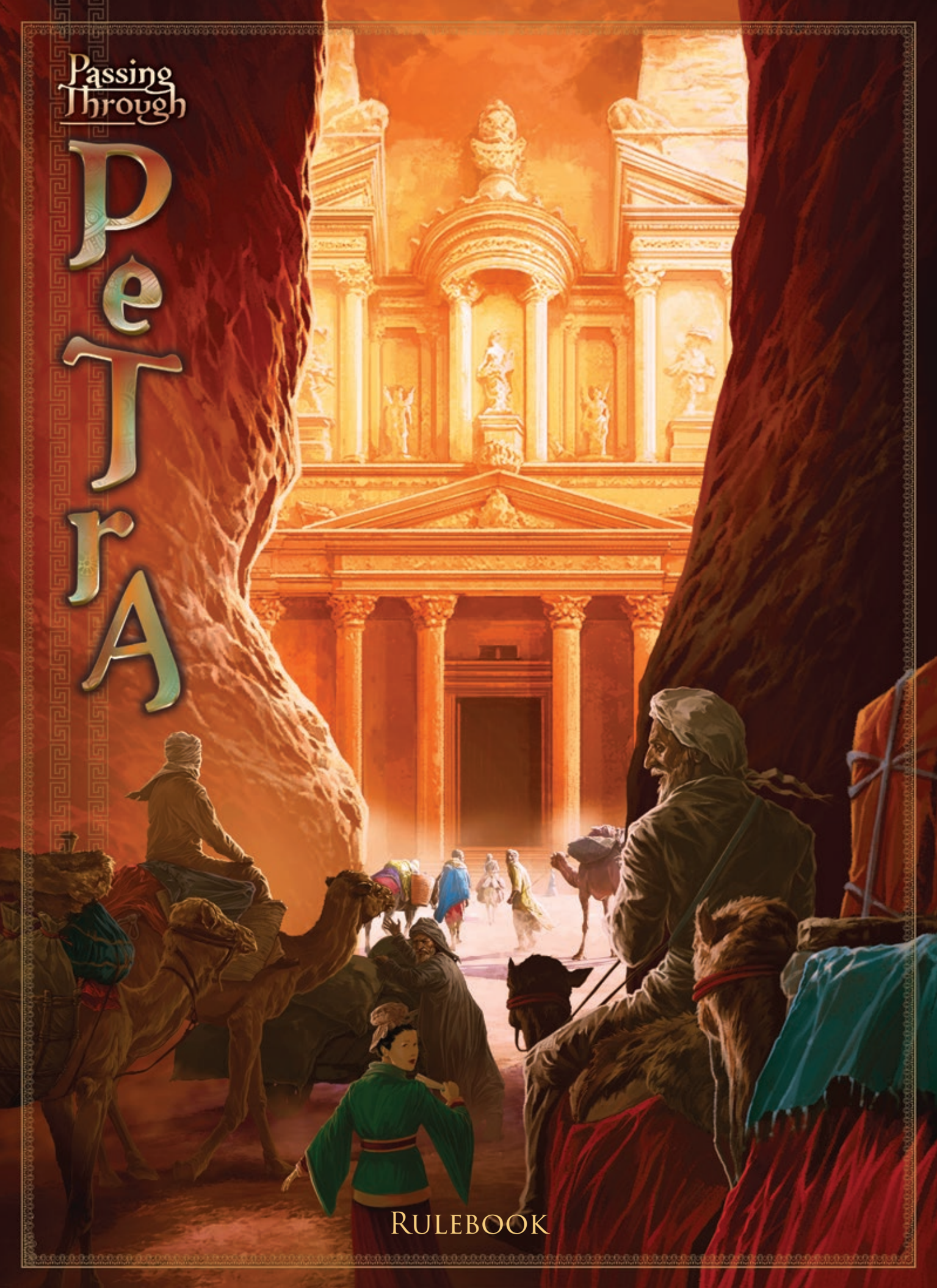


Passing
Through

PETRA



RULEBOOK

Passing
Through

PETRA

INTRODUCTION

At the intersection of the most well-traveled trade routes in the old world lies a city within rose-colored cliffs. A place where caravans five miles long enter the city, through a narrow canyon called “the Siq.” Inside, traders from faraway lands find shelter and a place to trade their wares among the stunning buildings carved into towering red rocks. This is Petra, and never before or since has there been a city quite like it.

