place a Delivery marker, advance on the Palace track on which you are the lowest (compared to your position on other Palace tracks).
	<b>(P25)</b> During the Silk Road scoring, your Battle Camel tokens value is doubled.
	<b>(P26)</b> Each time you Fortify: for each Wall and Tower you build, gain any 1 Good.

## OBJECTIVE CARDS

	<p><b>(OB29)</b> Gain any 3 Goods (in any combination). — — — Gain 3/6/9/14 Prestige Points for 5/8/12/16 Camels on the Silk Road sideboard.</p>
	<p><b>(OB30)</b> Place 1 Soldier for free in any Wall section, and gain any 1 Good, and 1 Rice. — — — Gain 4/7/11/16 Prestige Points for 1/2/3/4 Silk Road sideboard sections with 4 or more of your Camels present.</p>
	<p><b>(OB31)</b> Gain 1 Wood and 2 different Goods. — — — Gain 3/7/12/18 Prestige Points for 3/5/8/12 Camels that are present in Ctesiphon and/or Dunhuang section of the Silk Road sideboard.</p>
	<p><b>(OB32)</b> Gain any 1 Good and 2 Coins. — — — Gain 3/7/12/18 Prestige Points for 4/6/9/13 Camels that are present in Maracanda and/or Xi'An section of the Silk Road sideboard.</p>

## CARAVAN TILES

	Gain 1 Prestige Point for each of your Workers on Barges.
	Gain 1 Prestige Point for each of your Soldiers.
	Gain 1 Prestige Point for each Governor you have on the Main board.
	Gain 2 Prestige Points for each of your Shipping markers on the Main board.
	Gain 2 Prestige Points for each Jade Figurine tile on your Player board.

	Gain Prestige Points corresponding to your position on the indicated Palace track.
	
	
	
	Gain 2 Prestige Points for the position on the Palace track on which you are the lowest (compared to your position on other Palace tracks).
	Gain 2 Prestige Points for each of your Walls on the Main board.
	Gain 5 Prestige Points for each of your Towers on the Main board.

## PIRATE BANDANA TILES

	Place a Worker on a Barge for free, gaining all appropriate benefits.
	Gain the depicted Resource.
	
	
	Gain any 1 Resource.
	Gain any 1 Good.




	Gain 1 Coin.
	Gain 3 Prestige Points.
	Place 1 Camel from your supply onto any section of the Silk Road sideboard.
	Advance once on the appropriate Palace track.
	Advance once on any Palace track.
	Reduce the Nomad Strength marker in any Wall section by 2.

	(D35) Spend 1 Good shown on the Port tile in that region and 2 Helmets to place 1 Soldier for free in any Wall section where a Battle occurs and place 1 Camel from your supply onto any section of the Silk Road sideboard.
	(D36) Spend 1 Good shown on the Port tile in that region and 2 Helmets to place 2 Soldiers for free in any Wall section(s) where a Battle occurs.
	(D37) Spend 1 Good shown on the Port tile in that region and 1 Helmet to reduce the Nomad Strength marker in any Wall section by 3 and gain any 1 Resource.
	(D38) Spend 1 Good shown on the Port tile in that region to reduce the Nomad Strength marker in any Wall section by 1 and gain 2 Prestige Points.
	(D39) Spend 1 Good shown on the Port tile in that region and 1 Helmet to draw 2 Objective cards. Then, discard 1 Objective card from your hand (without gaining any benefits).
	(D40) Spend 1 Good shown on the Port tile in that region to gain 1 Rice and 2 Prestige Points.
	(D41) Spend 1 Good shown on the Port tile in that region and 1 Helmet to place 1 Soldier for free in any Wall section where a Battle occurs.
	(D42) Spend 1 Good shown on the Port tile in that region to reduce the Nomad Strength marker in any Wall section by 2 and gain 1 Coin.

## DEMAND TILES

	(D33) Spend 1 Good shown on the Port tile in that region to place 1 Camel from your supply onto any section of the Silk Road sideboard.
	(D34) Spend 1 Good shown on the Port tile in that region and 1 Helmet to reduce the Nomad Strength marker in any Wall section by 1 and place 2 Camels from your supply onto any section(s) of the Silk Road sideboard.

# EXPANSION BOT CARDS (SOLO AND 2-PLAYER GAME)

	<p>Li Mu places a Delivery marker on a Pirate Ship in the indicated Port (first on the list). He places it on the first space from the left/right, starting with the top/leftmost (if there are more in one line) Pirate Ship in the indicated Port. If there are no available spaces on that Ship, it places a Delivery marker on the next Pirate Ship, then next Port, according to the priority list on the card.</p> <p>Li Mu <b>does not</b> place a Shipping marker in the same Port. If there was a Bandana attached to that Ship, discard it.</p>		<p>Li Mu places 1 Camel/2 Camels/3 Camels in the section of the Silk Road sidebar where he has the least Camels. If tied, use the priority list from the card.</p>
	<p>Li Mu places 1 Camel/2 Camels in the section of the Silk Road sidebar where he has the most Camels <b>and</b> any of the human players has not yet scored (there is no Tent tile in a human player color). If tied, use the priority list from the card.</p>		

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