

Caravan Conquest - Rules

Objective

Be the first player to reach the designated destination with the most valuable goods and gold.

Game Setup

1. Create the map from tiles, by randomly placing them in 36 x 36 grid, with Start and Finish cards being on the opposite corners.
2. Each player gets their basic set of steeds and caravan.

Gameplay

1. Turns: Players take turns in clockwise order.
2. Movement: On your turn, you can move your caravan in 4 directions. The amount of steps you can make depends on your speed and tiles, you are moving through.
3. Encounters:
 - You interact with tile only when you stand on it, not when you are walking through.
 - Trade Camps: Trade goods for gold.
 - Cities: Buy upgrades with gold or sell them for half of the original price.
4. Special encounters: draw a special encounter at the start of your turn.
5. Treasure: Collect treasure and gain 40 gold.

Trading

There are two types of Trade camps:

1. Silk - in this Trade camp, you can trade 1 silk for 10 gold.
2. Spice - in this Trade camp, you can trade 1 spice for 5 gold.

Resource Management

- Upgrade your caravan to increase capacity.
- Buy better steeds to increase speed and gain special abilities.
- Sell your upgrades to gain even more gold

Winning the Game

- The game ends when all players reach the Finish.
- After the first player reaches the Finish, value of each resource decreases by 1.
- Count your goods and gold; player with highest total wins!