

Spice Merchant by Gun-Hee Kim



Players : 3 ~ 4 / Age : 10+ years / Playing Time : Approx. 20 minutes

Venice's hottest merchants are on the line to rule the spice market. A good merchant should be able to pick the promising items, but sometimes he/she is challenged to manipulate the consumer's demand itself to make his/her item promising. Who'll be the richest spice merchant in this fierce competition?

Contents

- ▶ 6 Market marker
- ▶ 88 Play cards



The spice cards is used two way in the game. The spice card in front of you represents the good to sell. The spice card that is around to the center chips of table represents the demand of specific spice. So, to increase the value of the spice which you want to sell, you should make that spice is laid down a lot in 6 market place. Remember the two way ('goods' and 'demand') is to use the spice cards in leading the game by 'distorting demand'!

The right image is the example of Saffron. We can know the score according to the number of Saffron in the market.

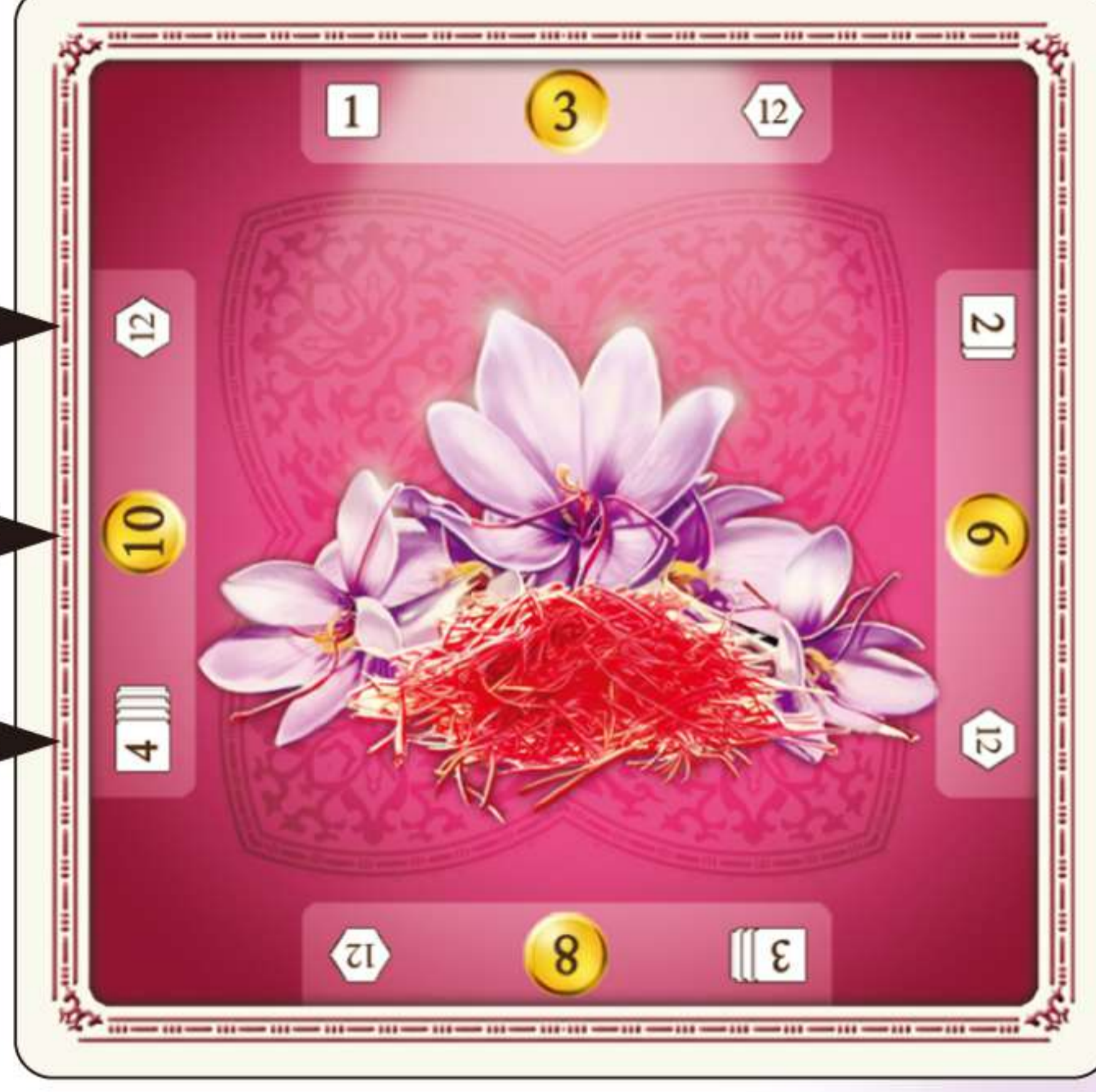
- 1 card, 3 point
- 2 cards, 6 point
- 3 cards, 8 point
- 4 cards, 10 point

The maximum number of spice cards.

