

# 行商の時代

the era of traveling merchant

## 【Introduction】

The world is the era of commerce where goods are transported by land. You are a traveling merchant who plays a part of connecting cities by products. To become a leading merchant with great wealth and fame in the world, manage products well in several cities.

## 【Component】

### ■for players' use (20 pieces)

- 1 Horse for each color
- 4 Trading Houses for each color

### ■Jewels (36 tokens)

- 8 Red jewels : 3 points each
- 8 White jewels : 1 point each

### ■Products (36 cubes)

- 9 wheat (Orange cubes)
- 9 weapons (Gray cubes)
- 9 wine (Violet cubes)
- 9 fabric (White cubes)

### ■10 City Cards (4 Product Cities, 5 Distribution Cities, and 1 Road)



①:city emblem

②:name of city

③:color of city

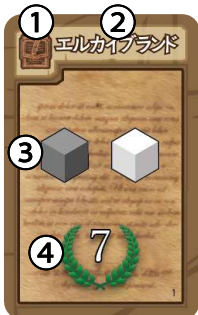
The color of Product Cities is the same as each Product.

Brown shows Distribution Cities and Road.

④:selling area

Space to place products when order is completed.  
The area is separated to each players' color.

### ■37 Order Cards (Front: Order, Back: Combination Wagon)



Front



Back

①:city emblem

②:name of city

③:products

Products required to take order card

④:points

Points scored at the end of the game

⑤:loading space

Space for products bought in the city

1

### ■5 Special Order Cards (Front: Order, Back: City emblem)

Same contents with Order cards are showed on the front, only city emblem is depicted on the back.

### ■4 Carriage Cards (double-sided)



Normal (recommended)



Easy (for the first time)

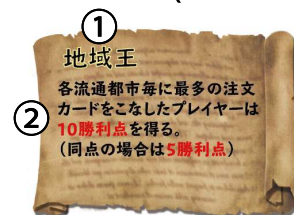
①:loading space

Space for products bought in the city

### ■1 End Card



### ■5 Title cards (double-sided)



①:title

②:condition of achievement

Requirement to have points at the end of the game

## 【Set up】

### 【1】Players

Take 1 Horse and, 4 Trading Houses (in same color), and 1 Carriage card.

### 【2】City Cards

Place 9 City Cards randomly to make a map. See page 6 for examples.

\*Basic map is recommended for the first time playing.

### 【3】Order Cards

The number of Order Cards are changed depends on the number of players. See the table below. After adjusting the number of Order Cards, shuffle and place them as a face down stack.

Indicated number of cards are flipped from the top of the stack and arranged in line. See the table below.

If there are 3 or more Order Cards listing more than 4 products are arranged, reshuffle and place them again.

After the Order Cards arrangement, take 8 cards from the stack and shuffle with End Card, then put them in back of the stack.

| The number of players             | 4 | 3 | 2  |
|-----------------------------------|---|---|----|
| The number of reduced Order cards | 0 | 5 | 10 |
| The number of face-up Order cards | 6 | 5 | 4  |

2

## 【4】Jewel Tokens

Place 8 red jewels next to an Order Card which is laid on the farthest from the stack.  
Place 8 white jewels next to an Order Cards which is laid on the second farthest from the stack.

## 【5】Special Order Cards

Place 5 Special Order Cards to show all players.

## 【6】Products (Cubes)

Place cubes as general supply after changing the number of cubes depending on the number of players.

