

Draft Rules v0.5

# DALE OF MERCHANTS

*The Guild of Extraordinary Traders*

2 - 4 players ages 12 & up • 20 - 40 minutes

*It was an age of great discoveries. New and wonderful items found their ways into the hands of the greatest merchants. And if there ever was a place those traders loved, it was the town of Dale.*

*There's an extraordinary guild in the Dale founded by the greatest merchants. The tricky part is getting the membership since only the winner of an annual trading competition would be invited to the guild.*

*Notable animal merchants from all over the world have gathered in the town to take part in the said event. Everyone has only one goal in mind – to be celebrated as the winner of the competition and gain membership in the honourable guild.*

## Game Overview

Players take the roles of animal merchants learning new techniques, trading goods, and managing their stock. The player who first manages to finish their **astounding merchant stall**, is the winner of the game and gets access to the guild!



## Components

- 110 cards
  - 6 animal decks with 15 cards in each (*Snappy Scarlet Macaws*, *Dealing Giant Pandas*, *Thieving Northern Raccoons*, *Hoarding Flying Squirrels*, *Lucky Ocelots*, *Adapting Veiled Chameleons*)
  - 20 junk cards
- Market board
- An ocelot die

## Credits

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## Card Overview



- 1 Card value, animal icon and possible bonus action icon (a plus symbol)
- 2 Card name and animal deck's name
- 3 Card type
- 4 Card text

## Card Types

### Technique

*Technique animal cards* can be played as a *technique action*. A bonus action icon in the card rewards the active player with a bonus action.

### Advanced action

*Advanced action animal cards* enhance *purchase* and *stall actions*.

### Passive

*Passive animal cards* have effects which apply when you have the card in your hand unless stated otherwise on the card. Show the card to other players when using its effect.

### Rubbish

Players start the game with multiple rubbish cards named *junk* in their decks. Usually you can only use junk to purchase new animal cards.

# Game Setup

Choose as many animal decks as there are players, plus one deck. Put the other animal decks back in the game box. You can change the feel of the game by choosing animals whose abilities match with your group's playing style. For example, *Thieving Northern Raccoons* push towards more player interaction while *Lucky Ocelots* bring total chaos! There's a list describing all the animals on the last page of this rulebook.

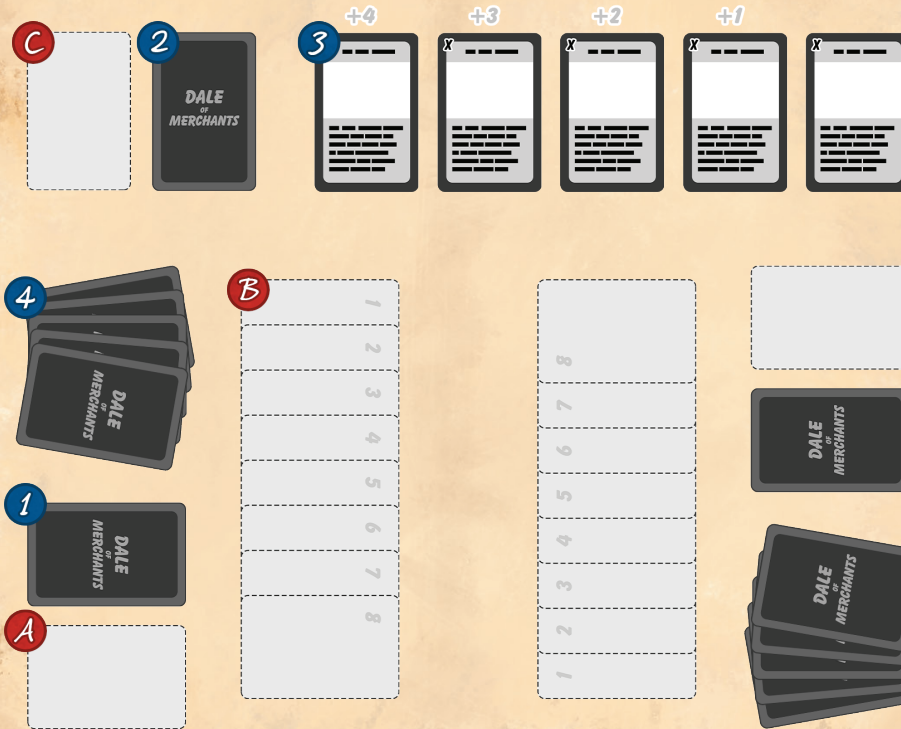
The player who woke up the earliest today should start the game. When playing consecutive games, one of the losers should be the starting player of the next game.

