

グッズメーカー

GOODS MAKER

SHUN & AYA

In this game, players aim to be rich to produce and trade various products.

When you build a building, elves will work in addition to you.

The player takes full advantage of the buildings to get victory points.

The player who gets 10 victory points wins.

COMPONENTS

- This rule book
- Summary × 4
- Cards × 88
 - Basic resource cards × 16
(Wood×5、Wheat×3、Clay×3、Stone×3、Cotton×2)



● Level I resource cards ×19



● Initial funds cards ×4



● Level II resource cards ×9



● Victory point cards ×12



● Basic building cards ×5

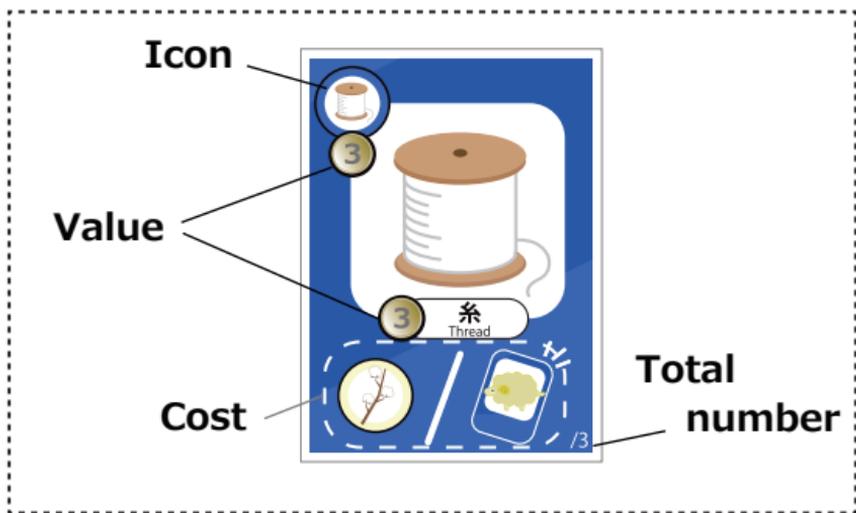


● Normal building cards ×23

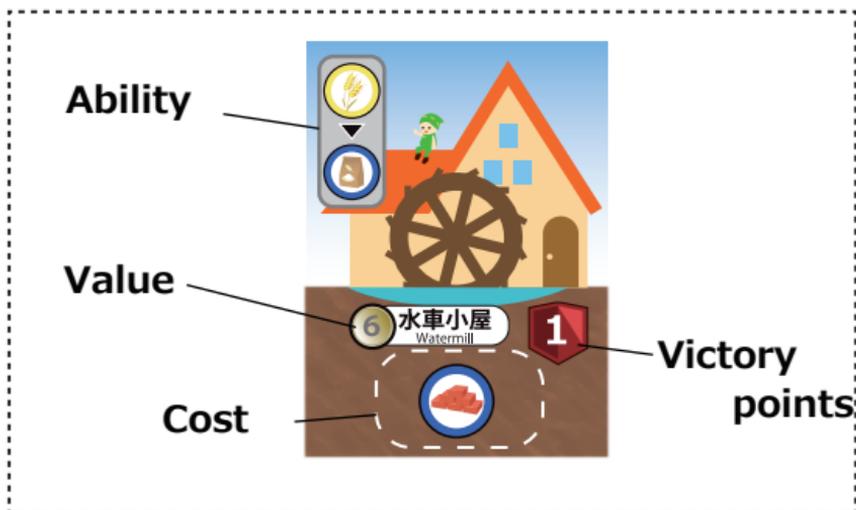


INSTRUCTION OF CARDS

■ Resource cards



■ Building cards



PREPARATION OF GAME

■ Setup

Put cards following the figure on the right page.

① Choose (number of player+1) cards from Basic building cards at random and line the cards up in a row.

Remove the remaining cards from the game.

Shuffle Normal building cards and deck them, and add them to the line of buildings so that there are 5 buildings in total.

② Shuffle Level II resource cards and deck them, line them up so that there are 5 type of cards in total.

Do the same for Level I resource cards.

③ Prepare the fixed number of basic resources according to the number of players, stack them face up for each type respectively. Stack the Victory point cards face up next to the Basic resources.