The scores according to the number of spice cards.

The number of spice cards on the market.

Example) Informations of card



Objective

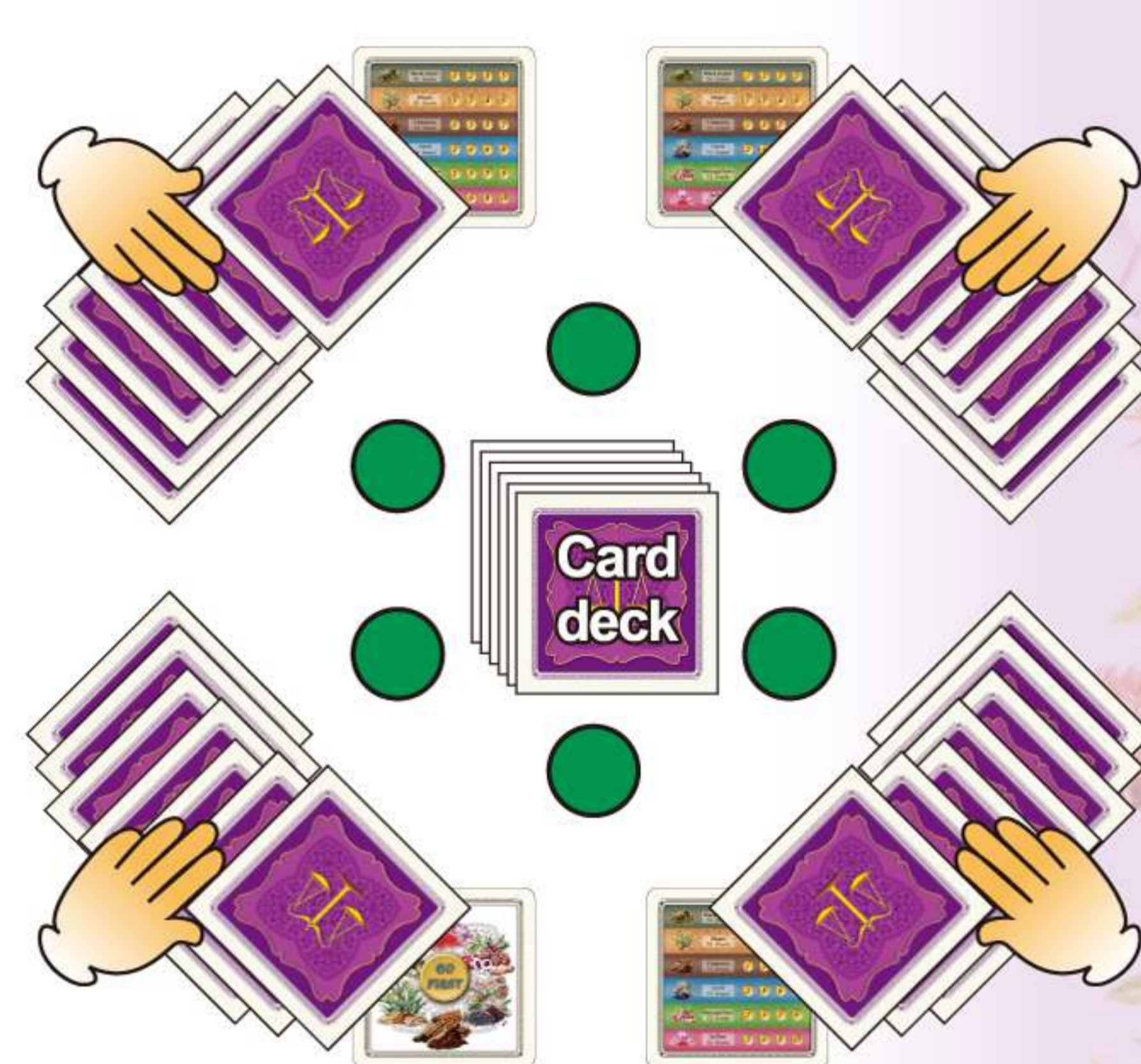
Sell more valuable spices than the others, and gain the scores. To do that, you have to make that the spice which you want to sell is laid down more than the others in 6 center of world market. When the value of each spice is fixed, each player gets the score according to values from the market. At end of the 4 rounds, the player who has the highest sum of the scores is the winner!

