

ROUTE EAST

THE RULES

WATCH THE
HOW-TO-PLAY VIDEO!



Navigate the maze of silk roads from Istanbul to Shanghai while visiting specific attractions along the way!

Sounds easy, right? Try adding a few punctures, potholes and dodgy accommodation into the mix! Not to mention the other teams racing to get to Shanghai before you.

Will you outsmart your rivals by finding shortcuts? Sabotage them by stealing their fuel? Or perhaps you'll be bribing the border guards with cookies!

GET TO SHANGHAI

VIA YOUR ATTRACTIONS

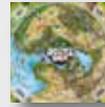
DON'T GO BROKE

OR YOU'LL END UP AT AN EMBASSY

KEEP FRIENDS CLOSE

AND ENEMIES EVEN CLOSER

What's in the box



1 Game Board

Place this in the middle of the table.



32 Attraction Cards

These will define your route from Istanbul to Shanghai.



70 Ignition Cards

You'll pick up one of these each turn unless you're at a Border.



70 Action Cards

Picking one up will cost 1 move but will arm you with special perks.



35 Border Cards

If you're at a Border, start your turn by picking up one of these.



100 Bank Cards

You'll need these to pay for accommodation and other costs.



5 Quick Guides

Essential rules at your fingertips. Keep these close by!



30 Fuel Tokens

You'll need these to cross Borders. Keep them safe.



1 Dice

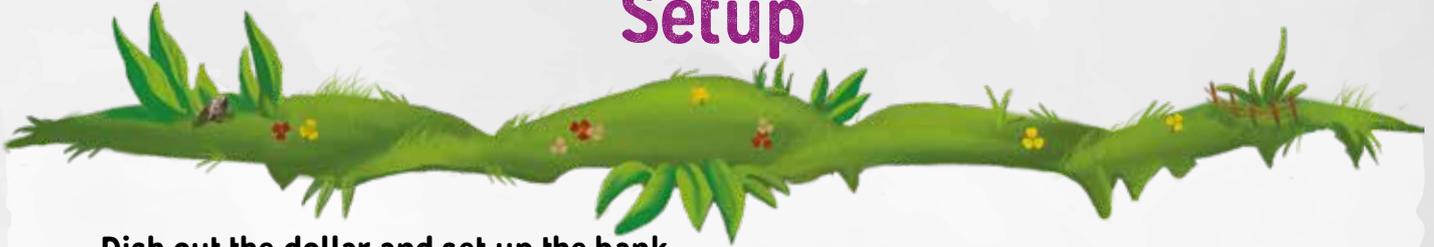
Roll to pass dirt roads and for extra perks.



5 Playing pieces

Choose your colour wisely. It makes absolutely no difference!

Setup



Dish out the dollar and set up the bank

Start by choosing a banker - they're in charge of the money! Each player is given a total of \$450. Set up the bank to the side of the board.

Each player receives:			Bank:		
1x	4x	6x	3x	5x	ANY REMAINING
\$100	\$50	\$25	\$100	\$50	\$25

Shuffle the remaining Bank Cards and place them face down on the 'ATM' corner of the board.

Ignition, Border and Action Cards

Shuffle each pile and place in the corners of the board as labelled.

Fuel Tokens

Give 1 Fuel Token to each player, then stack the remainder on top of the offshore oil rig.

Attraction Cards : 2 Players = 3 cards each. 3+ Players = 2 cards each.

First, shuffle the Attraction Card deck, place it face down and roll the dice - the highest scorer picks their cards first from the top (continue clockwise). The cards you have drawn are the key destinations you must visit on your route to Shanghai in order to finish the race. Once you arrive at your attraction, you can claim the bonus written on the bottom of the Attraction Card.

Your attractions must all be located in different countries. If you pick up an Attraction Card in the same country as one of your other cards, you must return the most recently drawn card to the bottom of the deck and take a new card from the top.

Look at your Attraction Cards and start planning which countries you need to visit. Once you have an idea of the potential route you might take, lay your Attraction Cards face down in front of you, hidden from other players.

Playing pieces - place your chosen colour on the start line (Istanbul)

Whoever drew their Attraction Cards first will also take their go first.

