Dice Traders

 $\ensuremath{\mathrm{A}}$ 3-5 player game of competing ancient merchants in 15 minutes for ages 10 and up.

Set-up: You will need one die for each merchant. Give each merchant a sheet. Give the start player the coin pouch.

This game plays in 3 rounds of 2 phases, an Acquire Phase and a Trade Phase.

Acquire Phase: 1) Roll dice. 2) In turn order, choose a die to keep. \sqsubseteq the appropriate column. Repeat steps 1 and 2 for each merchant. A die representing one item for you will represent a different item for another merchant

Trade Phase: Cross out every two 6's in your inventory, adding a

to any one other column.

□

Each merchant in turn order chooses an item to trade for points. You will score points equal to the quantity of this item you possess, multiplied by the number of merchants who don't currently have this

Acknowledgements

The following artists contibuted artwork via thenounproject.com care of a ccby license: Julia Armadeo, Ates Evren Aydinel, Alvaro Cabrera, Ben Davis, Maisha Mehreen, Syith Mukhtar, Luke Peek, Francesca de Riso, Ian Ransley, Ralf Schmitzer. The expanded material on pages 3-6 includes artwork contributed by Arthur Shlain and Maria Zamchy. Thank you.

item on hand. When a merchant calls for an item to be traded, all merchants trade their supply and score their trade. Cross out all copies of the item. Mark a score in one of the small circles.

Warning: It is possible to score 0 points for your entire supply of an item, if every merchant has that item in stock.

When your turn comes to select an item, if you have no items to trade, score 1 point in celebration of your success. If not all items have been X'd out at the end of a round, these will be in your supply for the next round.

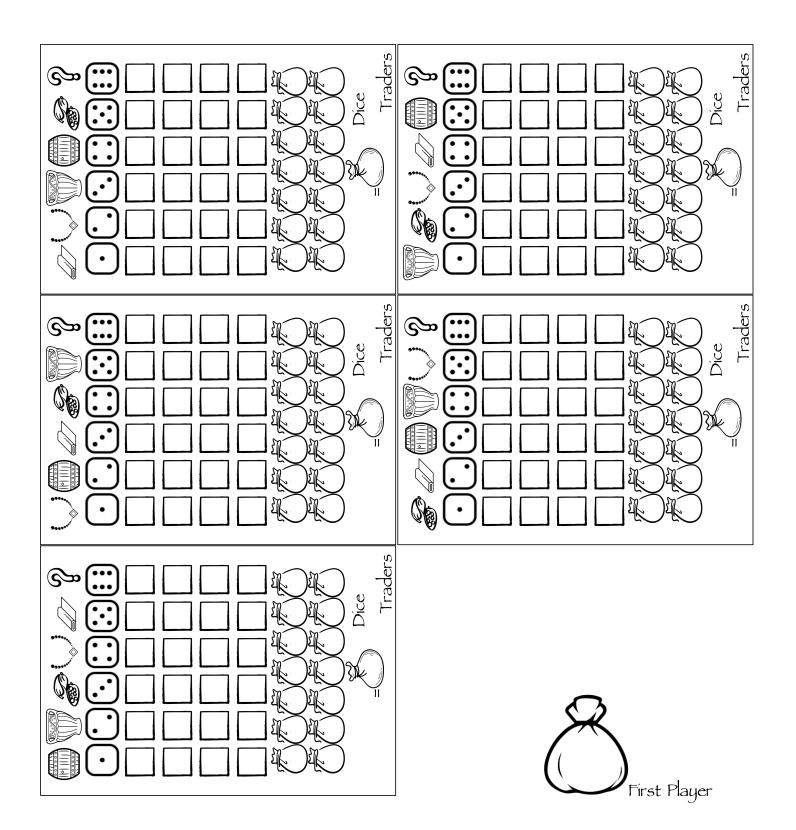
Each round should have a different start player.

You will not be able to collect more than 4 of an item in a game, so strategize accordingly.

After 3 rounds, the merchant with the highest score will win. If tied, the tied merchant with the largest remaining inventory wins. (Question marks count for 1/2 an item.) If still tied, all tied players win.

The following testers gave valuable feedback: Abhishek Thakkar and Spencer Jackson. Thanks to you both.





Expansion: Spice of Life

Once you've familiarized yourself with the basics, try this expanded version for a more strategic experience. It uses the new sheets on the 3 pages below.

You will need one 8-sided die per player.

This version supports up to 6 players.

If playing with 3 players, you will play through the Acquire Phase twice before entering each Trade Phase.

The key differences in this expansion include an additional trade good (fish), and a new special ability for each player.

Symbolism

Select an 8 to activate the following ability: select a trade good. Each other player with this trade good must discard one of these immediately, scoring 1 point for the good. (In so doing, you may find your rarity multiplier increases when this good is traded during the following Trade Phase.)

Trade 7's for other goods at a rate of 1 to 1. (All other merchants trade two 7's for 1 of another good.)

 $1 \rightarrow 2$ When selecting an 8 change one of any resource in your possession for 2 of any other resource. If you have no resources in your

possession, the ability is not used, but you will still mark the 8 as if it were used.

At the end of the game, score 1 point per player for each 8 you've selected. For example in a 5 player game, each mark here is worth 5 points. (Due to multipliers, fewer players will score fewer potential trade points.) Immediately X this box when selecting an 8.

X2 Select an 8 to keep the following ability in reserve: when you would score a 1 or 0 multiplier for a trade good during the *Trade Phase*, X this box to trade at a x2 multiplier instead.

You may decide not to trade when another merchant selects a good to trade during the trade phase, but you may not trade the good later in the same trade phase. Perhaps another occasion will be more profitable. If you choose not to trade, it does not increase the rarity multiplier for other traders.

If this symbol is in the 8 column, reroll 8's you receive.

At the end of the game, all traders will score 1 additional point for each check-marked good that has not been crossed out; mark this in the circle below column 7.

If you have an empty circle at the bottom of your 8 column, score 1 point per 8 selected.

