

## Movement speed (tiles/turn)

\*The lowest speed of both your mounts counts as your caravan speed.

## Carry capacity

How much load can your caravan carry.

When over-encumbered, your caravan moves 1 less tile per turn for every 10 units of load over your max capacity.

## Grasslands

You gain 1 spice.

## Desert

Your speed is decreased by one. You gain 1 silk.

## Mountains

Your speed is decreased by one. You gain 2 gold.

## Oasis

Increase one of your resources by one.

## River

You cannot pass through the river.

## Trade camp

Trade your resources with merchants.

## City

Upgrade your caravan or buy resources.

## Start

Every player starts from this position at the start of the game.

## Finish

The destinations players need to reach to finish the game.