Era of Merchant - The Federation of Commerce -

【Components】
4 Borders   (Black)
10 Event Cards
5 Character Cards
Rule

*You need the components of "Era of merchants" to play this game.
*This game requires four players; however, it is possible to play with less than four players by making up for the missing player by other players.

【Story】

In the past, the Kingdom of Grand Berg and the Holy Land of Elderia were conflicting nations, but since the current king has begun to rule, they have a good relationship. As a result, it become much easier to move goods between the two countries. In response to this, the four commercial unions that have been competing so far will cooperate to meet the increasing demand for logistics. It was the birth of the Federation of Commerce.

【Overview】

Follow the rules of "Era of Merchants" unless otherwise instructed to change. This game is a cooperative game. You will succeed when you cooperate and clean up the lined-up order cards.

【Preparation】

[1] Preparation of each player

Take 1 Horse, 4 Trading Houses (in same color), and 1 Carriage Card. Take 1 Caracter Card shown **ability and hometown**. It can be chosen or randomly taken. The ability of each character is shown in page 5. The side of 4 loading spaces in Carriage Card is used in this game. (except one character)

[2] Preparation of City cards
Place 9 City Cards in **fixed formation** and 4 borders. (Refer to layout of page 2.)

[3] Order cards and difficulty

28 out of 37 order cards will be used in this game. Randomly exclude 9 cards and put them in game box.
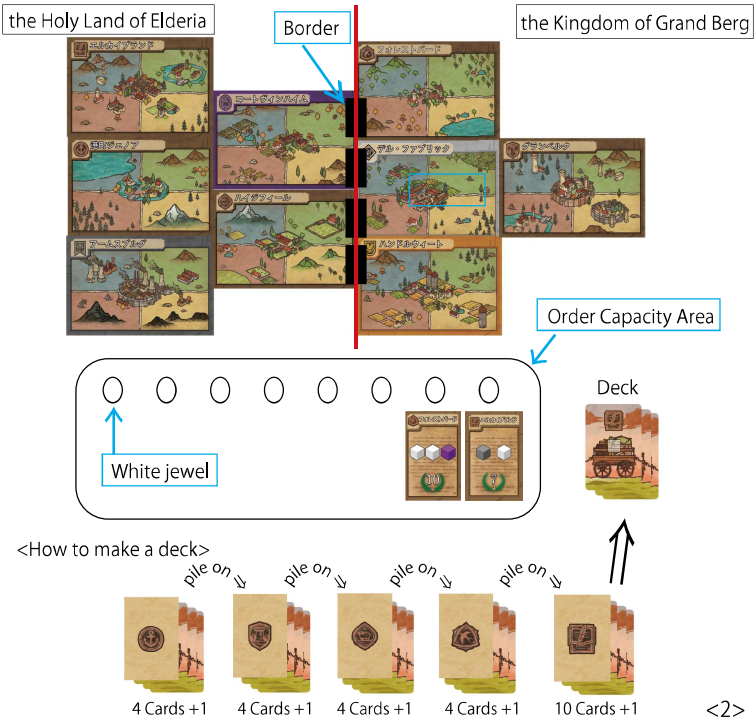*The difficulty of the game changes depending on the cards you remove. The average number of excluded goods written on the cards is 29. If the number is more than that, it is easy, and if it is less, it is difficult. It is fine to choose the cards to adjust the difficulty.

[4] Placement of Order cards

Arrange 8 white jewels of "Era of Merchants" at equal intervals. It shows the capacity of Order Cards. When a **Order Card exceeds this capacity, the game will be lost**.

[5] Pile-up Order cards

Shuffle 28 Order Cards and make a deck with the back side facing up. 2 cards are flipped and arranged in the Order Capacity Area. If you flipped an Order card with 5 items, reshuffle and rearrange them. Divide the remaining deck into 4, 4, 4, 4, 10 cards. Randomly place each Special Order Card one by one on top of these decks. Make an Order deck as shown below. Put the End Card at the bottom of the deck.

the Holy Land of Elderia   Border   the Kingdom of Grand Berg

Order Capacity Area

White jewel   Deck

<How to make a deck>

pile on↓   pile on↓   pile on↓   pile on↓

4 Cards +1   4 Cards +1   4 Cards +1   4 Cards +1   10 Cards +1

<1>   <2>

[6] Preparation of Products (Goods)

Place all cubes as stock.

[7] Preparation of Event cards

Shuffle 10 Event Cards into a deck and place them beside the game.

[8] First positions of all players and Starting player

Place each Horse to the hometown written on each Character Card. This is the first position of each player. Trading Houses are not placed at this point in this game. Decide the starting player by discussion.