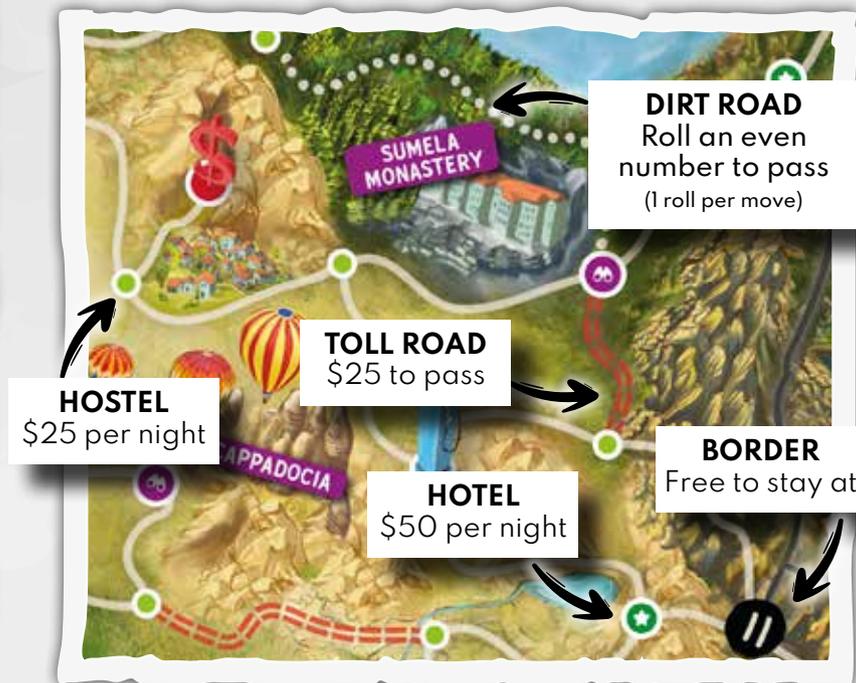
Overview

The first player to get to Shanghai via their Attraction Cards wins. However, your journey won't be that easy!

Use your available moves wisely! You'll need to pick up Fuel Tokens (these are needed to cross Borders), keep an eye on your remaining money (visit ATMs to top up), pay for accommodation (Hostels \$25/Hotels \$50) and avoid general motoring mayhem (Action Cards will help).



Navigating the map



Accommodation

You can only stay at **Hostels**, **Hotels**, or **Borders** while travelling to Shanghai unless you have a tent (a special Action Card).

Roads

Normal roads
FREE

Dirt roads
ROLL EVEN

Toll roads
\$25

Border lines are not roads
and can't be travelled along

Dirt roads require you to roll an even number to pass. Unsuccessful rolls will still cost you a move. If you run out of moves trying to roll an even number and you're not on a Hostel, Hotel or Border, you'll have to go back to the nearest valid overnight spot.

Toll roads cost \$25 dollars to use. Pay this at the start of the road before you pass.

Borders

You can use the Borders to grab a free overnight stay or just as a normal stop within the same country during your turn (you can go from any space onto a Border and back onto another space in the same country during your turn). If you **intend to cross into another country**, you **must end your turn at the Border** and wait for your next turn (unless you have a Border Pass Action Card).



YOU CAN ONLY STAY AT A HOSTEL, HOTEL OR BORDER - UNLESS YOU HAVE A TENT! DON'T FORGET TO PAY FOR YOUR ACCOMMODATION!

The cards



IGNITION CARDS

These should be picked up at the **start of your turn** unless you're at a Border and wish to cross into another country. You must draw an Ignition Card before you do anything else. Sometimes the news is good, sometimes it's bad - but that's just life!



BORDER CARDS

Pick these up when at a Border instead of an Ignition Card if you intend to cross to the next country. Every Border crossing is different, and that holds true in Route East too. Sometimes you'll get through with just a \$25 charge, while at other times, it'll be more complicated.



BANK CARDS & ATMs

Keeping track of your remaining Bank Cards is vital in Route East. Running out of money will send you to the local Embassy where you'll have to **stay for two turns** unless you roll a six.

When you visit an ATM, you can pick up one Bank Card. Remember, you can't stay the night at an ATM so this can't be your final move. If you still need more money from the ATM, you'll need to move off the ATM space and go back again, if you have enough moves left.



