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THE

by Universal Head



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Game: **TRADERS OF CARTHAGE**

Publisher: **Z-Man Games (2008)**

Page 1: **Rules summary**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Traders of CARTHAGE

Setup

Place the board on the table. Shuffle all the cards and place them face down as the **draw pile** (when this runs out, shuffle the discards to form a new draw pile).

Sort the **Achievement tokens** by color and place them by the board as the stock. Set all 4 ships on the board at **Alexandria**.

Draw 5 cards from the draw pile and place them in a faceup line to the right of the **Market**. Then draw 3 cards and place them in a faceup line to the right of the **Farm**.

Each player selects a color and takes their **Reservation** and **Trader** pieces. Each then draws cards one at a time until the sum of their values is 8 or higher. After this initial draw, hands are kept hidden from other players and there is no hand size limit.

The player whose sum of values is the smallest (on a tie, the smallest hand of cards) is the **starting player**. Beginning with this player and going clockwise, players each choose one Achievement token.

Sequence of Play

Replacing Cards

If the Market has no cards (or only reserved cards of other players) at the start of your turn, or if you buy goods from the Market, replace cards in the Market:

1. **All cards in the Farm transfer to the Market** (Reservation pieces remain with the cards).
2. **Draw 2 cards and place them at the end of the Market.**
3. **Draw 3 cards and place them in the Farm.**

Then continue your turn.

During his turn a player may execute one of the following options; then the next player clockwise takes his turn.

A. Buy Goods

Play cards from your hand and buy all cards (goods) in the Market (except other players' reserved cards). Set bought goods (**merchandise**) in front of you, sorted by color.

The sum of your cards (**coins**) must equal or exceed the value of the cards bought. No "change" is made if you overpay. Cards used for buying go to the discard pile.

If goods are bought, ships advance towards Carthage.

Ships corresponding to goods bought by a player must advance on the board. If only one good was bought for that color, advance the ship one step. If 2 or more goods were bought, advance it 2 steps.

If any ship reaches Carthage, a payday for the corresponding good occurs.

B. Get Coins

Take one card from the Market (except another player's reserved card) and add it to your hand.

C. Reserve Cards

If you have your Reservation piece, put it on one card in the Market or Farm and reserve that card.

You cannot reserve a reserved card. If you buy your reserved card or get your reserved coin, your Reservation piece is returned.

A reserved card can only be taken by the player that reserved it. **When you buy goods**, you must buy all of the unreserved goods as well as your reserved good. **When you get coins**, you must choose one unreserved card or your reserved card.

Payday

If any ship arrived at Carthage, a payday occurs.

1. Scoring

All players sell all their merchandise of the corresponding color and get Victory Points (VP).

If 2 or more ships arrived at the same time, a Payday occurs for each corresponding good.

A player's cards of the same kind form a **set**. The **price** of the merchandise is the highest card value in the set. **Multiply the price by the number of cards in the set and round up to the nearest 5 or 10.**

For every 5 points, you take one card from the set as a VP. Take the lowest value card first, then the next highest, etc, turn these cards over and place them under your **Trader** piece. Discard the remaining goods in the set.

Achievement Token Bonus

Achievement tokens – of the same color as the good having a Payday – **add to the price of the corresponding set.**

Take cards from the draw pile if there are not enough cards for the VPs.

2. Acquire Achievement Tokens

If you get any VP from the corresponding color, you get one Achievement token of that color.

If you get VPs from 2 or more colors, you get one token from every corresponding color. If there is a shortage of tokens, use a substitute. Achievement tokens are never lost or spent.

Any player with 8 or more Achievement tokens ends the game.

3. Storage

You may **store** merchandise of the same color as cards with **storage icons**.

The player who made a Payday occur decides how much merchandise of any color(s) he wishes to store, then discards a card(s) with storage icons. The color of this card can only store merchandise of the matching color.

The number of merchandise of the same color that are stored equals the number of storage icons of discarded cards. Rotate the stored cards 90°.

The next player then has the option to store and so on, in clockwise order.

Stored merchandise cannot be raided by pirates.

4. Pirate Raids

Any ships on the Pirate space are raided by pirates.

Players must discard all merchandise of the corresponding color that are not **stored**.

5. Return Ships

Ships at Carthage go back to Alexandria. Raided ships go back to Cyrenaica (even if no goods were actually discarded).

Winning the Game

The player with the most VPs under his Trader piece wins.

The tie breaker is the number of Achievement tokens. If there is still a tie, all tied players win.