



MUSLIM
GAMES

Mecca to Medina

**A GAME FOR 2 TO 6 PLAYERS
AGED 8 AND UP**

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Mecca to Medina

INTRODUCTION

During the Golden Age of Islam travelers could journey from city to city without border restrictions or passport requirements. Mecca to Medina is a riveting adventure game in which player success depends on the strategic use of resources to complete routes between cities. Heated competition among players creates challenges as opposition arises with every roll of the dice. Players count on calculated moves to win the game. For example they can reduce water requirements by purchasing camels, protect their city from Crusaders with a Mujahid, or double valuable resources by securing a Caravan. But watch out for unexpected events - a players progress can be upset with a simple turn of an Event Card.

CONTENTS

**144 Resource Cards • 40 Event Cards
6 City Cards • 30 Trading Routes
28 Specialty Cards • 6 Tutorial Cards • 2 Dice**

OBJECTIVE

The objective of the game is to be the first player to successfully complete 4 designated routes.



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STARTING THE GAME

Setting up the Game

First, pass out one City Card (see Fig. 1) and one Trading Route Card (see Fig. 2) to each player. Players will place the City Card face up the Trading Route Card facing down. Next, provide each player the starting resources specified on their City Card (see Fig. 3).

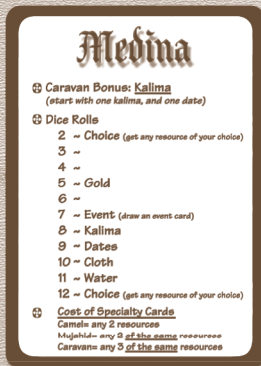


Fig. 1 - Sample City Card

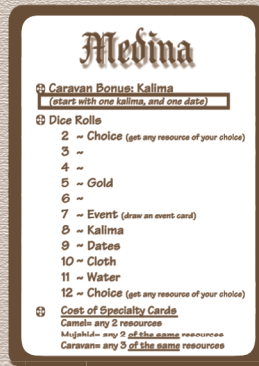


Fig. 3 - Starting Resources



Fig. 2 - Sample Trading Route Card

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Beginning the Game

Each player rolls the dice to determine who will move first. The player with the highest roll begins. Player turns will then proceed clockwise (to the left of the player).

How to Play

1. Roll the Dice

The first player rolls the dice

2. Event Card

If the Player rolls a 7, he flips over an Event Card. The listed event is effective immediately (see “Event Cards”).

3. Collect Resources

If a Player does not roll a 7, all the Players collect the resources they earned according to the dice roll (see “Collecting Resources”).

4. Trading

The current player can trade with other players (see “Player Trading”), or can trade with the Bazaar (see “Bazaar Trading”).

5. Buy Cards

Players have the option of purchasing Trading Route Cards (see “Route Cards”) or Specialty Cards (see “Specialty Cards”).

6. End Turn

Finally, a turn ends when the player passes the dice to the player who sits to the left of him.



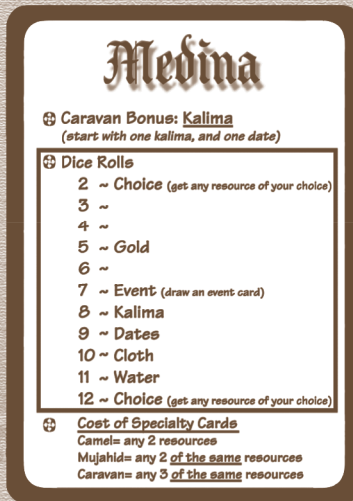
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RESOURCES

COLLECTING RESOURCES

The starting player rolls the dice. All players then receive the resources specified on their City Card. On each City Card, players will see the numbers 2 - 12 listed with a resource associated with each number (see Fig. 4).