ACTION CARDS

You can pick up or play Action Cards after picking up an Ignition Card or a Border Card. Picking up an Action Card will **cost you 1 move** - you can pick up as many cards as moves you have available. Playing an Action Card costs nothing, but you can only **play up to 2 each turn**. Read the card to find out when you're able to play it.

You can hold up to **5 Action Cards at any one time**. Even with a full hand, you can still pick up additional cards in exchange for moves, but you must then discard unwanted cards to the bottom of the Action Card deck until you're left with only 5 cards.



ATTRACTION CARDS

These guide your route to Shanghai. Use them to work out which way you need to head and via which countries. As soon as you have passed through an attraction, turn it face up and redeem the bonus. If you only have one remaining attraction to visit, it needs to be face up on the table so everyone can see.

IMPORTANT LOCATIONS



Hostels



Hotels



Borders



Embassies



Fuel Stations



ATMs



Attractions

On your 1st turn

➔ Draw an **IGNITION CARD**, read it aloud and do what it says. No need to pay accommodation tonight.

➔ Every turn has **3 MOVES** (unless your Ignition Card says otherwise). You can either:

- Move your playing piece (1 space per move)
- Pick up an **ACTION CARD** (1 card per move)
- Play up to **2 ACTION CARDS** (doesn't cost moves)
- A combination of the above

➔ You must finish your turn on either a **Hostel**, **Hotel** or **Border** - unless you have a tent allowing you to end your turn at an attraction (an Action Card perk).

From your next go your accommodation must always be paid for at the start of your turn, after picking up an Ignition Card.

 **Hostels** \$25  **Hotels** \$50  **Borders** FREE



TOP TIP:
Not all countries have Fuel Stations. Plan ahead based on where you need to go!

2nd turn onwards...

Stayed at a Hostel or Hotel last night?

Draw an Ignition Card and **pay for your accommodation**.

Stayed at a Border?

Draw a Border Card if you want to pass into the next country.

(You can decide not to cross the Border once you've seen the card, but you won't be able to move spaces. You can still pick up and play Action Cards.)

If you want to travel in the same country you just came from, draw an Ignition Card instead of a Border Card.

➔ **After picking up either a Border or Ignition Card, you can then take your moves.**

Remember!

- You can't cross a Border without a **Fuel Token!**
- Keep an eye on your **money** and visit an ATM if low.
- Don't forget to **pay for your accommodation** in the morning!



En route

ATMs & Money

Visit an ATM as many times as you like, collecting one Bank Card per visit. You can't stay the night at ATMs. If you need more money, go back and forth using multiple moves.

If you run out of money

If you have something to pay and you can't afford it, you'll move directly to the Embassy in the country you are in. Take \$100 from the bank and all previous debts are forgotten. Your turn is over. From your next turn, you must roll a 6 to leave the Embassy (only 1 roll per turn). You won't need to pay for accommodation while you're stuck there.

If you roll a 6 you can leave the Embassy, pick up an Ignition Card and take your 3 moves. If you don't roll a 6 after two turns of being at the Embassy, you automatically leave on your next turn (3rd) and pick up an Ignition Card.

EMBASSIES

Embassies can be passed through like normal spaces, but you can't stay overnight. You may end up in an Embassy if you've run out of money (see ATMs & Money section). If you've been sent there by an Ignition Card or by another team, follow the instructions on the card and, once released, start your turn with an Ignition Card.

While at an Embassy your accommodation is free. You can't play or pick up Action Cards, but they also can't be played against you.

Sent to an Embassy while sailing the Caspian Sea? Head back to Azerbaijan!



NO TRAINS

Watch out for this sign. Freight Trains (an Action Card) can't go past this point.



FUEL STATIONS

Pass through a Fuel Station to pick up a Fuel Token. You'll need one of these (or a special Action Card) for every Border crossing. You can't end your turn at a Fuel Station.



ATTRACTIONS

Discover some amazing places as you play! You can't stay at an attraction overnight (unless you have a tent). When you land on your attraction, you must turn the Attraction Card face up. Your attraction is completed, and you can now claim the card's bonus. If you forget and remember later, it's too late - no bonus for you!

Down to your last attraction to visit? Place the card face up so others can see.