In *Passing Through Petra*, you are a powerful citizen growing your settlement and your reputation. As caravans pass through the canyons, you’ll welcome traders into your market and facilitate trade with those looking to get their hands on valuable wares. Use these transactions to spread your influence and gain unique benefits by leveraging the game’s unique tile-pushing mechanism. Spread your influence the quickest to become the most powerful leader in Petra!



COMPONENTS

1 Game Board



5 Canyon Wall Pieces



1 Treasury Card Holder



1 Velvet Bag



85 Trader Tiles



5 Gold Trader Tiles



20 Permanent Settlement Tiles



12 Building Tiles



10 Market Extensions



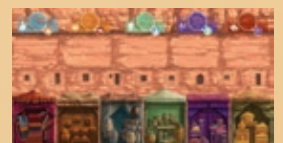
30 Camel Tokens



24 Villager Cards



4 Player Boards



22 Influence Cards



4 Reference Cards



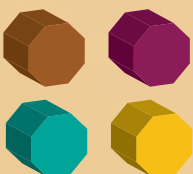
4 Merchant Pawns



20 Marker Discs



20 Workers



36 Influence Cubes



GAME SETUP

GAME BOARD & SUPPLY

1. Place the **game board** in the center of the play area.
2. Fit the 5 **canyon wall pieces** into their slots on the game board, starting with the piece in slot A, then moving to B-E in order. Ensure that the straight edge of each canyon wall piece is facing inward, toward the caravan.
3. Assemble the **treasury card holder** and place it in its marked position on the game board. Shuffle the **villager deck** and the **influence deck** and place them both face down in the treasury card holder.
4. Draw the top 3 cards from the villager deck and place them face up in the {●●●+}, {●●+}, and {●+} slots.
5. Draw the top 3 cards from the influence deck and place them face up in the 3 slots next to the Local Traders track.
6. Place the camel tokens, permanent settlement tiles, market extensions, gold trader tiles, and building tiles off to the side as the **supply**.

THE CARAVAN

7. Place all 85 trader tiles into the **velvet bag** and shake it thoroughly to randomize them.
8. Draw tiles from the bag, 1 at a time, and push them into the channel between the canyon wall pieces, face up, to form the **caravan**. When you are finished, there should be 20 tiles in the caravan — 6 tiles in the Plaza section and 14 tiles in the Siq section.

PLAYER PIECES

9. Give each player a **player board**, selected at random.
10. Give each player 9 **influence cubes** in their color, to be placed in the recessed spaces in the middle of their player board.
11. Give each player 5 **workers** in their color, to be kept next to their player board.
12. Each player places 1 of their **marker discs**, blank side up, on the start spaces of each of the progress tracks on the game board. (The start spaces are marked with an X.)
13. Each player places their **merchant pawn** in the center of the 3x3 city grid in the center of the game board.
14. Deal 1 **influence card** to each player, face down. Each player may look at their influence card, but must keep it hidden from their opponents.
15. Choose a start player randomly, then give each player **camel tokens** equal to their position in turn order: the start player receives 1 camel, second player receives 2 camels, third player receives 3 camels, and fourth player receives 4 camels.

MARKETS & SETTLEMENTS

16. Each player draws 6 trader tiles at random from the bag, then arranges them in a row along the bottom of their player board, in the order that they were drawn, to form their **market row**. (A player may not draw more than 3 tiles of a single type in this step; if that happens, put back the extras and redraw until that is not the case.)



17. Each player draws 4 trader tiles at random from the bag, then arranges them by type above their player board, to form their **settlement columns**. (A player may not draw more than 2 tiles of a single type in this step; if that happens, put back the extras and redraw until that is not the case.)