Medina

Caravan Bonus: Kalima
(start with one kalima, and one date)

Dice Rolls

- 2 ~ Choice (get any resource of your choice)
- 3 ~
- 4 ~
- 5 ~ Gold
- 6 ~
- 7 ~ Event (draw an event card)
- 8 ~ Kalima
- 9 ~ Dates
- 10 ~ Cloth
- 11 ~ Water
- 12 ~ Choice (get any resource of your choice)

Cost of Specialty Cards

- Camel= any 2 resources
- Mujahid= any 2 of the same resources
- Caravan= any 3 of the same resources

Fig. 4 - Dice Rolls and Resources

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COLLECTING RESOURCES

The resources collected must correspond to the numbers that are rolled on the dice.

Some numbers don't have resources. Therefore, players will not receive any resources if that particular number is rolled.

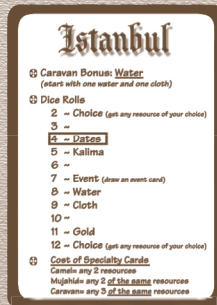
For example - Player 1 rolls a "4". Player 1 will receive nothing because there is no resource associated with a dice roll of "4". However, Player 2 will receive a Dates Resource Card and Player 3 receives a Water Resource Card because a dice roll of "4" corresponds with that particular item on their City Card.



Medina

- Caravan Bonus: **Kalima**
(start with one kalima, and one date)
- Dice Rolls
 - 2 - Choice (get any resource of your choice)
 - 3 -
 - 4 -
 - 5 - Gold
 - 6 -
 - 7 - Event (draw an event card)
 - 8 - Kalima
 - 9 - Dates
 - 10 - Cloth
 - 11 - Water
 - 12 - Choice (get any resource of your choice)
- Cost of Specialty Cards
 - Camels any 2 resources
 - Highlands any 2 of the same resources
 - Caravans any 5 of the same resources

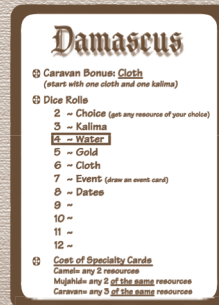
Fig. 5 - Player 1



Istanbul

- Caravan Bonus: **Water**
(start with one water and one cloth)
- Dice Rolls
 - 2 - Choice (get any resource of your choice)
 - 3 -
 - 4 - **Dates**
 - 5 - Kalima
 - 6 -
 - 7 - Event (draw an event card)
 - 8 - Water
 - 9 - Cloth
 - 10 -
 - 11 - Gold
 - 12 - Choice (get any resource of your choice)
- Cost of Specialty Cards
 - Camels any 2 resources
 - Highlands any 2 of the same resources
 - Caravans any 5 of the same resources

Fig. 6 - Player 2



Damascus

- Caravan Bonus: **Cloth**
(start with one cloth and one kalima)
- Dice Rolls
 - 2 - Choice (get any resource of your choice)
 - 3 - Kalima
 - 4 - **Water**
 - 5 - Gold
 - 6 - Cloth
 - 7 - Event (draw an event card)
 - 8 - Dates
 - 9 -
 - 10 -
 - 11 -
 - 12 -
- Cost of Specialty Cards
 - Camels any 2 resources
 - Highlands any 2 of the same resources
 - Caravans any 5 of the same resources

Fig. 7 - Player 3

On the next turn - Player 2 rolls an "8". This means that Player 1 will receive a Kalima Resource Card. Player 2 will receive a Water Resource Card and Player 3 will receive a Dates Resource Card.

On the next turn - Player 3 rolls a "12". This provides both Player 1 & 2 with any resource of their choice. Player 3 does not receive anything.

Players continue to take turns as play moves clockwise.

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TRADING

PLAYER TRADING

Trading with Other Players

Player can only trade with other player on that particular player's turn, and only after the dice has been rolled.

****Players have the option of trading any of their cards, except the City Card, with other players. Once a trade has occurred and the trade items have exchanged hands, the trade is final. You cannot take back your trade unless both parties agree to it.**

BAZAAR TRADING

Bazaar Trading Ratio

Bazaar trading can only occur after a player has rolled the dice. A player can trade 3 of the same Resource Cards to the Bazaar for any one item of their choice (3:1 Ratio). If you get the Merchant Card (one of the Event Cards), you will be able to trade any 2 of the same resource cards for 1 item of your choice.