CASPIAN SEA

Before crossing the sea, take a Border Card and do as it says. Once through the Border, move your playing piece onto the boat. You must then use your 3 moves to try and roll a 6 to complete the crossing. If you don't successfully roll a 6 on your first turn, wait until your next turn to try again (no need to draw any cards at the start of your next turn - just take your 3 rolls). If this fails again, you'll automatically cross on your next turn (3rd). Take your 3 moves without picking up a Border Card or Ignition Card. The Border space on the other side of the sea doesn't use a move.

You won't need to draw a second Border Card while crossing. You can't use a Magic Roll Action Card. If you roll a 6, any remaining moves can be used on dry land.

It's time to start playing now, but if you get stuck, check back here for answers!

Money worries

My Ignition Card says I have to pay a fine - who do I pay?

All fines, charges and tolls are paid directly into the bank - unless your card states otherwise.

What if I've run out of money?

See the ATMs & Money section on the previous page.

My Action/Ignition Card says 'steal \$25 from another player', but they don't have any money. What happens?

Unfortunately, you get nothing, but the other player must now follow the steps under the ATMs & Money 'If you run out of money' section.

Can I stop on an ATM for 2 consecutive moves and collect 2 Bank Cards?

Nope. You must leave and return to an ATM in order to collect multiple Bank Cards.

Fuel frustrations

What if I've run out of fuel and there isn't any in the country I'm in?

Oh dear! You're going to have to spend your moves drawing Action Cards in the hope you will get one that helps. Stealing Fuel Tokens or getting lucky with a Border Pass card will get you out of a fuel shortage rut.

Border concerns

I'm at a Border but I can't cross as I don't have a Fuel Token. Do I take an Ignition Card or Border Card?

If you don't have a Fuel Token to cross, you'll have a few options:

- Draw an Ignition Card and head back into the country you came from to visit a Fuel Station
- Draw an Ignition Card, stay where you are and use your moves to collect Action Cards
- Draw a Border Card but don't cross (since you can't) and use your moves to collect Action Cards

Once you have a solution to your fuel shortage and are at the Border, start your turn by picking up a Border Card.

If you use an Action Card to try and steal a Fuel Token from another player, they may use a 'Hell no!' card and your Border crossing will be unsuccessful.

I drew a Border Card, but I can't afford to cross or decided I don't want to cross. What do I do?

You can still use your moves to pick up Action Cards, but you can't move any spaces - you're stuck in no man's land. You can draw an Ignition Card on your next turn if you wish to travel back in the country you came from.

Accommodation

I can't move today/I want to stay where I am - do I still have to pay for accommodation?

Yep, of course. You can't just bag a free night!





Ignition & Action Card anarchy

Someone used a 'Hell no!' card against me – can I use another 'Hell no!' back against them?

Of course! You can 'Hell no!' a 'Hell no!' card! You can even 'Hell no!' that one too.

Can I use a 'Magic Roll' Action Card to leave an Embassy or to cross the Caspian Sea?

No. Magic Rolls can't be used when you're trying to roll a 6 to leave an Embassy or cross the Caspian Sea.

I've got an extra move from my Ignition Card, can I use it on top of a Freight Train Card?

No - using a Freight Train will always use all of your moves, no matter how many moves you have.

An Action Card has sent me to an Embassy. What do I do now?

If you're sent to an Embassy by an Action Card, you take your next turn as normal (draw an Ignition Card). You don't have to pay accommodation fees for any nights you stay at an Embassy. You can only stay at an Embassy if an Action Card has sent you there, or if you went bankrupt.

Dirt Roads

I rolled to cross a dirt road, but now I don't have any moves left. Can I stay where I am even if it's a ATM/attraction/Embassy/Fuel Station?

Nope! You can only ever stay the night at a Hostel, Hotel, Border (or an Attraction if you have a tent). If you're out of moves and if you're stuck at the start of a dirt road on an Embassy, ATM or attraction, move your playing piece back the way you came to the nearest Hostel, Hotel or Border. If you're on an attraction and have a tent - no problem!

I'm on a Freight Train, and it's passing my attraction/an ATM/a Fuel Station – does this count?

No! Of course it doesn't. You can't just jump off and back on a moving train! If you're on a Freight Train, none of the places you pass through count - no picking up Bank Cards, Fuel Tokens, or ticking off attractions. You won't need to worry about paying for toll roads or rolling for dirt roads either. You must finish on a Hostel, Hotel or Border (unless you have a tent).

