

SILK ROAD

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This game is designed by Erhan CUBUKCUOGLU and Aydagul CUBUKCUOGLU

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Please inform me about your production and if made changes. I can give any technical support for free. For contact mail to **eacubukcu@yahoo.com**

Include designer names to somewhere of game

And please send one copy from your production for my collection

SILK ROAD

The **Silk Road** is an antique trade road across the Asian continent connecting East, South, and Western Asia with the Mediterranean world, as well as North and Northeast Africa and Europe. In recent years, the Silk Road is again being used for the maritime and overland roads.

Silk road is a game for one to four players. (Or more)

This is a little strategy and a little chance game. For eliminating the chance factor it's advised to play four rounds.

In this game players try to make roads between cities found on game board. In real life people try to make shortest roads between cities, but in this game the longer roads make more points.

The aim of the game is to make roads between cities and at the end of the game to achieve highest points.

Game consist of:

- 1 game board for each player
- 1 set of 30 square tiles

Preparation

Each player is given

- A game board
- 30 tiles set of one background color.

One player is appointed the “**starter**”. This player places his or her cards next to his or her game board, turns them so that the pictured side is facing down and shuffles them well.

The other players place their cards next to their game boards with the Picture side up.

Playing the game

The “starter” turns one of his hidden cards over and says the picture on the tile. (for example three, well, desert, tower, castle etc....) and place it openly on any free space on his game board.

The other players then take the same card from their “stocks” and place it on any free space on their game boards.

The next card turned over by the “starter” when all the players have placed the previous one on their game boards. Again, each player places the same card down on the game board, and so on.

The rules

- **You can put your tiles on board as you like.** The orientation of the picture on the tile is not important. The pictures are only for describing tiles.
- **Once a card has been put down, that's it.** A card may not be moved to a different space once the next card has been revealed.
- **And it's not worth trying to cheat,** either. No player knows whether one of the others will do better, so don't try to look over their shoulders or copy them.
- **Not every card will fit.** Especially towards the end of a round, when the game board is quite full, it is likely that none of the cards that are turned over will fit.

How to calculate player's scores

- In this game players try to make roads between cities found on game board.
- For calculating the score you must calculate the point of each road on the board.
- You take a completed road between two cities. You count the number of tiles that the road passes. You add one point for each tile and you find the point of the road. In real life people try to make shortest roads between cities, but in this game the longer roads make more points.
- You make this for each road and the total point of the roads is the score of the player.
- You calculate the score of each player, and the player with the highest score is the winner.
- On a board 25 tiles is used at the end of the game. But a player score may be higher than 25. Because from some tiles at same time two road may be passed.

Calculation example



Road 1	2 pts
Road 2	3 pts
Road 3	2 pts
Road 4	9 pts
Road 5	4 pts
Road 6	2 pts
Road 7	2 pts
Road 8	3 pts

TOTAL SCORE 27 pts

RULES FOR ONE PLAYER GAME

- One player game is a match it style puzzle
- You can use only first 25 tiles (Five tile is added for multiplayer games) or if you like you can use all 30 tiles
- The object of the game is making closed loops.
- Start with making 3x3 closed loops. You can make a lot of different 3x3 loops.
- When you make a closed loop., all the end of road segments must be closed. You can see 5x5 example and solution at same time on tiles printing image.
- You can make also 3 x 4, 4 x 4, 5 x 4 and 5 x 5 closed loops.
- Is it possible of making a 6x5 closed loop with all 30 tiles? I don't know. If you can make please send it to me too.



