

Introduction

Keyflower - the Merchants is the second expansion for the game *Keyflower*. In *Keyflower* each player develops their own unique village over four seasons by successfully bidding for a range of village tiles (specialised buildings and boats) and collecting skills, resources and workers ('keyples').

In *Keyflower - the Merchants*, players continue to develop their village by building extensions and cabins, entering into lucrative contracts and encountering new combinations of items on the incoming boats.

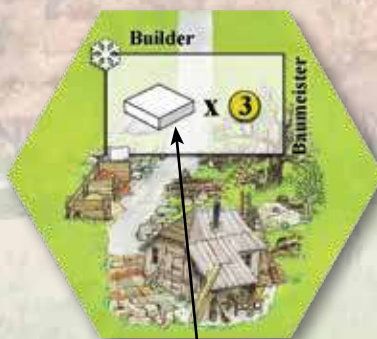
Players may choose to use all of the tiles from *Keyflower - the Merchants* and add additional tiles at random from *Keyflower* in order to make up the required number of tiles (the Merchant's variant) or simply combine the new tiles with their existing game.

Keyflower the Merchants

Components and key

12 large hexagonal tiles

6 village tiles ...



and 6 boat tiles.



18 wooden extensions



New icons – contracts, extensions and cabins.



Note that all the *Keyflower - the Merchants* tiles have a small white scroll icon for ease of identification.

6 wooden cabins



36 contract tiles



1 sheet of extension stickers (one sticker of the corresponding colour should be placed on each of the tiles to indicate the cost of the extension).

6 plastic zip storage bags

Green cloth bag (to hold the skill tiles from *Keyflower*).

These rules in Dutch, English, French and German (which supplement the rules in *Keyflower* and should be read in conjunction with them).

Set up

Follow the set up rules for the *Keyflower*, except as follows:

Boat tiles. *Keyflower – the Merchants* introduces six new boat tiles. These tiles are new versions of the same boats that arrive at the end of each season in the game *Keyflower*. The new boats carry the same names but with the suffix 'II' e.g. *Keyflower II*. Take each set of boats with the same name and choose one boat at random from each set to use in the game. As in *Keyflower*, the boats used will depend on the number of players in the game, as indicated by the 'number of players' icons on the tiles.

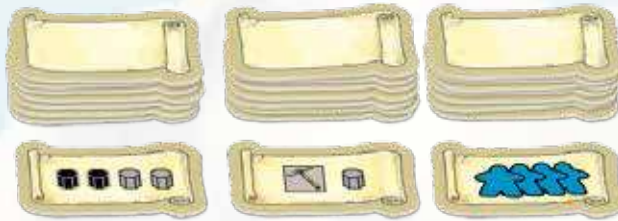


The boats in *Keyflower – the Merchants* carry additional items that do not arrive on board the original boats from *Keyflower*, namely cabins (**Sea Bastion II** and **Invincible II**), gold (**Keyflower II**), face-down contracts (**Sea Breese II** and **White Wind II**) and green workers (**Flipper II**). These should be placed on the boats as appropriate.



Cabins. Place these by the side of the playing area, behind the boats if there is space.

Contracts. Turn all of the contracts face-down so that the plain side is visible. Divide them into three approximately equal piles. Place these by the side of the playing area, for example behind the boats. Turn the top tile from each pile face-up, and place these next to the face-down piles, so that three contracts are visible.



When placing a contract in the **Sea Breese II** or **White Wind II**, the contract is taken at random from one of the face-down piles and is placed face-down in or next to the boat tile. This is different to the skill tiles which, when placed on the boats, are placed face-up so that the type of skill available is visible.



Extensions. Place these by the side of the playing area. For ease of reference we suggest you set these out sorted by colour and content.

Skill tiles. The green cloth bag provided in *Keyflower – the Merchants* can be now used to hold the skill tiles.

Village tiles. Add the new **spring, summer and autumn** village tiles to the corresponding season's tiles from *Keyflower*.

Mix the 3 new **winter** village tiles from *Keyflower – the Merchants* with the winter tiles from *Keyflower*. The number of winter tiles received by each player is increased as follows: with 2-3 players each player now receives 4 winter tiles (previously 3), with 5 players each player now receives 3 winter tiles (previously 2). The number of tiles in games for 4 and 6 players remains at 3 and 2 respectively.