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CARDS

TRADING ROUTE CARDS

In order to win the game, a player will need to complete 4 of the designated Trading Routes.

Each Trading Route has specific resource requirements needed to complete it (see Fig.8) Trading Routes that are not completed are placed face down so that other players won't be able to see them. Once the Trading Route is completed, you must place it face up.

Whenever you complete a Trading Route, you will a get a new Trading Route at no cost. If you want to buy additional Trading Routes, each one will cost you one Resource Card.

Uncompleted Trading Routes will not count against the player, but hands are limited to 3 uncompleted routes.



Fig. 8 - Resources required to complete route

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SPECIALTY CARDS

Trading in for Specialty Cards

Players can trade resources for Specialty Cards. All Specialty Cards are to be placed face up so that other players may easily view the cards.

CAMEL

(Cost is any 2 resources)

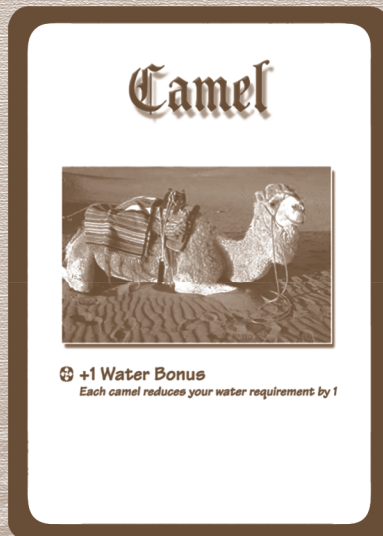


Fig. 9 - Camel

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SPECIALTY CARDS

Trading in for Specialty Cards

Each Camel subtracts one water requirement from each of your Trading Routes. In the example below, the player has two Trading Routes in his hand (see Fig. 10 & 11). The first Trading Route requires two Water Resource Cards. This means that if a player has a Camel, he will only need to turn in 1 Water Resource Card instead of 2.

For the second Trading Route, the player does not have to turn in any Water Resource Cards if he has a Camel. If the player has a two Camels, he does not have to turn in any Water Resources Cards to complete his Trading Route.



Fig. 10 - Route 1



Fig. 11 - Route 2

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MUJAHID

(Cost is any two of the same resources)

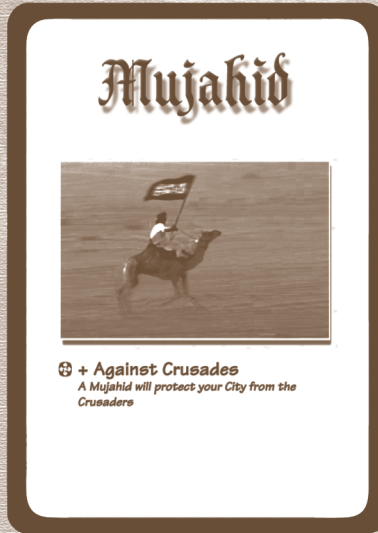


Fig. 12 - Mujahid

A Mujahid will protect a player from a Crusader attack. For example, if any player flips over the Event Card, Crusaders, all players will lose all their Resource Cards and one Camel unless they have a Mujahid. You can only have a maximum of one Mujahid at any given time.

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CARAVAN
(Cost is any three of the same resources)