*There sure seems to be a connection with being first at the market and getting the best deals. I wonder why.*



**1** Build each player's personal *deck* by giving each player **one 1 valued animal card from the chosen animal decks** and **junk cards** until they have a **total of 10 cards**. Shuffle the decks and place one next to each player.

**2** Remove the remaining 1 valued animal cards from the game. Shuffle the remaining animal cards. This becomes the *market deck*.



Example of a 2 player setup

**3** Place the *market board* next to the market deck. Draw **5 cards** from the market deck and place them on the board to form the *market*.

**4** Each player draws **5 cards** from their own deck to form their starting *hand*.

**5** Place the remaining junk cards near the playing area. This becomes the *junk pile*.

**A** Player's discard pile

**B** Player's merchant stall

**C** Market's discard pile

## Turn Overview

### I. Action phase - Do one action

- a) Market action - Purchase a card from the market
- b) Technique action - Play a technique card
- c) Stall action - Form a stack in your merchant stall
- d) Reset action - Discard cards from your hand

### 2. Clean-up phase

- 1) Fill your hand back to 5 cards
- 2) Refresh the market

## 1. Action Phase - Do One Action

Player's turn starts by choosing **one** of the four available actions. You do not get to do the other actions this turn unless you're awarded with a bonus action.

When a card tells you to *throw away* something, it does not go to your own discard pile. Instead, junk cards are placed in the junk pile and animal cards are placed in the market's discard pile.

**NOTE:** Cards are placed face up in all discard piles. Players may look through discard piles at any time but not reorder them.

### a) Market action - Purchase a card from the market

You buy a card from the market by paying its price in a combination of any cards. Your cards are worth the printed value in their upper left corner when used to purchase new ones. The rightmost card's price in the market is equal to its value. Moving to the left, prices increase one by one: +1, +2, +3, and

+4, as indicated on the market board slot. Put the cards you used to purchase in **your discard pile** and then place the newly purchased animal card **in your hand**.

**NOTE:** You are allowed to pay more than needed for a card if you can't pay less **with the cards used to purchase**.

*All players start the competition with junk and couple of trading techniques. The key to victory is to know when to purchase new techniques and when to build up the variety of your stall.*

### b) Technique action - Play a technique card

Every technique card can be played as the trading technique printed on the card's bottom half. Show the card and do the action described on the card. The effects always happen in the order they are written on the card. Place the card in your discard pile **after the card effects have been resolved** unless told otherwise.

**NOTE:** If you can't draw, take, or exchange the defined amount of cards specified in the effect, do the action with maximum amount of cards possible.

*Every animal has their own way of trading. Some animals are especially good at gathering goods to their stall when others resort to less respectable methods.*



If the card has a bonus action icon (a plus symbol) below it's animal icon, you may take another action after resolving this card's technique. You're awarded with the bonus action only if you use the card's technique – not if you use the card to purchase from the market or if you play it to your stall, for example. You may take successive additional actions, as long as you have cards in your hand. The next action can be any type of action.



*You're able to hurry and get more things done, if you plan your schedule accordingly! At least as long as you stick to less time consuming habits...*

**NOTE:** If you need to discard or throw away multiple cards at the same time, you can choose the order they go to the designated discard pile. Remember that the played technique card goes to the discard pile after its effects.

### c) Stack action - Form a stack in your merchant stall

Your merchant *stall* consists of 8 *stacks* of cards with ascending values. The total value of your first stack must be 1, the next 2, and so forth. Keep in mind that you can't play those cards for any other effects later once they're in your stall.

*You might be wondering why you can't put junk in your stall for sale. We're here to build our reputation not destroying it. Although some animals can get away with a little bit of rubbish in their booth...*



To build a stack, choose any number of **the same coloured animal cards** from your hand and place them in front of you to your stall. You can't build a partial stack and continue to add to it later.

**NOTE:** In some cases stacks can be modified after finishing them. Once a stack is finished, it doesn't matter what values and cards it has in it, it's considered finished.