KEY ELEMENTS

THE GAME BOARD

Understanding the various sections of the game board will help you make sense of the rest of this rulebook. Below is a breakdown of the important sections:

- A) **Caravan.** The long line of trader tiles which passes between the canyon wall pieces is the caravan. The section of the caravan with canyon walls on both sides is known as the Siq, while the section with only a single canyon wall is known as the Plaza.
- B) **City Grid.** The 3x3 grid in the center of the game board is the city grid. Each side of the grid is associated with a particular action. Players move their merchant pawns around within the grid to take actions.
- C) **Progress Tracks.** There are 4 main progress tracks: Egypt, Rome, China, and India. Players have marker discs that move around the progress tracks. Passing certain spaces on these tracks gives you bonuses and allows you to place influence cubes.
- D) **Local Trader Track.** This is also a progress track. Passing the bonus spaces on this track is how you gain more influence cards and camel tokens. However, on this track there are no spaces that allow you to place influence cubes.
- E) **Treasury.** The assembled card holder sits here during play. One half holds the deck of influence cards, and the other half holds the deck of villager cards.
- F) **Influence Card Row.** This row has 3 face-up influence cards at all times, which are the available options (along with the top card of the influence deck) when any player gains an influence card.
- G) **Villager Card Row.** This row has 3 face-up villager cards at all times, which are the available options when any player hires a villager.



HOW TO PLAY

Players take turns, beginning with the start player and proceeding clockwise, until someone wins. On your turn, carry out these steps, in order:

1. **Move Merchant Pawn**
2. **Take Location Action**
3. **Complete Influence Cards (optional)**
4. **Refill the Caravan (as needed)**

1. Move Merchant Pawn

To begin your turn, you must move your merchant pawn 1 space in any direction. You cannot move your pawn diagonally. If your merchant pawn is already up against a side of the city grid, then you cannot move it further in that direction.

2. Take Location Action

Each side of the city grid is associated with 1 of 4 location actions. Carry out the action associated with the side of the city that you just moved your merchant pawn toward (see LOCATION ACTIONS).

3. Complete Influence Cards

After taking an action, you may, but are not required to, reveal from hand any influence cards which you have completed, and place 1 influence cube on each (see INFLUENCE CARDS).

4. Refill the Caravan

At the end of your turn, check to see if the number of trader tiles in the caravan has fallen below the minimum threshold. If it has, draw new trader tiles at random from the bag and push them into the Siq end of the caravan, 1 at a time, until it is full again. If the bag runs out, you may not be able to refill the caravan fully.

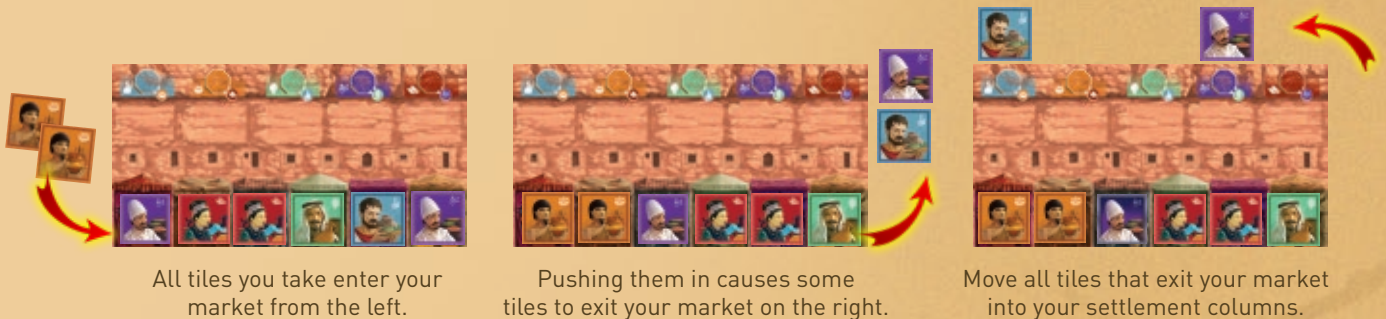
LOCATION ACTIONS

PLAZA

In this action, you **take 2 trader tiles** of your choice from among the 6 tiles in the Plaza section of the caravan. Add those 2 tiles to your market row, in either order, pushing them in from the left side. (You may add them to your market row in either order. Their positions relative to each other in the caravan no longer matters.)