Note, if the *Keyflower – the Farmers* expansion is also being used then the number of winter tiles per player should be as shown on page 2 of the *Keyflower – the Farmers* rules.

In your first game of *Keyflower – the Merchants* it is suggested that you play variant 'A': the 'Merchant's variant' (see page 11). This variant ensures all the new tiles from *Keyflower – The Merchants* are used so that players can become familiar with the new tiles.

Table: Number of large hexagonal tiles used in the game.

Players	2	3	4	5	6
Home	2	3	4	5	6
Boat	2	3	4	5	6
Turn order	1	2	3	4	4
Spring, summer and autumn	6	7	8	9	10
Winter <i>per player</i>	4	4	3	3	2
Winter <i>introduced</i>	2-8	3-12	4-12	5-15	6-12

Set up - quick rules

Follow the set up rules for the *Keyflower*, except as follows:

Take each set of **boats** with the same name and choose one boat at random from each set.

The number of boats used will depend on the number of players.

Place the **cabins** by the side of the playing area.

Create three piles of **contracts** by the side of the playing area.

Turn the top tile from each pile face-up and place these next to the face-down piles.

Contracts placed in boats are placed face down.

Place the **extensions** by the side of the playing area.

Add the new **village tiles** to tiles from *Keyflower*.

In your first game of *Keyflower – the Merchants* it is suggested that you play variant 'A': the 'Merchant's variant'



Keyflower - the Merchants introduces new boats, cabins, contracts and extensions to the *Keyflower* game.

Boats

As described in the 'Set up', players should select one boat tile at random from each set of similarly named boats, e.g. **Keyflower** or **Keyflower II**, **Sea Bastion** or **Sea Bastion II**, etc. As in *Keyflower*, the boats used will depend on the number of players in the game, as indicated by the 'number of players' icons on the tiles.



The boats in *Keyflower – the Merchants* carry new items not found on the original boat tiles in *Keyflower*, namely cabins, face-down contracts, gold and green workers.

When players take the contents of the boats in **spring**, **summer** and **autumn**, they place cabins and gold received on the boats onto their home tiles, and face-down contracts and green workers behind their screens.

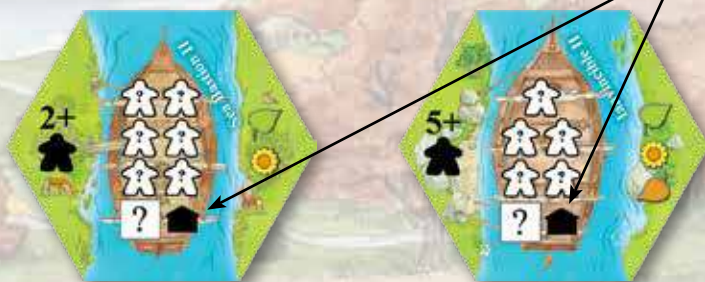
Note that the player who chooses the **Sea Bastion II** boat in **autumn** replaces this boat with a different boat for the winter season.

When players win boats in **winter**, they add them to their villages where they provide benefits.

The individual boats are described in more detail on page 10.

Cabins

Cabins are represented by the black wooden building pieces. Cabins are obtained from the **Sea Bastion II** boat and, if there are five or six players, the **lanvincible II** boat, at the end of **spring**, **summer** and **autumn**.



Cabins are placed on the player's home tile. Once placed, a cabin is treated as an extra upgrade symbol on the home tile, which is available to any player using the tile in the usual manner. The presence of a cabin does not prevent the tile being upgraded with an extension or vice versa.

If a player owns **boat 2b** then the cabin's upgrade ability is doubled. Cabins do not score points directly, however they will contribute towards the number of upgrade symbols scored by the owner of the **lanvincible II** boat. If a player owns both **boat 2b** and the **lanvincible II** boat then the points scored for the cabins and upgrade symbols at the end of the game are also doubled.

A cabin has no effect on a player's transport ability.

A player may own more than one cabin. All cabins are all built on the player's home tile.

Boats

Take each set of **boats** with the same name and choose one boat at random from each set.

