

Category:	Family +
Duration:	30 minutes
Age:	8 and up
Number of players:	1 to 6

Caravanserai

Enter the enchanting world of Caravanserai, an epic board game where you play the leader of a desert caravan. Travel through wild and inhospitable territories, in search of riches and glory. Plan your moves intelligently on the modular board, made up of hexagonal tiles. With its simple rules and complex strategy, Caravanserai is an exciting game for players of all levels. Who will be the leader of the longest caravan at the end of the game? It's up to you to find out in Caravanserai!

1 Game contents



Figure 1 Game contents

- 30 Hexagonal desert tiles, each with 2 Caravanserai cells of one of the good colors (white, black, purple, red and yellow). The tiles are divided into 6 categories of 5 tiles each
- 1 first player token
- 1 Market
- 35 pieces of good (7 of each color) make up the reserve.
- 6 starting sets in player colors including :
 - 1 double-sided game aid (basic game rated **S** and expert variant rated **X**)
 - 8 camels in the player's color
 - 15 goods (3 of each color)

2 Preparation

- A) Prepare 6 goods of each color for the general reserve (**30 goods**)
- B) Depending on the number of players, prepare a certain number of desert tiles:
- **5 players and 6 players:** Take all the tiles: **30 Tiles** to keep.
 - **4 players:** Discard 3 tiles of the same category: **27 Tiles** to keep.
 - **3 players:** Discard all the tiles in a category plus one other tile at random: **24 Tiles** to keep.
 - **1 player and 2 players:** Discard all tiles of 2 categories plus one other tile at random: **19 Tiles** to keep.
- C) Shuffle these terrain tiles and lay them out face-up on the table to form the **game board** according to the number of players:

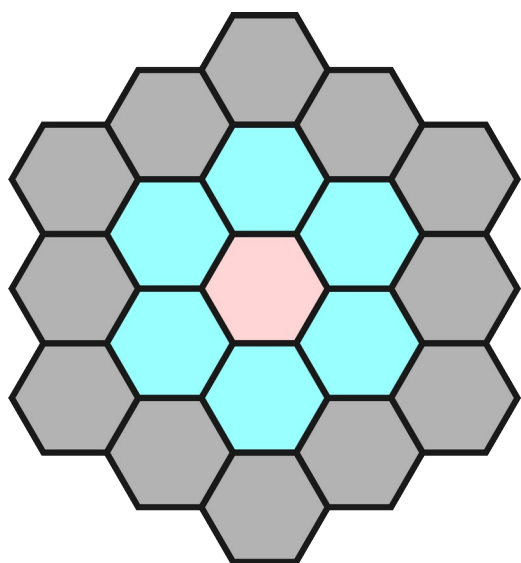


Figure 2 : 1 or 2 players: 19 tiles

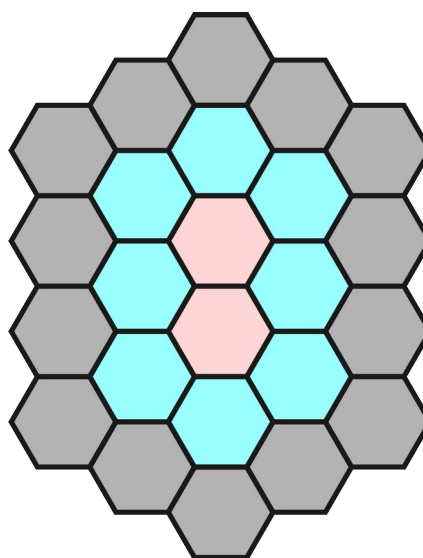


Figure 3 : 3 players: 24 tiles

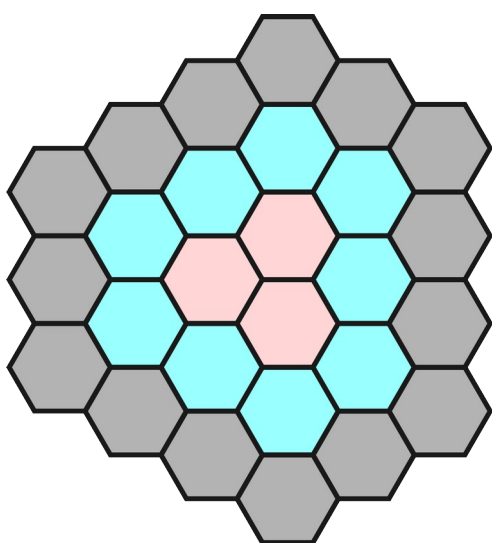


Figure 4 : 4 players: 27 tiles

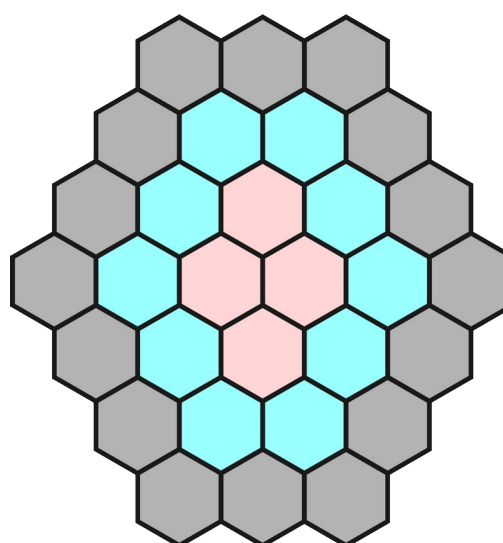


Figure 5 : 5 or 6 players: 30 tiles

Note: central, intermediate and outer tiles are shown in salmon, turquoise and grey respectively.

- D) Randomly choose one of the 2 Caravanserai cells on each intermediate tile, and place a good of the same color from the 30-goods reserve on it. These goods are placed vertically on the cell. For 1-2 / 3 / 4 and 5-6 players, there will be 6 / 8 / 9 and 10 goods respectively.
- E) Place the market on one edge of the board and place the remaining goods there.
- F) Distribute 1 starter set to each player.

2.1 Example (Figure 6)

4 friends decide to play a game of Caravanserai. Their names are Billy (blue), Olivia (orange), Peter (pink) and Grace (green). They have removed 3 terrain tiles of the same type and randomly placed the remaining 27 tiles to form the game board. The 9 goods randomly placed on the intermediate tiles are indicated in the illustration below by a turquoise circle.



Figure 6: Example of a 4-player set-up

They placed the remaining goods ($30 - 9 = 21$) on the market. Each took a starting set.

3 Tour order

1. The player who has been in the desert most recently is designated first player. He takes the first player token.
2. Players take turns to play clockwise, starting with the first player.

3.1 Placement of caravans

In turn order, each player performs the following actions:



1. He places his playing aid S side up.
2. He places a camel on a Caravanserai cell on one of the outer tiles of the game board and takes a good of the same color from the market to place in his personal reserve.

a) Example (See Figure 7) :

In a 4-player game, Billy (blue) is designated first player. He takes the first player token and goes first.

He places a camel on a purple Caravanserai cell. He then takes a purple good from the market and places it in his personal reserve.

Figure 7 : Preparing the blue player (Billy)

4 Game turn

In turn, starting with the first player, each player completes the following steps in order (before moving on to the next player):

1. Placement
2. Count
3. Pieces taking back at the caravan tail

4.1 Placement

On his turn, each player points the leading camel of his caravan in the desired direction. He then places as many goods as he wishes in front of this camel, and ends his placement with a new camel. Placement must comply with a few rules:

- Goods are placed in a straight line, following the direction given by the leading camel (changes of direction can only be made on Caravanserai cells).
- Each series of goods of the same color is hereafter referred to as a block.
- The first block must be made up of 1 or 2 goods.
- Subsequent blocks must have a different color and be exactly one unit larger than the previous block.

a) Examples of correct placements

- 1 Yellow, 2 White, 3 Red, 4 Black then 1 camel: 11 pieces placed
- 2 Reds, 3 Blacks then 1 camel: 6 pieces placed
- 1 Red, 2 Yellow, 3 Red then 1 camel: 7 pieces. placed
- 2 White then 1 camel: 3 pieces placed
- 1 camel: one piece placed

b) Remarks

If the caravan passes through a Caravanserai cell with good, the player can use it directly to make up the block passing through the Caravanserai cell. If he can't or doesn't want to, the good goes back to the market and the block is simply not omitted from the count (see 4.2 below).



Figure 8 : Blue player placement:
Countdown value is 4

c) Stop on a Caravanserai cell

If the player places a camel on a Caravanserai cell, he takes a good of the same color from the market and places it in his personal reserve. If the cell had a good, the player takes this good in addition to the one from the market.