This will push 2 trader tiles out of your market row. Move the 2 pushed-out tiles to your settlements, placing them in their corresponding columns by color. Finally, push the trader tiles in the caravan so that there are no gaps.

Example A: Cesar takes the PLAZA action. He chooses 2 trader tiles of his choice (both orange) from the Plaza and pushes them into his market row. The 2 tiles that are pushed out of his market as a result are blue and purple, and Cesar moves them to his corresponding settlement columns. Finally, he closes the gaps in the caravan.



SIQ

In this action, you **take 1 trader tile** of your choice from among the tiles in the Siq section of the caravan. Add that tile to your market row, pushing it in from the left side.

This will push 1 trader tile out of your market row. Move that pushed-out tile to your settlements, placing it in the corresponding column by color. Finally, push the trader tiles in the caravan so that there are no gaps.

Example B: Reileen takes the SIQ action. She chooses 1 trader tile of her choice (red) from the Siq and pushes it into her market row. The tile that is pushed out of her market as a result is orange, and Reileen moves it to her corresponding settlement column. Finally, she closes the gap in the caravan.



LOCATION ACTIONS CONT'D

MARKET

In this action, you **initiate a trade** between a group of traders from your settlements and another group of traders from your market row. Each group of traders is looking to trade with a certain other group, known as their trading partner, indicated by the small colored icon under the associated column at the top of your player board.

To take a MARKET action:

- (1) **Place worker:** Use 1 of your 5 workers to choose a group of traders from your settlements that you wish to send to market. Place the worker on the space beneath that settlement column. You must choose a space that does not currently have a worker.
- (2) **Find trade value:** Multiply the number of tiles in the chosen settlement column by the number of tiles of their trading partner in your market. That number is the trade value.
- (3) **Move marker:** On the progress track for the tile type in the chosen settlement column, move your marker disc clockwise a number of spaces equal to the trade value. You may spend **camel tokens** (returning them to the supply) to move additional spaces, 1 space for each camel token spent. As you move your marker disc on the track, there are several important spaces you may pass: **bonus spaces** and **influence spaces**.

Bonus Spaces

Each of the 4 main progress tracks has a single bonus space, marked with a triangle▲. Once per turn when your marker disc reaches or passes a bonus space, you gain the associated bonus (see PROGRESS TRACK BONSES). In addition, whenever you pass a bonus space on 1 of the 4 main progress tracks, flip that marker disc so that it is “active” side up (i.e., showing the cube). On the Local Traders track, gain the bonus for every bonus space you reach or pass.

Influence Spaces

If your marker disc is “active” side up (i.e., showing the cube) when it reaches or passes an available influence space, place 1 of your influence cubes on that space. (Some influence spaces are only available in games with 3+ or 4 players.) Then, flip that marker disc back to the “inactive” side. It is possible to place multiple influence cubes in a single turn. Once all of a track’s regular influence spaces are filled, then — and only then — an unlimited number of influence cubes can be placed in the large influence pool.

- (4) **Remove settlement tiles:** Send the traders on their way! Take all the tiles from the chosen settlement column (except any permanent settlements) and return them to the velvet bag. The tiles in your market row remain where they are.

Example C: Sheldon takes the MARKET action. He places a worker under the settlement column he wishes to send to market. The 2 Chinese traders (red) in his settlements trade with the 3 Indian traders (purple) in his market. The trade value is $2 \times 3 = 6$. Sheldon moves his marker disc 6 spaces on the China progress track. He passed the bonus space (take 1 building, flip marker disc to “active” side) and an influence space (place influence cube, flip marker disc to “inactive” side). Finally, he removes the 2 Chinese trader tiles from his settlements and returns them to the velvet bag.



A. Place Worker



B. Find Trade Value



C. Move Marker



D. Remove Settlement Tiles

VILLAGE

In this action, you first retrieve as many workers from your player board as you wish, returning them to your supply. (You must retrieve at least 1 worker.)

From the game board, **hire 1 villager** of your choice from the villager card row. The cards available for you to hire are those in the slots equal to or less than the number of workers you retrieved. (For more details on the abilities of the villagers, see VILLAGER CARDS.)