The number of boats used will depend on the number of players.

Cabins and gold received on the boats are placed onto a player's home tiles. Contracts and green workers are placed behind a player's screen.

Cabins

Cabins are obtained from boats.

Cabins are placed on the player's home tile and are treated as an extra upgrade symbol.

A player may build more than one cabin on their home tile.

Contracts

Obtaining contracts

Contracts can be obtained from the **Sea Breese II** and **White Wind II** boats and from the **assayer** (spring), **bookkeeper** (summer) and **merchant** (autumn) tiles.



The contracts placed on the **Sea Breese II** and **White Wind II** boats are placed **face-down**. When taken from the boats at the end of spring, summer and autumn these contracts are placed behind the player's screen (in the same manner as the skill tiles) and are not shown to the other players.

If a player obtains a contract from the **assayer**, the **bookkeeper** or the **merchant**, then the player may choose any one of the three face-up contract tiles on display or choose a face-down contract from one of the three face-down piles. If a player chooses a face-down contract they do not reveal the contract type to the other players. If a face-up contract is chosen, then immediately replace the contract with another contract from one of the face-down piles so that there are always three face-up contracts available. The contract taken is placed behind the player's screen.

At the end of **spring**, **summer** and **autumn**, place the three face-up contract tiles into the face-up discard pile and turn up three replacement tiles from the face-down piles. (If for any reason players do not replace the contracts at the end of a season, then the face-up contracts should not be changed until the end of the following season.)

If, at any time during the game, the three face-down piles of contracts are depleted, then shuffle the contracts in the discard pile face-down and then create three new contract draw piles with approximately the same number in each pile.


Scoring contracts

Each contract is different and depicts a number of the following items: workers, resources, skill tiles, start player marker. At the end of the game if a player has the items depicted on the contract in their village or held as an unused item, then the player may allocate the items to the contract. Note that, as usual, each item can only be allocated once (to one contract or to a scoring tile) and can therefore only be scored once.

Each completed contract is worth 7 points at the end of the game. Contracts cannot be scored multiple times by allocating multiple sets of items. If a player acquires the **White Wind II** boat, then each completed contract that player achieves is worth 10 points. If a player acquires the winter **muleteer** tile then each uncompleted contract that the player owns is worth 3 points.

Exchange of contract for item on contract

A player may, at any time during their turn, **exchange a contract** for one of the 'specific' items shown on the contract, if available. However they may not exchange the contract for an item represented by one of the white symbols that represent 'any of that type' (workers, skill tiles or resources). Trading a contract for one of the items on the contract is a 'free' action and does not constitute a player's turn. If the contract is traded for a resource, then the resource is placed on the player's home tile. If the contract is traded for a worker or a skill tile, then the worker or skill tile is placed behind the player's screen.

Note that the contract which features the **start player marker** can be exchanged for any item that the start player can be exchanged for, but cannot be exchanged for the start player marker itself.  If it is exchanged for an animal from *Keyflower – the Farmers*, the animal must be placed on the home tile. To score points with this contract at the end of the game, the player with this contract needs to have won the start player marker and allocated it to the contract.



A contract that has been exchanged is discarded, face-up, onto the contract discard pile.

Contracts

Obtaining contracts

Contracts are placed on the boats **face-down**. When taken from the boats contracts are placed behind the player's screen.

If a player obtains a contract from a village tile, they may choose one of the three face-up contracts or a face-down contract from one of the piles.

At the end of **spring**, **summer** and **autumn**, place the three face-up contract tiles into the face-up discard pile and turn up three replacement tiles from the face-down piles.

Scoring contracts

At the end of the game if a player has the items depicted on the contract then the player may allocate the items to the contract.

Each completed contract is worth 7 points.

Each contract can only be scored once.

Exchange of contract for item on contract

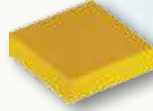
A player may exchange a contract for one of the 'specific' items shown on the contract. They may not exchange the contract for an item represented by one of the white symbols.

Place the exchanged contract onto the discard pile.

Extensions

Acquiring extensions

Extensions are represented by square wooden blocks and allow a previously upgraded tile to be upgraded for a second time.