【Course of the game】

First player to Second player to Third player to Fourth player to Replenishment of an Order Card, and then First player again…

Each player takes actions clockwise from the starting player. On your turn, take 2 actions from **"Move", "Buy (Load)", "Sell"**, and new rule **"Unload"**. When your Horse starts from the city where your Trading House is placed, take 3 actions instead.

■ Additional rule
<Unload Action>

You can unload one of the goods you have. You can drop it off in your selling area in the city you are or directly to another player's carriage if he/she is in the same city. (within the loading capacity)

<Move Action>

There are two countries in this game, with a border between them. Customs duty will be levied if you have the goods when crossing the border. Return one of the goods to the stock as a customs duty. If you don't have any goods, you won't pay anything.

<Buy (Load) Action>

In this game, you can also collect goods from other players' carriages directly in the same city. If you exceed the loading capacity, please choose and return goods to the stock.

■ Changed rule
<Sell Action>

It is processed in the same way as the basic rule. 《Trading House Step》is also same as basic rule. After Sell action, if a Trading House cannot be placed, you will get a red jewel. There is no jewel left, you cannot get it. How red jewels are used is explained later.

[Special Order Cards]

In the basic rule, goods of Special Order cards could only be delivered all at once, but this rule allows partial delivery. Place the cubes to be delivered on the Special Order card. (See the picture below.)
Eventually, you will get the Special Order card when you have all the goods. Place one from each product in the selling area of the player who delivered last. The last player to complete a Special Order card can place his/her Trading House in the city. Receive a red jewel if it has already been placed.

[Red jewels]

You can perform either action from "Move," "Buy (Load)," "Sell," or "Unload" once by using the red jewel in your turn. Return used jewel to the stock.

■Order card replenishment and game end

Order card replenishment differs from the basic rule. When all players finish their turn, place one card (or two) from the deck face up in the order capacity area. If you cannot place a card next to the white jewel at this moment, the game will end immediately and you will fail.

Goods can partially be delivered. Temporarily place them on the card.

<3>   <4>

★When a Special Order card is placed,

draw one from the event card deck and place it near the Special Order card. The effect of the event card will be activated immediately and will continue **until this Special Order card is completed**. If multiple Special Order cards are in the order capacity area, the event effects will be applied at the same time.
* All events have a negative effect. It is better to complete the Special Order cards as soon as possible.

★When 5th Special Order card is placed,

2 cards will be placed from the next replenishment.

【The end of the game】

When the end card is lined up in the order capacity area, the game is over and the players win.
< The most difficult challenge >
After the end card is placed, remove two white jewels instead of replenishment.
If you can clear all the Order cards, you will get a complete victory.

【Character Cards】

出身地：ハイジフィール
Hometown: Hiji feel

In Unload action, passing a product to another player can be performed without using an action. (once per turn)

出身地：グランベルク
Hometown: Grand Berg

3 actions can be performed if there is anyone's Trading House.

出身地：港町ジェノア
Hometown: Port town of Genova

In Move action, customs duty is not needed to pass the border.

出身地：エルカイブランド
Hometown: Elkay Brand

If you only perform Move action, you can move one more step.

出身地：ハンドルウィート
Hometown: Handle Wheat

2 products can be loaded per one loading space of carriage. *Use three-loading space side of carriage card.

【One more character】
There is no card, but you can use a merchant with the following abilities. This character was in the testing stage, but it was excluded due to its irregular movement.
【Hometown: Forest Bird】
【Ability】
As one action, you can give a goods you have to another player. (It is possible even if you are not in the same city.)

【Event Cards】

① Soaring wheat prices

It takes 2 actions to buy wheat (orange cube).

② Reduction of textile production

Remove 4 fabrics (white cube) from stock. When there are less than 4, choose from the cubes on the city card. If it is still less than 4, you don't have to remove any more.

③ Boom of drinking at night

You will need to pay one alcoholic beverage (purple cube) to complete your order in the Kingdom of Grand Berg.

④ Strengthening border inspection

It takes 2 actions to move when crossing the border.

⑤ Occurrence of horde of wolves

Any players cannot move between Forest Bird and Del Fabric. * Please prepare a suitable marker and place it between cities.

⑥ Port town turmoil

It takes 2 actions to move into the port town of Genova.

⑦ Shortage of supplies

It takes 2 actions to perform Sell action at Grand Berg.

⑧ Horrible city

You must have a weapon (gray cube) to enter Del Fabric. **It is possible to unload the weapon there.**

⑨ Fugitive warrant

It takes 2 actions to move out from Court Vinheim.

⑩ Animal welfare law

The maximum loading spaces of a carriage becomes four. If you have already loaded more than that, you do not need to reduce it.

<5>   <6>