After hiring a villager, slide the remaining face-up villager cards down, away from the treasury, to close the gap. Then reveal a new card from the villager deck and place it face up in the empty “3+” slot, closest to the treasury.

Example D: Lupita takes the VILLAGE action. She has 3 workers on her player board, and she retrieves all of them. Because she retrieved 3 workers, she can hire a villager from any of the 3 slots. She chooses to hire the Craftsman from the “2+” slot. The Craftsman has an immediate effect, so Lupita carries out the effect immediately (build a market extension) and then discards the card. Finally, Lupita slides the remaining villager cards down and refills the “3+” slot from the top of the villager deck.



A. Retrieve 3 Workers



B. Hire Villager



C. Perform Effect



D. Slide Remaining Cards Down

PROGRESS TRACK BONUSES

Each progress track has a bonus space (except the Local Traders track, which has multiple bonus spaces). Each time you reach or pass a bonus space on a progress track, you gain the associated bonus.

Important! On each of the 4 main progress tracks, you cannot gain the bonus more than once per turn, no matter how many times you reach or pass the bonus space. But on the Local Traders track, you can gain multiple bonuses per turn.

If you cannot gain a bonus because the supply is empty or you cannot legally place the gained bonus (e.g., permanent settlement or building), ignore it.

EGYPT (orange): Take a market extension and place it at the left end of your market row. This extends your market row by 1 space. Immediately draw 1 trader tile at random from the bag to fill the open space. Trader tiles will now enter your market row at this space.

ROME (blue): Select a permanent settlement tile of your choice and place it in your settlements. Permanent settlements work like other trader tiles in your settlements, except that they are never removed after a market action. You may only have 1 permanent settlement per type. Permanent settlements do not trigger buildings.

CHINA (red): Take a building tile and add it to your player board below any settlement column that does not already have a building. When you place a trader tile (but not a permanent settlement tile) in that settlement column, gain 1 camel token from the supply. Each building can only produce 1 camel token per turn.

INDIA (purple): Take a gold trader tile and immediately push it into your market row. (Move the tile that gets pushed out of your market up to your settlements.) Gold trader tiles count as the trader type of your choice during a market action. When a gold trader tile is pushed out of your market, return it to the supply instead of moving it to your settlements.

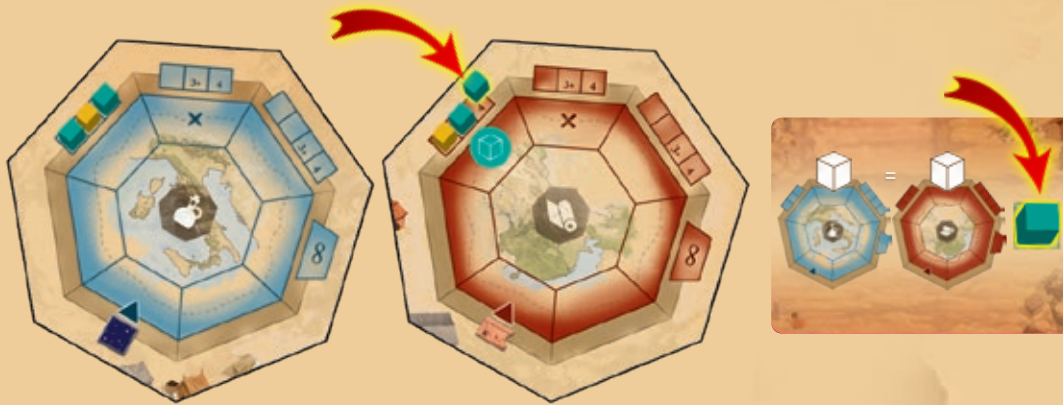
LOCAL TRADERS (green): Take 1 camel token for each camel space you reach or pass. You may use these camels immediately (to move further on the Local Traders track) or save them for a future turn. In addition, take 1 influence card for each card space you reach or pass. For each influence card, you may choose a card from a face-up slot or take the top card of the influence deck. If you take a face-up card, immediately replace it from the top of the deck.