9 per each product for 4 players

8 per each product for 3 players

7 per each product for 2 players

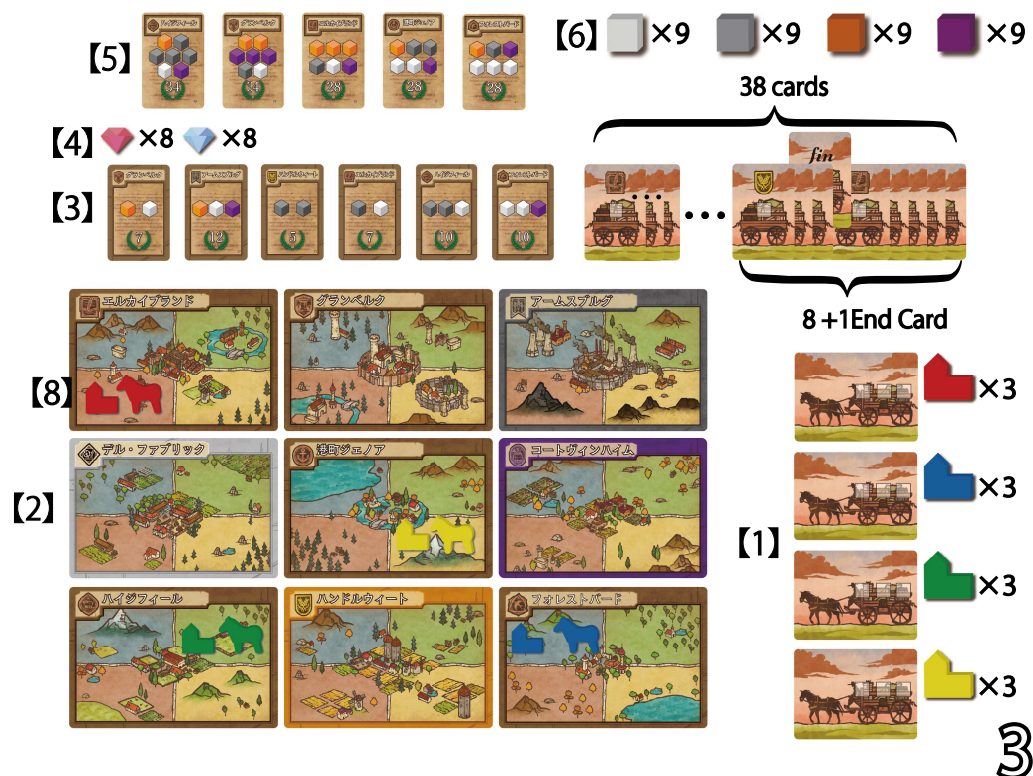
## 【7】Starting player

Someone who bought a weapon recently is the first player. If there is no one, decide one by your way.

## 【8】Pre-Action

Before the game begins, the player who sits right side of the starting player place a Trading House on any **Distribution Cities**, but not on Product Cities. This action is performed counterclockwise. After all players finish this action, the starting player take turn.

### <Example of Set up for 4 players>



## 【Course of the game】

On your turn, **take 2 actions** from "Move", "Buy", "Sell". However, when your **Horse starts from the city where your Trading House is placed, take 3 actions** instead.

After 2 or 3 actions are finished, fulfill face-up Order Cards. Then, turn moves clockwise.

## ■Explanation of each Action

### <Move Action>

You can move your Horse to any adjacent city. 1 Move Action means 1 step.

### <Buy Action>

You can take one or more cubes and place them in your loading space. 1 Buy Action means taking 1 cube.

The cube you can take must be **the product of the city which is in the stock or the product in the area of other players.**

\*If there is no stock or nothing on the City Card, you cannot take anything.

When you don't have enough loading space, you can still perform this action, but choose and return product not to exceed.



Example:  
Green player is in アームスブルグ (grey-edged city), so he/she can get weapons from the stock. 1 wheat, 1 wine, and 1 fabric are on the card, so he/she can take 1 wheat and/or 1 fabric. He/she cannot get 1 wine, because it is in his/her area.

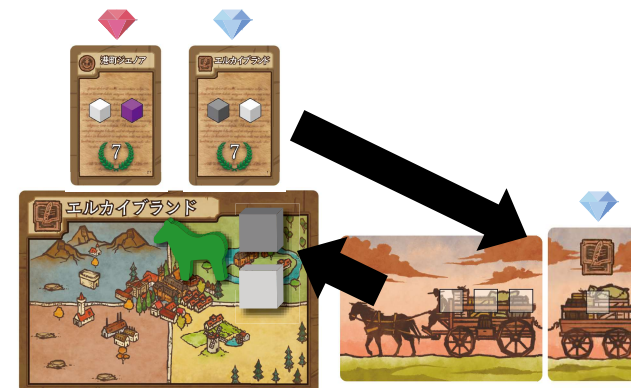
### <Sell Action>

You can take one or more Order Card by paying cubes which is shown on the face-up Order Card. when your Horse is on corresponding city. Instead of Order Card, you can take Special Order Card. If there is Jewel token next to Order card, you can also take it. If Jewel is out of stock, you cannot take it. When Red Jewel become out of stock before White does, move White Jewel next to the farthest Order Card.

**When you take Order Card**, place cubes in your area (your color is shown) of the city.

**When you take Special Order Card**, place 1 cube of each color in your area of the city, but return the rest to the stock.

After taking Order Card, flip it to Combination Wagon side, and link a Carriage Card or another Combination Wagon. Each Combination Wagon has 1 loading space.  
When you take Special Order Card, just place it at your hand.



Example:  
Green player performs Sell Action at エルカイブランド (Book emblem is shown). He/she placed 1 weapon and 1 fabric to green area of the city, and take a corresponding Order Card. He/she also gets a white jewel.



## 《Trading House Step》

When Order Card satisfies the following conditions, your Trading House must be placed on the City Card. In the case of

- ① 2 Order Cards of same city were collected, place 1 Trading House to the same city.
- ② 3 Order Cards of different cities were collected, place 1 Trading House to one of three cities.

When ① & ② are satisfied at the same time, you can choose either one.