*Once you put an item on display, you shouldn't keep using it. Wearing down your own merchandise is sure way of losing the little reputation you have.*



**NOTE:** Your stack's values might sometimes be different than usual. For example, your third stack might have a combined value of 4 as a result from a card. That's fine. Your next stack should always be valued the same as its sequence number in your stall.

### d) Reset action - Discard cards from your hand

Put any number of cards from your hand into your discard pile.

*If you have already mastered every trick in book and have bags full of valuable goods, it's sometimes better to do a bit of organizing. It certainly clears your head and makes future endeavours easier.*

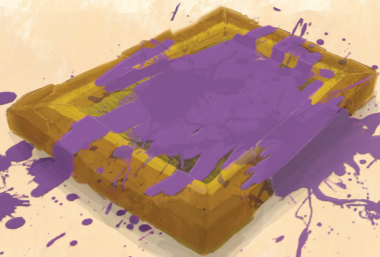
## 2. Clean-up Phase

Clean-up happens after the player has made the chosen action and possible bonus actions.

### 1) Fill your hand back to 5 cards

Draw cards from your deck until you have 5 cards in hand. There's no maximum hand size, in case you had more cards in hand before. Only the active player fills their hand. If other players hold less than 5 cards for any reason, they fill up only at the clean-up phase of their own turn.

*People need time to organize their stuff after a generous visit after all... They could be considerate and clean up after their mess, but where's the fun in that?*



Any time your deck runs out and **you or anyone else needs to draw new cards from it**, shuffle your discard pile and use it to form a new deck. If your deck and discard piles ever run out at the same time, draw junk cards from the junk pile to fill your hand to 5 cards.

*In case you can't find anything more suitable for sale, I bet you have piled up some rubbish here and there.*



**NOTE:** Searching a deck or looking at its cards doesn't trigger a reshuffle.

### 2) Refresh the market

If there are empty slots in the market, move all cards to the next empty slot to the right if it's possible to do so. Draw new cards from the market deck and fill the slots with them from right to left until the market has 5 cards in it.

*The fresh stuff is guaranteed to be overpriced. Hope you got some extra currency to spare. Once they see the demand isn't quite there, the market keepers will humble themselves and discount prices. A little.*

If the market deck runs out and you need new cards from the deck, shuffle the market discard pile and use it to form a new market deck. If the market deck and discard pile run out at the same time, nothing happens.

**NOTE:** Shuffle the market discard pile to form the new market deck only in clean-up. Do not do it in any other phase.

*There's no such thing as infinite resources. Once everything is gone, it's gone. Well, technically you could just wait for the next shipment of goods that's bound to come tomorrow, but you need to finish your stall today! If you won't, I bet someone else will.*

## Winning The Game

Once a player places a **value 8 stack in his merchant stall**, he is immediately celebrated as the winner of the game.

*When one stall is finished, the owner is declared to be the winner of the competition and rewarded with a membership to the guild. There's only one winner each year so losers have plenty of time to hone their skills!*



## *Snappy Scarlet Macaws*

**Hand Management** - Macaws help you manage your hand of cards. New players like their straightforwardness while seasoned players use them to optimize their play.



## *Dealing Giant Pandas*

**Market Proficiency** - Pandas are close friends with the market keepers and benefit from that. They're great for beginners and players wanting a more peaceful game.



## *Thieving Northern Raccoons*

**Direct Conflict** - Raccoons are a great addition for players wanting some conflict. They don't understand the meaning behind ownership. Use them with caution!



## *Hoarding Flying Squirrels*

**Stall Manipulation** - No one can set up their stall faster than squirrels. Inexperienced players like these hoarders, while experts can pull off nice combos with them.



## *Lucky Ocelots*

**Chaos and Luck** - Ocelots can give you an edge if luck is on your side. Add these to the game when you want to introduce a little havoc to your game!



## *Adapting Veiled Chameleons*

**Imitation** - Chameleons make you play your cards as if they're other cards in game. They are recommended for more experienced players.

Passive chameleon card **in your hand** is an identical copy of one valid target card for all purposes of play for the current turn or end of its new card effect. If the copying effect loops back to the original card, the target card is invalid. If there's no valid card to copy or the previously chosen valid target becomes invalid, the chameleon card is considered its own colour and value.