■ Turn order

Choose a starting player at random.

Hereafter, the turn goes clockwise.

■ Initial funds

• Initial funds card worth 3 to the first player

• Initial funds card worth 4 to the second player

And so on, the later player receives the higher Initial funds card as a hand.

Line (# of Players +1) Basic buildings up in a row.
Remove the remaining cards from the game.

① Put Normal buildings so that there are 5 buildings in total.

② Stack the same cards until 5 types of cards are open.

Discard pile

Discard pile

↑
Discard Level
I II card
face up here

of Basic resources for each player # number

	木	麦	土	石	綿
4p	5	3	3	3	2
3p	4	3	2	2	1
2p	3	2	2	2	1

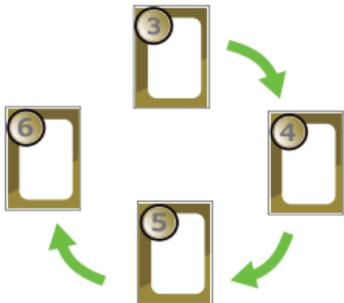
※This is also written on the bottom right of the card

GAME FLOW

In this game, players aim to get 10 victory points.

■ Game flow

Starting with the first player, the game proceeds by taking turns clockwise.



■ Turn flow

At the beginning of each turn, replenish cards in play. (p7)

You can perform the following two actions in any order.

Player' s action

Once in a turn

You can perform one of the following two actions.

- **Production (p8)** : Getting the card by paying resources
- **Trade (p10)** : Trade cards in hand for cards with equal value or less in play.

Elve' s action

Once for each building in a turn

If you have buildings, elves take their action on your behalf. (p11)

In other words, you can use the "Building' s ability" once per buildings in a turn.

If you have these two buildings,

Elve' s action

Watermill



Player' s action

Elve' s action

Charcoal Hut

You can execute them in such order.

REPLENISHMENT OF CARDS

At the beginning of each turn, replenish cards in play from each deck so that there are 5 types in each row of "Building", "Level II", and "Level I".

Once a deck is gone, shuffle the discard pile to form a new deck.

At that time, if there is no card in the discard pile, you don't need to do anything.

When new cards discarded, you form a new deck.

Stack the same cards
until 5 types of cards are open.



Discard
pile

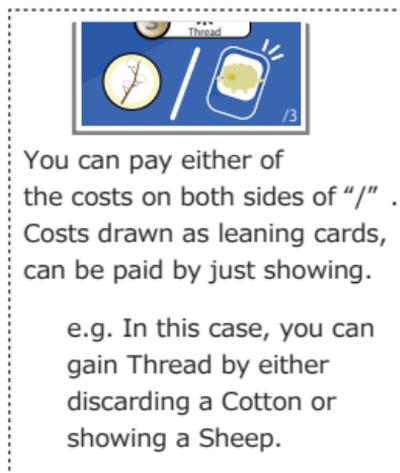
Once the deck is gone, shuffle
the discard pile to form a new deck.



PLAYER'S ACTION (PRODUCTION)

PRODUCTION

Choose a card in play and get it by paying its costs.



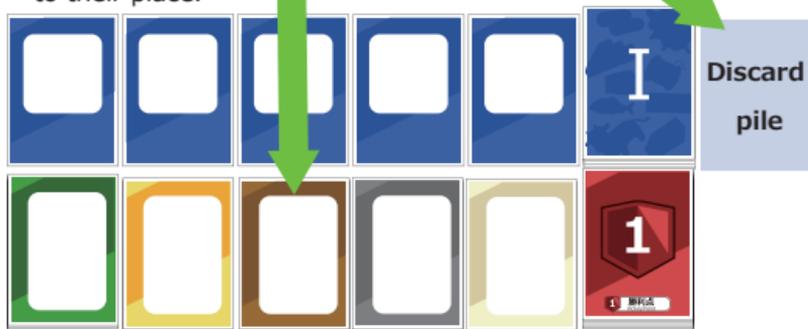
You can pay either of the costs on both sides of "/". Costs drawn as leaning cards, can be paid by just showing.

e.g. In this case, you can gain Thread by either discarding a Cotton or showing a Sheep.



Basic resources returned to their place.