An extension can be obtained by placing a worker(s) on a tile with an upgrade symbol such as the home tiles and transport tiles, e.g., the **stable** and the **wainwright**, or by using a cabin (as these are treated as upgrade symbols). Each upgrade symbol can only be used once per turn to either upgrade a tile or to add an extension.



An upgrade symbol cannot be used to both upgrade a tile and to add an extension.

An extension must be played on an upgraded tile in the player's own village. Only one extension can be played on any particular tile. An extension cannot be removed, replaced or repositioned. It is recommended that the extension is placed on the tile with the sticker side face down.



Each extension has a different cost, which is indicated by the sticker on the tile.



The cost of the extension has to be paid when the extension is obtained and added to a village tile. This cost is in addition to placing a worker(s) on the tile with the upgrade symbol. If the cost includes resources, the resources must be moved onto the village tile to which the extension is being added before the extension can be built. If the cost requires skill tiles or workers, these are played from the player's stock. Workers that have already been placed in the player's village during that season may not be used to pay the cost of acquiring the extension, however outbid workers may be used. (Note that outbid workers forming part of a bid of two or more workers cannot be separated. However if the cost of the extension is for fewer workers, a player may give up more workers than the number required in order to fulfil the cost.)

If a player owns **boat 3a**, then when acquiring an extension which requires a resource, any type of resource can be used in substitution for any other type of resource.

Matching colours

If there are already workers on the tile, then the extension must be of the matching colour.

Once an extension has been placed on a tile, only workers of the same colour can subsequently be placed on that tile for the rest of the game. (Note that a player owning **boat 4b** may ignore this restriction and continue to place any colour of worker when using a tile upgraded by an extension. If the player places a different coloured worker then they should place the worker lying horizontally for identification.)

Scoring extensions



The effect of an extension is to double the fixed point value of the tile as shown in the top right hand corner of the 'benefits' box. Note that extensions do not double any other points, so buildings such as the **barn**, etc. do not receive additional points.

Note that the **Flipper II** boat allows an extension to be added at no cost, however the other requirements such as the tile having to be upgraded must still be met. This means that the **Flipper II** boat cannot add extensions to winter tiles as these are not upgraded.



Extensions

Acquiring extensions

Extensions allow a tile to be upgraded for a second time.

An extension can be obtained by placing a worker(s) on a tile with an upgrade symbol.

An extension must be played on an upgraded tile.

The cost of the extension has to be paid when the extension is obtained and added to a village tile.

If the cost includes resources, these must be moved onto the village tile to which the extension is being added.

Matching colours

If there are already workers on the tile, then the extension must be of the matching colour.

Once an extension has been placed on a tile, only workers of the same colour can subsequently be placed on that tile.

Scoring extensions

An extension doubles the fixed point value of a village tile.

Rules clarifications


The following section does not introduce any new rules, but clarifies certain *Keyflower* and *Keyflower – the Farmers* rules and explains how they interact with the *Keyflower – the Merchants* rules where applicable.

Start of the season

When skill tiles are placed on the boats, they are placed face-up so that the type of skill available is visible. In contrast, the contracts are placed face-down.

In **winter** each player selects one or more of the winter tiles to be bid for that they received in the set up phase. (There is no restriction on the number each player may select, notwithstanding that players may now receive more tiles in the set up phase than they did in *Keyflower*.)

End of season

 If you are playing with the *Keyflower – the Farmers* expansion, then breeding animals takes place before newly acquired tiles are placed. It is therefore possible for pairs of animals in two fields to breed even when a tile placement would subsequently join the fields together.

Bidding

Green workers cannot be used as a substitute for workers of other colours.

A player's turn may consist of adding more workers to an existing bid. More workers may be added irrespective of whether the existing bid is a winning bid or a losing bid. However the new total number of workers must create, or still be, a winning bid.



Workers that have been outbid may be moved elsewhere, including to other bids, to generate production on village tiles, and into the bag to satisfy the cost of an extension placement or as part of an exchange. However the workers must remain together.






Autumn scoring tiles

The **barn**, **blacksmith**, **stone yard** and **timber yard** only score resources which were moved onto them during the course of the game. This means that neither gold received from the **Keyflower II** boat at the end of the game, nor wheat converted into gold by the *Keyflower - the Farmers* **boat 5b**, can be placed onto the autumn scoring tiles.