If, in one of these cases, there are no goods of the right color left in the market, they are taken from an opponent's personal reserve, or nothing if no opponent has goods of that color in his reserve.

d) Example (Figure 8)

Billy places 1 purple, 2 yellow, then 1 purple good on the Caravanserai cell (he changes direction), then completes his block with 2 purples and ends his placement with a camel on a black Caravanserai cell. He then takes a black market good for this camel.

4.2 Count

The player then counts the number of pieces (goods and camels) he has placed this turn, omitting all goods from blocks passing through a Caravanserai cell of the same color as the block. **Example:** the count value for the placement shown in Figure 8 is 4 (the purple goods, the 2 yellow goods and the camel; the last 3 purple goods are omitted).

4.3 Pieces take back a the caravan tail

The player takes back as many pieces (goods or camels) from the tail of the caravan as the value of the count and places them in his personal reserve.

- For each camel taken back in this way, he takes a good from the market and places it on the board on a free Caravanserai cell of the same color. During the course of the game, you may have to place 2 or 3 goods on the board as a result of a single placement.



Figure 9 : Collecting pieces after the count. The blue player must choose a good from the market and place it on the game board, as there is a camel in the recovered pieces.

5 End of game

The game continues in this way until one player takes the last good from the market. The round then ends with the last player, and each player plays once more.

Example: In a 4-player game (Billy, Olivia, Peter and Grace), if Olivia takes the last good on the market, Peter and then Grace play to complete the round. Each player then plays one last time. If Grace had taken the last good, each player would play one last time.

Each player then counts the number of pieces (camels and goods) making up his caravan. The longest caravan wins the game. In the event of a tie, the player with the most pieces in his personal reserve wins. In the event of another tie, the player who played last wins the game.

6 Variants

6.1 Expert

After a few games, or for experienced players, the expert variant can be applied.

a) Preparation

- Players turn the game aid onto the expert side marked **X**.
- The general reserve initially has **35 goods** (7 of each color) instead of 30.

b) Placement

- Blocks laid must start with a **size 1** block (instead of 1 or 2).
- **Once** per placement, a single block of any size can be replaced by a lying camel. It will have the same effects as any camel:
 - It will, of course, only occupy one hex.
 - If placed on a Caravanserai cell, the player picks up a good of the corresponding color from the market, or from another player if there are none left in the market. These goods can be used for subsequent blocks of the current placement.
 - It can be used to separate 2 blocks of the same color (see 3rd example below).
 - It allows you to change direction without being on a Caravanserai cell.
 - When counting, it is counted like any other piece. Be sure to start the count with the size-one block (or the lying camel if it replaces the size-one block).

c) Examples of valid placements

- 1 camel (normal)
- 1 camel (lying), 1 camel (normal)
- 1 Red, 1 camel (lying), 3 Reds, 1 camel (normal)
- 1 Black, 2 Yellow, 1 camel (lying), 4 Black, 5 White, 1 camel (normal)
- 1 Yellow, 2 Red, 3 White, one camel (lying), one camel (normal)



Figure 10 : Example of a placement with the expert variant

6.2 Solo

When the player takes a camel from the tail of his caravan, he places 2 goods from the market to the Board.

The game ends if the player runs out of camels or goods in the market. You'll find your level in the table, based on the length of your caravan.

Level	Length
Camel driver	25
Great camel driver	30
Xiansheng	35
Tribal chief	40
Chief of the 5 tribes	45 and over

7 Comments and clarifications

7.1 Placing pieces on the board

- Goods on the game board that are not part of a caravan are placed vertically. This distinguishes them from nearby caravan goods.
- The parts making up each caravan are laid longitudinally.

7.2 Moving caravans

Caravans cannot cross another caravan or themselves. They can, however, be located on a hex adjacent to them. Particularly in these cases, it's important to place the pieces correctly on the board, so as to clearly distinguish the different caravans.

If a player is unable to play on his turn (due to a blockage or lack of goods or camel pieces), and his caravan can no longer move, he skips his turn until he can play again, or until the end-of-game count.

7.3 Block on 2 Caravanserai cells

If a block of goods covers 2 Caravanserai cells of different colors, it is not omitted from the count, even if one of the 2 colors matches that of the block. If it covers 2 Caravanserai cells of the same color as the block, it is obviously omitted from the count.