Can I play an Action Card and then a Freight Train?

Freight Train cards must be played on your first move and using them ends your turn, but you're still able to play an Action Card beforehand. If you choose to play another Action Card, this must be done before you play your Freight Train as a Freight Train ends your turn.

Someone sent me to an Embassy. Do I have to pay for accommodation?

Nope! Regardless of what space you were on before, you wake up in the Embassy and therefore don't need to pay.

Play with more attractions!

Why not play Route East but with 4, 5, or even 6 Attraction Cards each? There's nothing to stop you changing the number of Attraction Cards given to each player at the start, though this may change the speed and length of the game!



Featured Countries



Population: 2.9 million
Capital: Yerevan
Currency: Dram



Armenia

Armenia has produced more chess grandmasters per capita than any other country in the world. The capital, Yerevan, is affectionately known as the “pink city”, thanks to its buildings forged from naturally pink volcanic rock. Armenia is also a birdwatchers’ paradise, as the country is home to over 345 different species.



Population: 10.1 million
Capital: Baku
Currency: Manat

Azerbaijan

Azerbaijan’s capital city of Baku, known as the “land of fire”, is looked over by Yanar Dag, or “burning mountain”, a natural gas fire that has been alight on a nearby hillside for over 65 years. This city is also home to the Armwrestling Federation and the country’s professional league. Challenge them at your own risk!



Population: 40.2 million
Capital: Kabul
Currency: Afghani



Afghanistan

Afghanistan has the world’s oldest oil paintings, which were discovered on cave walls in Bamyán and depict mythical creatures and Buddhas. For sporting fans, the national game of Buzkashi (or “goat grabbing”) is played on the northern steppe on horseback using a goat carcass. Will it ever become an Olympic sport?



Population: 1.4 billion
Capital: Beijing
Currency: Renminbi

China

Leading the ancient world in science and technology, China’s inventions include paper, printing and gunpowder, to name but a few. Visit the Great Wall, one of the seven wonders of the world, and the Forbidden City, which housed many emperors throughout the Ming Dynasty. China is also home to the beloved giant panda, which still resides in its misty mountains.





Population: 3.7 million
Capital: Tbilisi
Currency: Georgian Lari

Georgia

Known locally as “Sakartvelo”, Georgia is home to several world heritage sites including Gelati Monastery, Upper Svaneti and Mtskheta, the country’s former capital. Georgia is also famed for its diverse climate and polyphonic folk music, and is one of the oldest wine-making countries in the world - that’s an 8,000 year tradition you’ll want to raise a glass to!



Population: 40.2 million
Capital: Baghdad
Currency: Iraqi Dinar

Iraq

Hailed as the “cradle of civilisation”, Iraq was where hunters and gatherers began settling permanently and where the very first systems of writing and mathematics were created. Iraq is also regarded as the birthplace of law, astrology and agriculture, and Baghdad became a renowned learning hub throughout the Islamic Golden Age.



Population: 83.1 million
Capital: Tehran
Currency: Iranian Rial

Iran

For thousands of years, Iran was a major source of trade on the Silk Road. Also known as Persia, Iran is the origin of the famous Persian carpets, fluffy Persian cats and mouthwatering Persian cuisine, praised throughout the globe for its intense aromas, flavours and spices. Anyone else feeling hungry right now?



Population: 19 million
Capital: Nur-Sultan
Currency: Tenge

Kazakhstan

Kazakhstan is an incredibly diverse country, hosting 120 different ethnic groups and nationalities. The desert steppe of southern Kazakhstan is home to the Baikonur Cosmodrome, a spaceport built by the Soviet Union in the 1950s. Don’t expect a beach trip here; Kazakhstan is the world’s largest land-locked country (and the 9th largest country in the world).





Population: 6.5 million
Capital: Bishkek
Currency: Kyrgyzstani som

Kyrgyzstan

As one of the world's least crowded countries, Kyrgyzstan is the ideal spot for a bit of peace and quiet. Take in the country's natural beauty and, if you have time on your hands, enjoy the Kyrgyz poem "Epic of Manas", which runs 20 times longer than Homer's Odyssey. They don't call it an epic poem for nothing!