End of season

It is recommended that the following procedure is adopted at the end of the each season. Items marked  apply only when the *Keyflower – the Farmers* expansion is also being used. Items marked  apply only when the *Keyflower – the Merchants* expansion is being used.

1. Players retrieve workers forming part of losing bids.
2. Discard village tiles not bid for.
3. Starting with the start player, each player claims all of the village tiles that they have won, followed by each other player in turn in clockwise order. Workers forming the winning bids are placed in the bag. Workers on the tiles that have been successfully bid for are placed behind the successful player's screen.
4. Players collect workers from their village and place them behind their screen.
5. Deal with the turn order tiles and boats in order. Workers, skill tiles and  contracts are placed behind the player's screen. Resources and  cabins are placed on the player's home tile.
6. If a player owns **boat 1** (giving workers) and/or,  **boat 6** (giving two wheat, or a pig and a sheep) they collect these and, if applicable, allocate the animals to a field.
7.  Except in winter, if there are two or more animals of the same kind (and no other kind) in a field then the animals may breed and the player may add one more of that type of animal into that field.
8. Players expand their villages with the tiles they have won.
9.  At the end of **spring, summer** and **autumn**, place the three face-up contract tiles into the face-up discard pile and replace them from the face-down piles.

End of season


Retrieve workers forming losing bids.

Discard village tiles not bid for.


Collect tiles won, *one player at a time*.

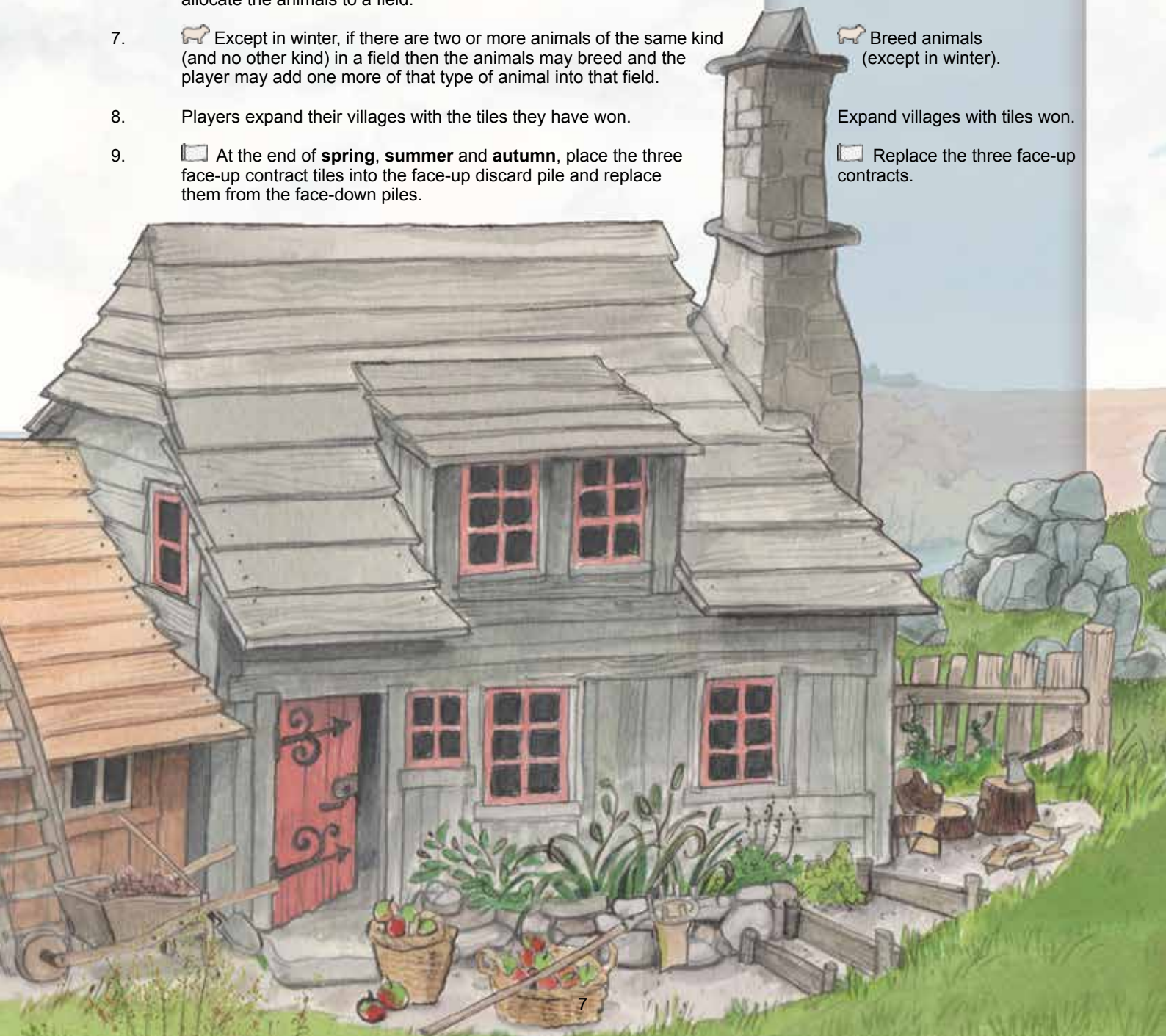
Players collect the workers from their villages.