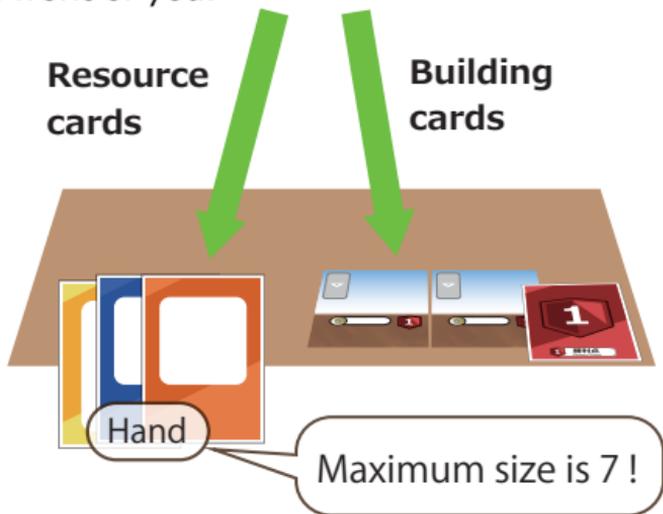
Discard "Level I" and "Level II" resources to each discard piles, respectively.





Basic resource card is a little bit different, which doesn't need costs. You can get a Basic resource card by only selecting the "Production" action.

If the acquired card is a Resource card, it goes in your hand. On the other hand, if it is a Building card, you line it up in front of you.



You can only have up to 7 cards.

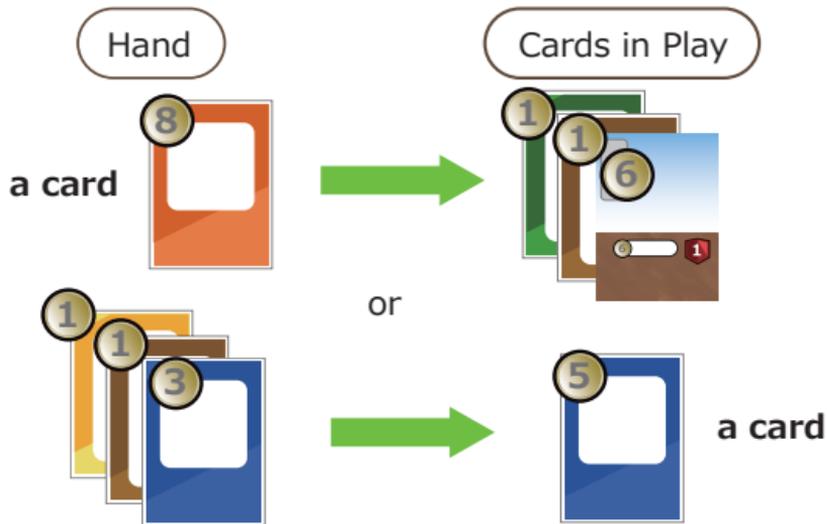
You can't select the action to have more than 7 cards in your hand even temporarily.

※Don't count the number of building cards or victory point cards as your hand, and line them up in front of you.

PLAYER'S ACTION (TRADE)

TRADE

Trade Resource cards in your hand for cards with equal value or less in play.



※Either the number of cards discarded or the card acquired must be one.

※You can't trade your building.

Cards discarded by "Trade" goes to a discard pile or a deck of Basic resources just like the production action.

Initial funds cards can only be used for "Trade" .

When you discard an initial funds card, remove it from the game.



ELVE' S ACTION

When you have buildings, you can take Elve' s action (Building' s ability) once for each building.

※ You can take Elve' s action of the acquired building in the turn immediately.

Building' s ability

Exchanging the upper resource for the lower resource



In this way, you can only convert cards in your hand to cards in play.

※Discard the cards in hand.

※Cards not in play can' t be obtained.

In other words, you can take a fixed action in addition.

And, when you get the victory points by "Building' s ability" , you can get the same number of Victory point cards from play.

※Line the acquired Victory point card up in front of you.

END OF THE GAME

When the player have 10 victory points or more,
(sum of the victory points of "Buildings" and
"Victory point cards")



or,

When there is no "Victory point card" in play,

the game ends immediately.

At that time, the player having the most victory points
wins the game.

IMPRINT

Game Design : Shun & AYA

Develop : Shun & AYA

Illustration : AYA

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