Preparation

Distribute the information cards and put down with front side. The remained cards is not used in the game. The player who use black pepper to food many times is a first player, that player change his/her information cards to back side to represent the first player.

Shuffle 84 spice cards, and then distribute 7 cards to each players' hands hidden. Make the deck on the center of table with the remained spice cards. Arrange the market marker chips which represent 6 world market around the card deck, like this picture.

(Setting position of beginning)



Play

The game consists of 4 rounds. Each round always begins by registering "secret-trade goods". (Putting down the spice cards which you want to sell with back side.)

- * 1st and 2nd rounds begin by registering 1 spice card.
- * 3rd and 4th rounds begin by registering 2 spice cards.
- * At this time, you can register the spice of a kind.

If you register secret-trade goods, you should replenish 1 card (2 cards at 3rd and 4th rounds) from the deck in the center. (You always have 7 cards in your hand, when your turns finished.) When every player finished his/ her secret-trade goods, play begins clockwise from the first player. On your turn, you can do only one action out of two actions which are described below.

Register open-trade goods

you can register one more spice card that you want to sell. If you register this, you put down the spice card that you choose on the secret-trade card with front side. You can do this action only once in a round, and you can register the same card with secret-trade one.

Fake demand

- ▶ The value of the cards that you put down on front of you to sell (open-trade goods, secret-trade goods) are fixed by faking demand.
- ▶ Fake demand action means putting down the cards (1 ~ 4 cards) that you have on 1 market in 6 market that is center of table. The number of cards on each markets represent the each demands. So if there are more cards, that spice will be sold at more expensive price.
- ▶ If you put down cards to fake demand, you have to follow the rules.
 - You have to put down 1 kind of spice to 1 market place.
 - 1 market place can have only 1 kind of spice, 4 cards is maximum. So if you want to put down the cards on the occupied place, you have to put down the same kind of spice cards with occupying cards.
 - The same kind of spice cards can occupy maximum 2 market place in 6 market. If some kind of spice cards occupy 2 market place already, that spice can't occupy other market place.
- ▶ And then, you should replenish your hands to 7 for the number of cards that you used.

The end of round

When all of the market places are occupied, or when 2 market place is full with 4 cards even if all of them is not occupied, the rounds end.

When the round end, all players indicate their score with their open-trade card and secret-trade cards. According to market price, spin your cards to indicate itself and put down on the front of you.

When the cards exist in the center markets, you can sell your cards (open-trade, secret-trade). If they don't, you can't sell. 1 kind of spice will be sold for 1 market. So if you registered 2 cards that are same kind, that kind of spice have to be 2 each market place for being sold.



Example 1) The conditions that the round ends.

In this example 1 above, when the conditions like below is satisfied, the round is end immediately.