INFLUENCE CARDS

Influence cards are private goals that allow you to place influence cubes when completed. After taking an action, you may, but are not required to, reveal any influence card you have completed and place it face up in your player area, putting 1 influence cube on it. You may complete multiple influence cards in a single turn.

Example E: Cesar has 1 influence in China and 2 influence in Rome. On his turn, he takes the market action, creating a trade value of 4 and moving his marker disc 4 spaces on the China progress track. He passed an influence space, and his marker disc was “active” side up, so Cesar places an influence cube. Cesar then reveals an influence card from hand, which he has now completed: “Have an equal number of influence cubes in Rome and China.” He places an influence cube on the card and places the card in his player area.



END OF THE GAME

The game ends immediately as soon as a player has placed their ninth influence cube. That player wins the game!

VILLAGER CARD REFERENCE

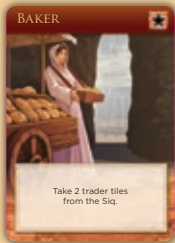
IMMEDIATE ★	PERMANENT ♻️	ONE-TIME USE ⬇️
Perform the villager's ability immediately upon hiring them, then discard the villager.	Place the villager in your player area. You have that villager's ability for the rest of the game.	Place the villager in your player area. Discard the villager on any of your turns to perform their ability.



Ambassador ★
Take 2 trader tiles at random from the bag. You may, but are not required to, place them directly in your settlements.



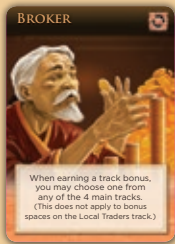
Dealmaker ★
Take 1 trader tile from the Plaza. Then take a market action without moving your merchant pawn. (You must still use a worker)



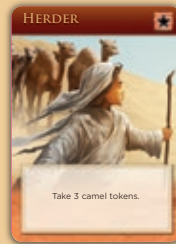
Baker ★
Take 2 trader tiles from the Siq.



Farmer ♻️
You may discard incomplete influence cards at any time for 3 camel tokens each.



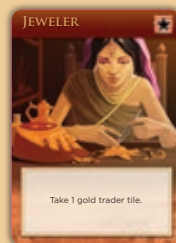
Broker ♻️
When earning a track bonus, you may choose one from any of the 4 main tracks. (This does not apply to bonus spaces on the Local Traders track.)



Herder ★
Take 3 camel tokens.



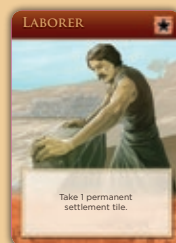
Builder ★
Take 1 building tile.



Jeweler ★
Take 1 gold trader tile.



Craftsman ★
Take 1 market extension. Take 1 trader tile at random from the bag to fill the new space.



Laborer ★
Take 1 permanent settlement tile.



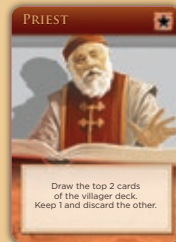
Master Trader ↓
Whether in your market or your settlements, traders of this type may trade with any other trader type. Discard after use.



Nomad ↓
During a market action, treat this card as if it were a trader tile of this type, in either your market or settlements. Discard after use.



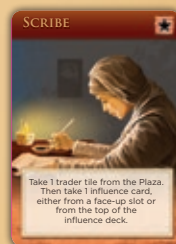
Merchant ★
Take 3 trader tiles from the Plaza.



Priest ★
Draw the top 2 cards of the villager deck. Keep 1 and discard the other.



Noble ★
You may move tiles between your market and your settlements. You may then rearrange your market. (You must fill all market stalls.)



Scribe ★
Take 1 trader tile from the Plaza. Then take 1 influence card, either from a face-up slot or from the top of the influence deck.

INFLUENCE CARD REFERENCE



Have 3 of your influence cubes in Rome.



Have an equal number of influence cubes in Rome and Egypt. Must have at least 1 in each.



Have an equal number of influence cubes in the south (India + Egypt) as in the north (China + Rome). Must have at least 1 in each pair of regions.



Have a building in India or China, and have a permanent settlement in India or China.

CREDITS

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