Deal with the turn order tiles and boats.



 Breed animals (except in winter).

Expand villages with tiles won.





 Replace the three face-up contracts.








Game end scoring

At the end of the game, players score points for the items in their village and behind their screen. To avoid confusion it is suggested that the procedure listed below is adopted. Items marked  apply only when the *Keyflower – the Farmers* expansion is being used. Items marked  apply only when the *Keyflower – the Merchants* expansion is being used.

As a general rule each item can only be allocated and scored once (with two exceptions for fields detailed in the *Keyflower - the Farmers* rules).

For scoring purposes, the **purple start player marker** can be declared by the player who successfully bid for it as a: resource (and, if applicable, placed on the **barn, blacksmith, stone yard or timber yard**), skill tile, worker of any colour,  animal (of any type and placed in any field),  wheat or  any one item required for a contract (and allocated to that contract).  The start player marker cannot become a contract, a cabin or an extension.

Scoring procedure:

1. Score the **resources** placed during the game on the autumn scoring tiles: the **barn, blacksmith, stone yard and timber yard**. (Resources cannot be reallocated to the autumn scoring tiles at the end of the game, with the exception of the start player marker if this is designated as a resource.) Then place the resource counters to one side in order to avoid scoring them twice.
2.  Score the **sheep** that were placed in the **sheep shelter** during the game. (Sheep cannot be allocated to the **sheep shelter** at the end of the game.) If the player also owns the **weaver**, then the player may wish to not score one of the sheep in the **sheep shelter**, leaving that sheep behind in order to score the field using the **weaver**. Then place the sheep to one side in order to avoid scoring them twice.
3.  Score each **field** containing one or more **animals** as follows: a field containing one or more sheep scores 1 point, one or more pigs 2 points and one or more cows 3 points. Additional points are available if a player owns the **weaver, truffle orchard** and/or **dairy** winter tiles respectively. Animals cannot be reallocated at the end of the game.
4. If the player has the **Flipper** boat then the player upgrades one tile in their home village. If a player has the **Flipper II** boat then the player receives one extension of their choice, which may be placed on any of their upgraded tiles that do not already contain an extension. In neither case does the player need to pay the cost of the upgrade.
5. Score the village and boat tiles with **fixed points**, as indicated on the top right of the information box.
6.  Score the **extensions**, based on the fixed points value of the upgraded village tile the extension has been placed on.
7. **Reallocate** the keyples, skill tiles, remaining resources and the start player 'keyple' (if not already scored) to the remaining winter tiles, boat tiles and  contracts as desired.
8.  Score 7 points each for completed **contracts** (or 10 points if the player owns the **White Wind II** boat).
9. Score the remaining **winter tiles**.
10. Score the remaining **boat tiles**. (Note that the maximum number of points available from the **Sea Breeze** is 32 points, even if a player has more than five river tiles connected to their home tile.)
11. Score the **turn order tiles**, one point for each adjacent tile.
12. Score one point for each **gold** resource (unless already scored, for example, under 9 using the **jeweller**).