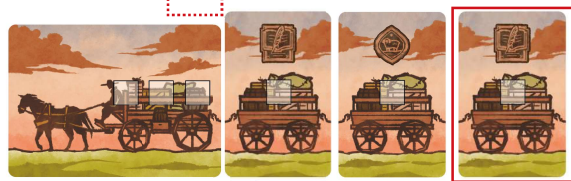
The Order Cards used for Trading House Step still can function as Combination Wagon, but not for another Trading House Step.

If your Trading House has already been placed, you cannot place it on the same City Card.

When you cannot place your Trading House on any City Cards, you have to pass this step.



Example:  
Red player took an Order Card of エルカイブランド(Book emblem is shown). It satisfied the condition of Trading House Step, and he/she can place Trading House to エルカイブランド(Book emblem is shown) and ハイジフィール(Sheep emblem is shown). However, ハイジフィール(Sheep emblem is shown) has your Trading House, so you have to place your Trading House to エルカイブランド(Book emblem is shown).



## ※Management of Used cards for Trading House

To distinct used cards or non-used, place the rest of your Trading House between used cards and non-used.



Used cards

Non-used cards

## ■ Filling up face-up Order Cards

When the number of face-up Order Cards are 5 or less (for 4 players), move Order Cards to vacant space, then flip one or more cards from the stack. The maximum number of face-up Order Cards is shown in the table on page 2.

## 【End of the Game】

When one of the following conditions are achieved, the game continues till last player finishes his/her turn. (Every player has the same number of turns.)

- ① End card is lined from the stack.
- ② All Special Order Cards are taken.
- ③ All Trading House are placed by one of the players.

## 【Scoring】

Following points are the score.

- Points shown on each Order Cards and Special Order Cards
- Points of Jewels (Red: 3 points, White: 1 point)

The winner will be a player who got the most points. In case of a tie, the winner will be a player who has more Order Cards. If same, both become winners.

## 【Variant Rule】

### ■ Title cards

After setting up [3] Order Cards, 2 cards out of 5 are randomly chosen and placed to show all players.

Points are taken at the end of the game according to the requirement of title cards.

### ■ Carriage for Beginners

You can choose easy side when it is first time playing or you prefer easy mode.

### ■ Road Card

When setting up [2] City Cards, you can add Road Card like City. When Road Card is included, Map consists of 10 cards. During the game, only Move Action can chosen when your Horse is on this card.

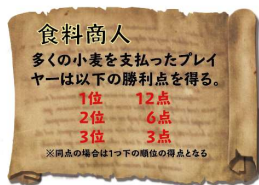
## 【Map List】

The followings are examples of Map. You can randomly create a map.

Basic map (recommended for first time playing)



## 【Translation of Title Cards】



### Food Merchant

Player who paid more wheat can get points below.

1st: 12 points

2nd: 6 points

3rd: 3 points



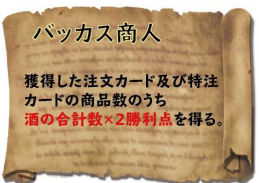
### Busy Merchant

Player who took more Order Cards can get points below.

1st: 10 points

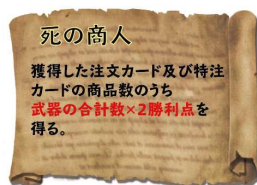
2nd: 5 points

3rd: 2 points



### Bacchus Merchant

Player can get 2 points multiplied by total number of wines showed on Order Cards and Special Order Cards.



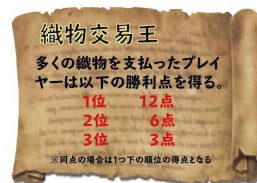
### Merchant of Death

Player can get 2 points multiplied by total number of weapons showed on Order Cards and Special Order Cards.



### Wide Range Merchant

Player can get 4 points multiplied by number of types (cities) of Order Cards.



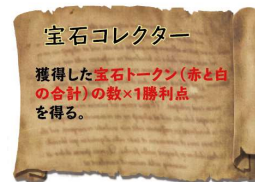
### Fabric Trade King

Player who paid more fabric can get points below.

1st: 12 points

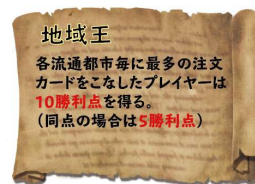
2nd: 6 points

3rd: 3 points



### Jewel Collector

Player can get 1 point per 1 Jewel Token.



### Region King

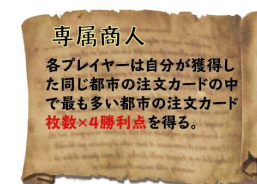
Player who contributed most to each Distribution City can get 10 points.

In the case of a tie, 5 points



### Set Collection

Player who took Order Cards of 5 Distribution Cities can get 10 points.



### Exclusive Merchant

Player can get 4 points multiplied by the most number of City emblems showed on Order Cards.