Population: 145.4 million
Capital: Moscow
Currency: Russian ruble

Russia

Russia is the largest country in the world by area, spanned almost entirely by the Trans-Siberian railway, which would take over six days to travel in its entirety. Moscow is home to some amazing architecture, including Saint Basil's Cathedral. Legend has it that the architect, Postnik Yakovlev, was blinded by Ivan the Terrible upon its completion.



Population: 3.5 million
Capital: Ulaanbaatar
Currency: Tögrög

Mongolia

Often called the "Land of the Blue Sky", Mongolia's skies spend over two thirds of the year without a cloud in sight. Dinosaurs once walked this land, as evidenced by fossils discovered in the Gobi Desert. In midsummer, Mongolia holds the annual Naadam Festival - a sporting event celebrating "the three games of men", although women may also participate nowadays.



Population: 17.5 million
Capital: Damascus
Currency: Syrian pound

Syria

Syria takes its name from the ancient kingdom of Assyria in northern Mesopotamia, and the ancient language of Aramaic is still spoken there today. Syria has quite a history as it was once home to one of the world's oldest civilisations and the oldest library with the discovery of clay tablets dating back to 3,000 BC.



Population: 9.5 million
Capital: Dushanbe
Currency: Somoni

Tajikistan

Once at the heart of the Silk Road, Tajikistan's capital city takes its name from the Persian word for "Monday", when a huge market would take place at the crossroads. Tajikistan has over 900 rivers and the beautiful mountain lake of Iskanderkul, named after Alexander the Great. Throughout the day, its waters appear to change colour from turquoise to white.



Population: 6 million
Capital: Ashgabat
Currency: Turkmenistan manat

Turkmenistan

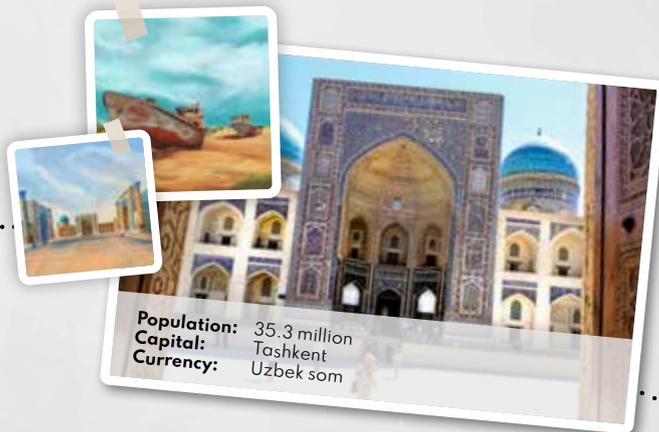
Turkmenistan is home to the Karakum Desert, which covers over 80% of the country. At its heart burns the Darvaza gas crater, known as "the Gates of Hell" - a fitting title for those who've seen its flames blazing against the night sky. Don't forget to sample some plov - a popular rice dish enjoyed at feasts and family meals alike.



Population: 84.6 million
Capital: Ankara
Currency: Turkish lira

Turkey

The Republic of Turkey is home to the Grotto of Saint Peter, believed to have been dug by the apostle himself. Shopaholics should feel right at home in Istanbul's Grand Bazaar, which has over 4,000 shops. Turkey is also noted as the birthplace of Saint Nicholas - a surprisingly long way from the North Pole!



Population: 35.3 million
Capital: Tashkent
Currency: Uzbek som

Uzbekistan

Uzbekistan is known for its traditional music, often including interludes of Sufi poetry. Uzbekistan also boasts an incredibly eclectic cuisine, having existed at the crossroads of many ancient empires. Don't turn your bread upside down (unless you want bad luck) and remember to run your hands over your face in the Amin gesture after eating to say thanks!