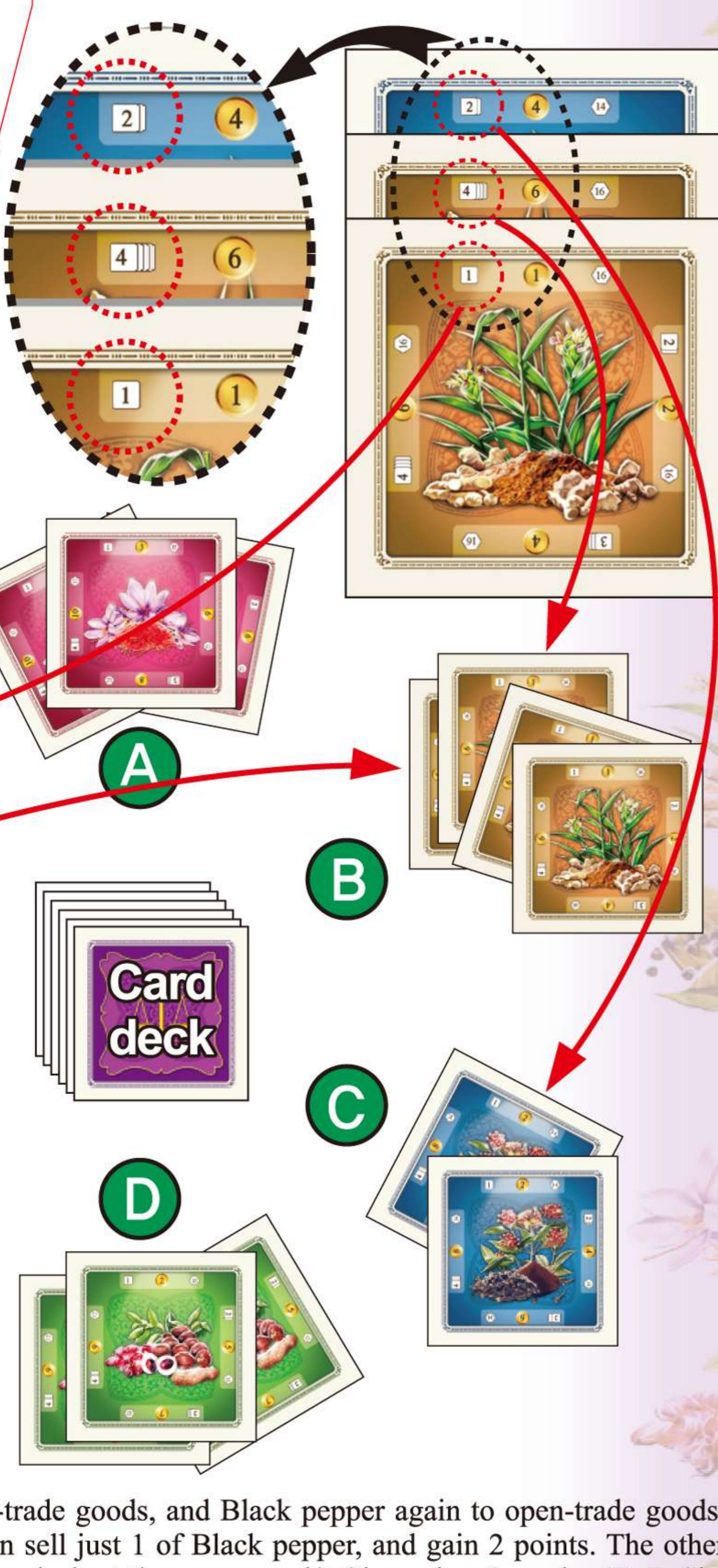
- ▶ The condition that 1 more card in A, D market, 2 more cards in C market, and 3 more cards in F market, so any two market is filled with 4 cards.
- ▶ The condition that any body put down any spice cards (1~4 cards) except Ginger to E market.

* Robert registered Clove and Ginger to secret-trade goods, and Ginger again to open-trade goods. At this time, The scores of Robert are same with below Clove has 2 demands in C market, gain 4 points. Ginger has 4 demands in B market, and 1 demands in F market, gain 6 points and 1 point. Therefore, Robert gain 11 total points in this round.



Example 2) The score calculation when the end of round

In this example 2 above, someone put down the round ends.



* Jane registered Black pepper and Ginger to secret-trade goods, and Black pepper again to open-trade goods. But Black pepper has demand only E market, she can sell just 1 of Black pepper, and gain 2 points. The other Black pepper is discarded. (It will be shuffled for new deck at the new round.) Ginger has 2 market B, F. She choose B market cause it is more valuable, and gain 6 points. Therefore, Jane gain 8 total points in this round.

The beginning of new round

The next player of first player on clockwise will be the new-first player. Then, the old-first player set up his/her information card with front side, and the new-first player set up his/her information card with back side to represent the first player. The cards to indicate scores and the cards in your hands are remain. And, put all of the other cards in the deck, shuffle them. And make a new deck and put down them in center of table. Begin new round with registering a secret-trade goods! (1 card for 1, 2 rounds, 2 cards for 3, 4 rounds)

The end of game

The game ends after 4th round. Now, calculate each players' score, the player with the highest sum of the scores is the winner! In the case of a tie, the player who sold many goods more than other player is the winner. If there are tie again, they become co-champions!

If you have comments, questions, or suggestions, please contact us : DEINKOGAMES, www.deinko.com welcome@deinko.com