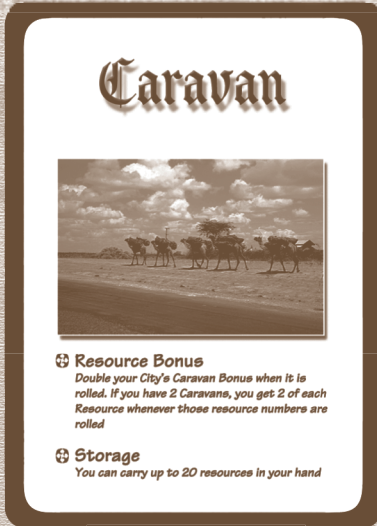


Fig. 13 - Caravan

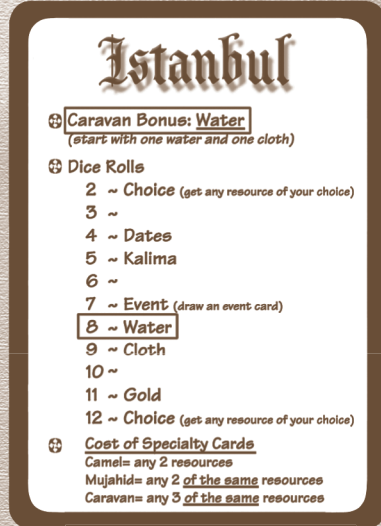


Fig. 14 - Caravan Bonus

One Caravan allows player to double their Caravan Bonus resource. In the example above (see Fig. 14), the Caravan Bonus is water, so this player will get two Water Resource Cards everytime the water dice number "8" is rolled, and as long as the player has 1 Caravan.

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A player's resources will double with two Caravans, earning him or her twice the number of resources each time the dice resource rolls. You can not collect more than two of any resource with each dice roll. In addition, you can only have a maximum of two Caravans at any given time. Caravans are limited to doubling resources via dice rolls, not from Event Cards. For example, if a player with two Caravans draws an Event Card that states, "You earned two free resources," he or she only gets two resources. The resources from the Event Card are not doubled because the awarded resources did not result from the roll of the dice.

Capacity Bonus

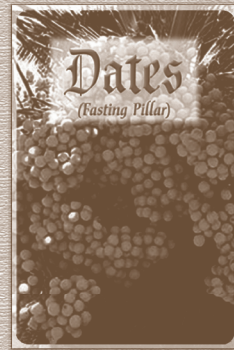
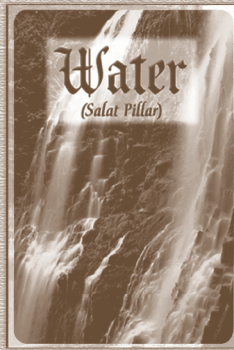
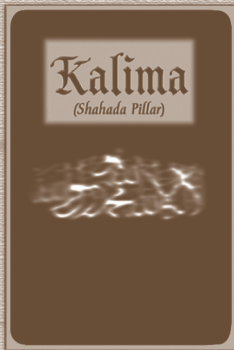
A Caravan will allow players to hold up to 20 cards in their hand.



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Resource Cards

There are five types of Resource Cards, each signifying a pillar in Islam: Kalima for Shahada, Water for Salat, Dates for Fasting, Gold for Zakat, and the White Cloth (ihram) for Hajj. Resource Cards are placed face down and are not to be viewed by other players.



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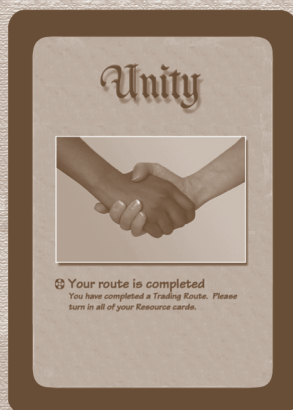
Limited Quantity of Resource Cards

The maximum number of Resource Cards each player may hold is 7 unless that player has a Caravan. A player may hold up to 10 cards if he has one Caravan or 15 cards if he has two Caravans. Once a player has reached his maximum, he may not collect additional Resource Cards.

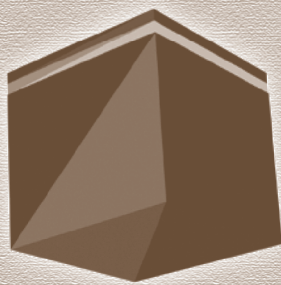
EVENT CARDS

On the 7 Dice roll

If a player rolls a 7, he or she flips over an Event Card to view the event. The Event Card is then shown to the other players. Some event will affect the player, while other events affect all the players.



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