Based on a true story

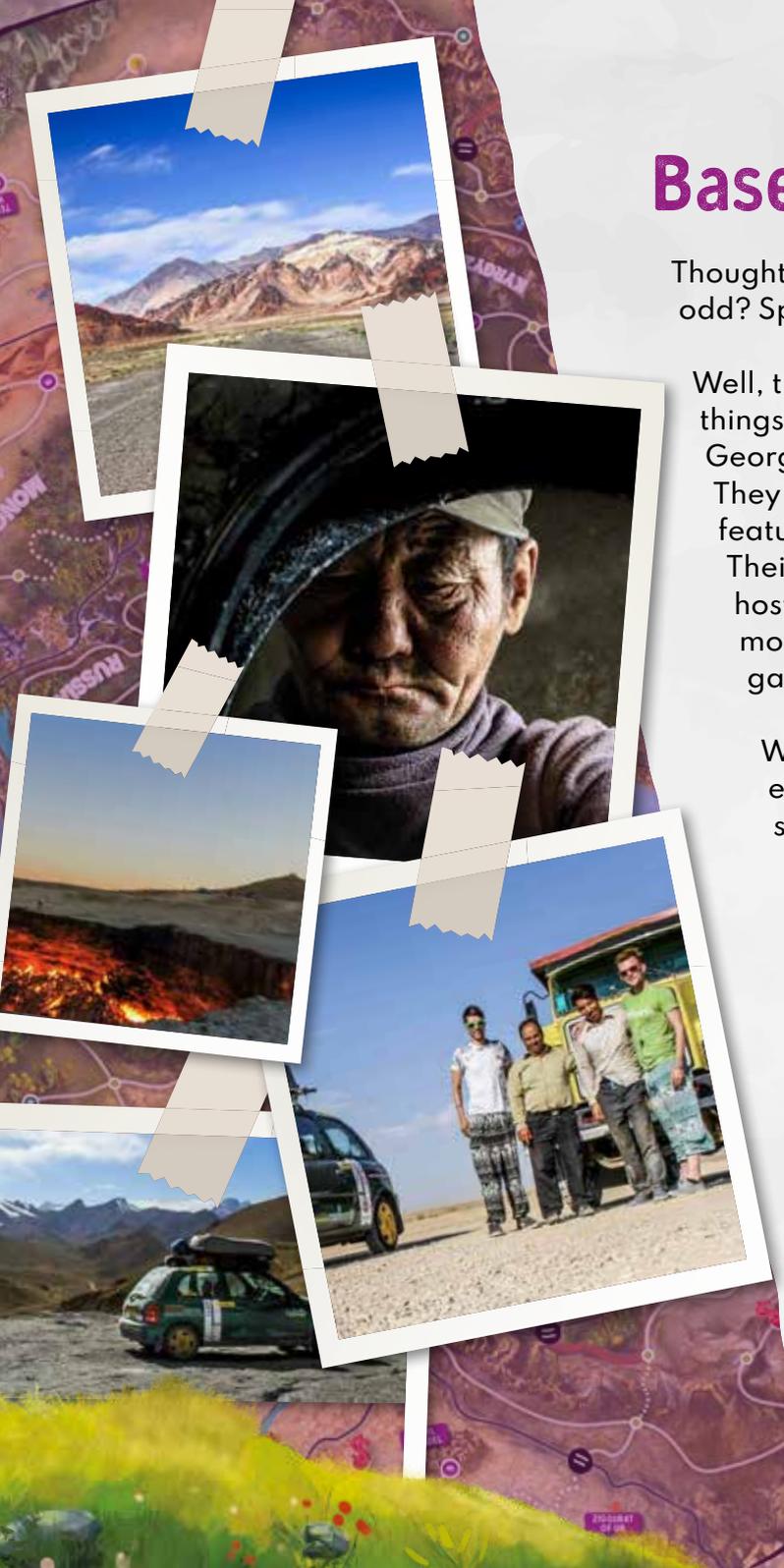
Thought the 'broken mirror' Ignition Card was a bit odd? Spoiler if you've not played yet!

Well, that's one of the many weird and frustrating things that happened to our founders, Jonny & George, on their real-life trip along the Silk Road. They travelled through almost all of the countries featured in the game in a tiny car named Judith. Their experiences of wild camping, trying to find hostels and hotels each night, and running out of money in the middle of Iran all helped to shape the game you have in front of you now.

We created Route East not only as a nod to our experiences along the Silk Road, but also as a source of inspiration for you, our players!

Discover some of the most stunning yet rarely heard of destinations in the world. After all, when was the last time someone told you they were going on holiday to Uzbekistan?

We hope you enjoy the game and that it inspires you to explore some of these places in real life too. Show us your photos! We'd love to see them. #RouteEast



With thanks to

Route East was launched on Kickstarter in April 2022, with over 550 backers supporting the game. Special thanks to backers who supported us early in the campaign.

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ROUTE EAST



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Games

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