The player with the most points is the **winner**. In the event of a tie, then of the tied players the player who chose their boat tile first in winter is the winner.

Game end scoring



Scoring procedure:

Score the **resources** placed on the autumn scoring tiles.

Score sheep in the **sheep shelter**.

Score each **field** containing one or more **animals**.

If a player has the **Flipper** boat they may upgrade one tile. If a player has the **Flipper II** boat they may add one extension.

Score tiles with **fixed points**.

Score the **extensions**.

Score each completed **contract**.

Score the remaining **winter tiles**.

Score the remaining **boat tiles**.









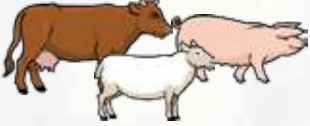
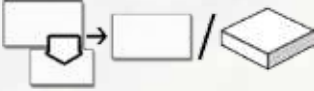











Score the **turn order tiles**.

Score one point for each **gold** resource.

The player with the most points is **the winner**.



Score chart

		 #	1	2	3	4	5	6
1		  x 						
2		 x 						
3								
4			-	-	-	-	-	-
5								
6								
7			-	-	-	-	-	-
8								
9								
10								
11		 x 						
12								
=								

Tiles - detail

Boats

Each player will receive one boat tile at the end of **winter**, at which point the boat tiles in *Keyflower – the Merchants* give the following benefits:



Keyflower II (2+ players). 3 gold pieces, which are placed onto the player's home tile. This gold cannot be allocated to the autumn scoring tiles (the **barn**,

blacksmith, **stone yard** and **timber yard**) as resources on these tiles must be moved there before the end of the game. However, this gold may be allocated to winter tiles, to used help complete contracts, or simply retained for its point score.



Sea Bastion II (2+). At the end of **autumn** a player who wins the **Sea Bastion II** boat must choose a different boat, which is not already in

the game, with which to replace the **Sea Bastion II** boat for winter season. This enables the player to introduce their favoured winter point scoring tile from those boats. If the replacement boat is chosen from *Keyflower* then refer to the *Keyflower* rules for that tile.



Sea Breese II (3+). 2 points for each winter tile that the player has in their village at the end of the game. (Note that the turn order tiles and boat tiles are not counted as winter tiles.)

tiles are not counted as winter tiles.)



Flipper II (4+). The player receives one extension of their choice, which may be placed on any of their upgraded tiles that does not already contain an

extension. As usual the effect is to double the points value of that tile. The player does not need to pay the cost of the extension as indicated on that extension. If there are no extensions remaining then the player does not receive an extension. Likewise, if the player has no upgraded tiles without extensions, the player cannot place an extension. Winter tiles, such as the **Keythedral**, cannot be upgraded and so cannot have extensions placed on them. Note, at the end of the game workers are reallocated from village tiles before the boat tiles winter 'bonuses' are scored, so a player does not need to match the colour of workers on the tiles at the end of winter.



Invincible II (5+). 2 points for each of the player's upgrade ability icons 🏠. This includes the icons shown on tiles, for example on the *Keyflower*

tiles **farrier**, **home**, **stable** and **wainwright** tiles, and also any cabins the player has built. Note that this total can be doubled if the player also owns the summer **boat 2b**.



White Wind II (6). 10 points (instead of the usual 7 points) for each completed contract the player has at the end of the game.

Village tiles

Spring tile



Assayer. If this tile is not upgraded, a player places a worker on this tile then takes one of the following from the stock, if available: a contract, an iron resource or a stone

resource. If this tile has been upgraded, a player places a worker on this tile and then takes a contract and an iron and a stone resource from the stock, if available. The contract is placed behind the player's screen. Any resources generated in a player's own village are placed on the **assayer** tile. Any resources generated in another player's village or from a tile being bid for are placed on the player's home tile.

Summer tile



Bookkeeper. If this tile is not upgraded, a player places a worker on this tile then takes either a contract or a skill tile, if available. If this tile has been upgraded, a player

places a worker on this tile then takes a contract and a skill tile, if available. The player may look at the skill tile before deciding which contract to draw. The contract and/or the skill tiles are placed behind the player's screen.

