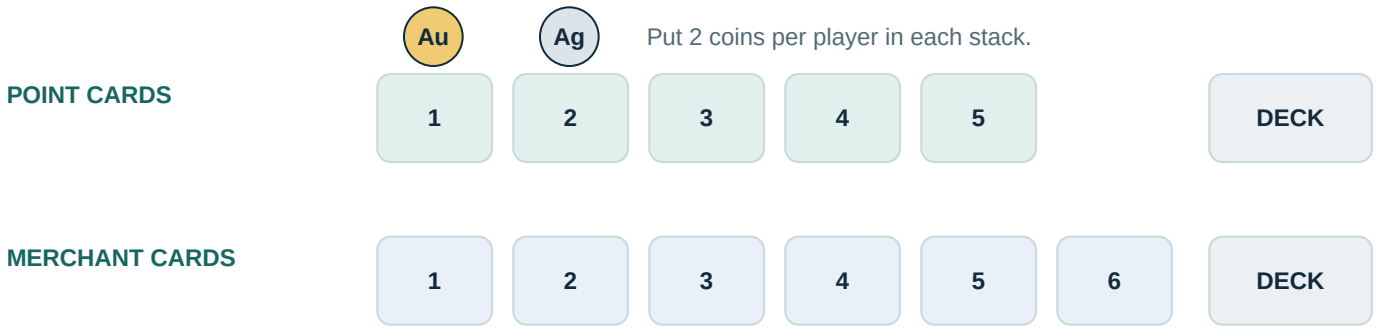
Century: Spice Road

2–5 players • Base game • Set up, play a turn, and score

THE GOAL

Build a hand of merchants, turn common spices into rarer ones, and claim Point cards. The winner is the player with the most points, not necessarily the most cards.

Set the shared table



Reveal five Point cards and six Merchant cards; shuffle the decks separately.

Gold starts above Point slot 1 and silver above slot 2. Refill each row from its own deck.

Give everyone a caravan

1. In a starting hand: one Create 2 and one Upgrade 2 (both purple-bordered). Return unused starters to the box before shuffling the Merchant deck.
2. Deal one caravan to each player, including the marked start-player caravan. The marked player goes first; play continues clockwise.

1st player	2nd & 3rd	4th & 5th
3 yellow	4 yellow each	3 yellow + 1 red each

Separate the four spice bowls



Read the colors and letters left to right. Upgrades move one step at a time.

The cube supply is unlimited. Use a substitute if a bowl runs out.

Watch our TAP quick take (not a teach)

Your turn

Take exactly one action. Keep this page beside your caravan.

1 PLAY | Use a card from your hand

Place it face up in front of you and use its effect. It stays out until you rest.

CREATE	Take what the card shows. Create 2 adds two yellow cubes.
UPGRADE	Each upgrade moves one cube one step; spend both steps on one cube or split them. You can use fewer upgrades.
TRADE	Pay the cubes shown before the arrow; take the result. Repeat forward in the same action only if you can pay the full cost each time.

2 ACQUIRE | Buy a Merchant card

The leftmost card is free. To take one farther right, leave one cube of any color on each skipped card. Take the chosen card and any cubes on it. The card goes into your hand, not onto the table. Slide the row left, then refill on the right.

You can’t play the acquired card on the same turn.

3 REST | Recover your played cards

Return all cards you’ve played face up to your hand. Rest is the whole turn.

4 CLAIM | Buy a Point card

Return the exact cubes shown. Keep the Point card face down; take one coin if the slot has any. Slide left, refill on the right. When the last gold is taken, move the remaining silver stack to the first Point slot.

END OF TURN: Keep at most 10 cubes. Choose any extras to return to the bowls.

Practice & score

Three illustrated practice examples, then the endgame checklist.

A UPGRADE 2 | Pick your path



Two steps on one cube: Y → R → G.
Or upgrade two separate Y cubes to R.

Return the old cube to its bowl and take the replacement after each step.

B ACQUIRE | Take the third Merchant



Leave one cube on each of the first two cards.
Then take the third card and any cubes already on it. Keep it in hand for another turn.

Yellow is often the cheaper cube to spend, but any color is legal.

C CLAIM | Pay the card, then check its slot



Illustration: if the cost is 2 R + 1 G,
pay that exact mix and take the card.

If the slot has a coin stack, take one coin. Coins are points, not currency.

Endgame and final scoring

2–3 players: the sixth claimed Point card starts the finish. With 4–5 players, it's the fifth. Finish the current round so everyone gets the same number of turns. Count points below. Among tied players, whoever acted latest in turn order wins.

Point cards	Gold	Silver	Leftover cubes
printed points	+3 each	+1 each	+1 each, except yellow

Example: 42 card points + 2 gold + 1 silver + 4 non-yellow cubes = 53 points.

Official base-game rules (PDF) **Watch our TAP quick take**

Independent play aid. Original schematic drawings; game designed by Emerson Matsuuchi.