SILK ROAD

ROME

Venice

Istanbul

Tehran

PERSIA

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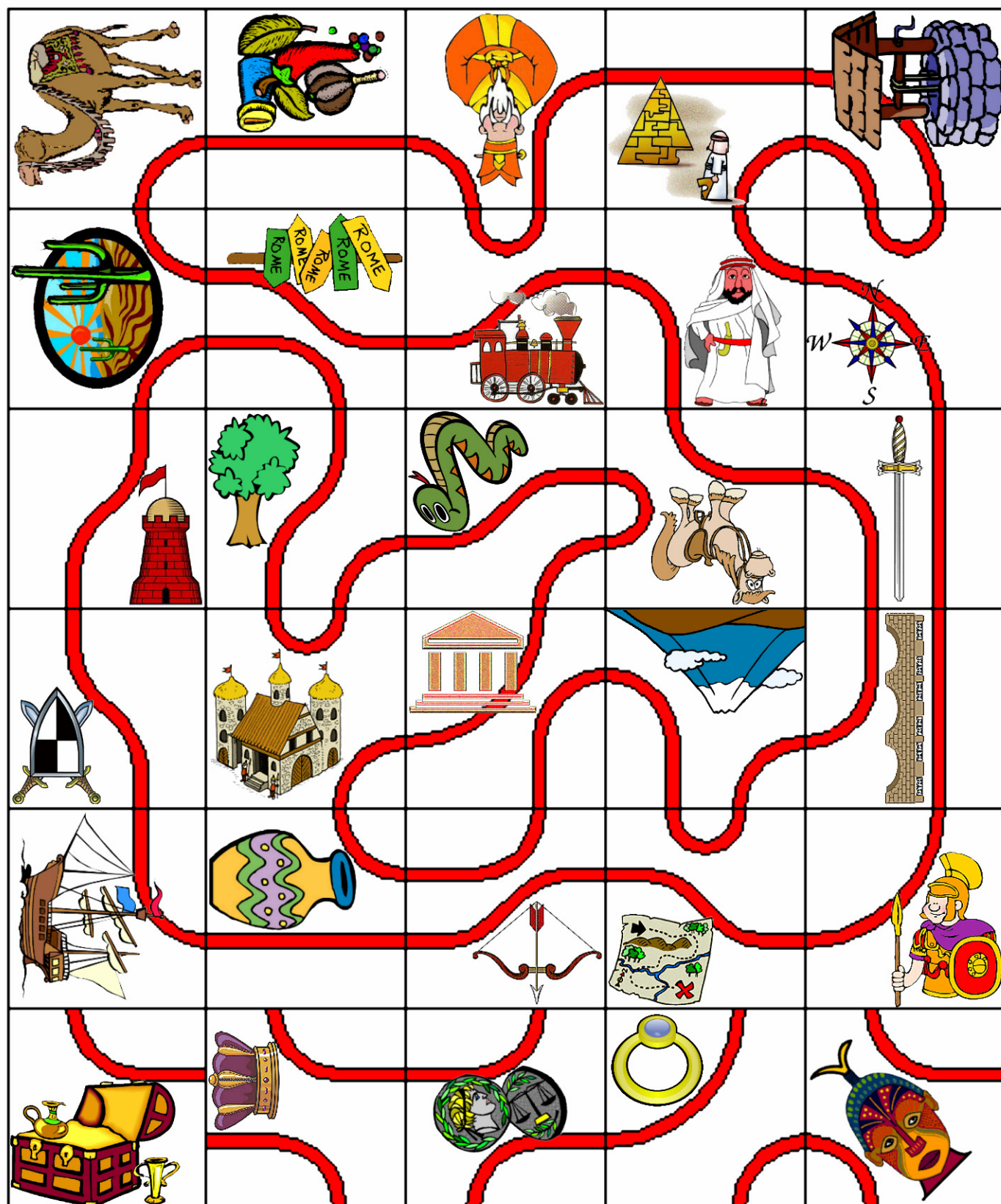
INDIA

Turpan

Hotan

Lanzhou

CHINA



PRINTING AND MAKING INSTRUCTIONS

- Print one copy of board and one copy of tiles for each player. If you like make a one player puzzle version you can print only tiles.
- The printer may say that the margins are out of print range and change them. Don't change print margins. For tiles there isn't any problem. For boards at left and right you will have approximately 4 mm white (blank area) Cut the board from top and bottom with same white area. You will have a white frame over the board.
- A laser print out with a good paper quality is advised. Ink jet print outs is very sensitive to water and glue when making the game.
- Glue the boards on a thin cardboard (min 1 mm is advised)
- If you like you can cover the back side of the boards with a decorative paper. (not necessary for the game)
- Glue the tiles too on a thin cardboard (min 1 mm is advised)
- Cover the back sides of each set of tile with a different color paper. That's necessary for each player card stock don't mix to other player stock.
- Cut the tiles, and you are ready to play.