Autumn tile



Merchant. If this tile is not upgraded, a player places a worker on this tile and then takes a contract and places the contract behind their screen. If the **merchant** has

been upgraded then the player may take two contracts. If the player chooses a face-down contract they may look at this contract before selecting their second contract. If the player chooses a face-up contract they may reveal the replacement contract before selecting their second contract.

Winter tiles



Artisan. The owner scores 2 points for each upgraded tile which they own at the end of the game.



Builder. The owner scores 3 points for each extension which they own at the end of the game.



Muleteer. The owner scores 3 points for each uncompleted contract that they own at the end of the game.

Variants

A. The Merchant's variant.

When selecting boat tiles, choose only the boat tiles from *Keyflower - the Merchants*.

In **spring**, **summer** and **autumn**, play with the village tile from *Keyflower - the Merchants*, plus the number of tiles required from the base game *Keyflower* in order to make up the specified number of tiles for that season.

When distributing the **winter** tiles, create a selection of winter tiles by taking the three winter village tiles from *Keyflower - the Merchants*, adding a number of tiles from the base game *Keyflower* in order to make up the required number of tiles, and then distributing them as normal.

B. The Gamers' variant.

Workers a player receives at the beginning of the game are placed behind the player screen as usual, as are any workers taken from the bag, for example after activating the **ale house**, **brewer**, **inn** or **tavern**. Any other workers: namely those obtained from boats, losing bids, the player's own village at the end of a season or any green workers (not drawn from the bag) are placed in front of the player's screen. Skill tiles, wheat tiles and contracts are also kept in front of the player's screen. Skill tiles and contracts may be kept face-down if they are received face-down. This will result in a much more intense and challenging game and should only be adopted if all the players agree.

C. The Mixed Ability variant.

If players are of mixed ability, then the less able or experienced players can be helped by giving them a green worker at the start of the game, in addition to the usual eight workers.



Acknowledgements

Game design by **Sebastian Bleasdale** and **Richard Breese**.

Illustrations by **Juliet Breese**.

Graphics by **Jasmin Borowski**, **Jo Breese**, **Richard Breese** and **Hattie Throssell**.

Realisation by **Richard Breese**.

Dutch translation by **Marie-José** and **Ronald van Lent**.

French translation by **Ludovic Gimet**.

German translation by **Ferdinand Köther**.

The designers would like to thank the following for their assistance in the *Keyflower* project and, where applicable, for play testing the *Keyflower – the Merchants* expansion:

Jonathan Badger, Tony Boydell (who also conceived the name 'Keyflower'), Jenny Bradbury, David Brain, Jonathan Breese, Mark Breese, Stuart Breese, Mark Chessher, Roy Cross, Peter Duckworth, Caroline Elliott, Andreas Frank, John Gilmour, Paul Grogan, Andrew Harding, Richard Harris, Mikko Heikelä, Alan How, Mike Hutton, Martin Leathwood, Paul Mansfield, Alan Paull, Charlie Paull, Simmy Peerutin, Matthew Reid, Tony Ross, Mike Ruffhead, Mike Siggins, Graham Staplehurst, Ian Vincent, Ian Wilson and Matthew Woodcraft.

Published in October 2014 by:

R&D Games,
6 Denne Close,
Stratford upon Avon,
Warwickshire,
CV37 6XL,
United Kingdom
e-mail: rqbreese@gmail.com

Co-publishers:

Game Salute LLC,
10 Tinker Avenue,
Londonderry, NH 03053,
USA
www.GameSalute.com

Hutter Trade GmbH + Co KG,
Bgm.-Landmann-Platz 1-5,
D-89312 Günzburg,
Germany
www.hutter-trade.com



Special thanks to Hans im Glück who kindly gave their permission to use their *Carcassonne* workers (also known as 'meeples' or 'keyples') and pigs and also to Lookout Games who kindly gave their permission to use their *Agricola* cows and sheep.

Whilst the manufacturers make every effort to ensure that your copy of *Keyflower - the Merchants* is complete and in good condition, the large volume of units and components means that occasionally errors will arise. In these circumstances:

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