

Overview

Welcome to "Caravan Trails: Trade and Treachery," a game of strategic trading and cunning plundering set in a medieval world of caravan merchants. Players navigate perilous trade routes, buying and selling goods while fending off rivals and unexpected events.

Setup

- 1. Set up the Event Pile:** 3 random Event cards and 8 Market Price cards into one pile and shuffle the place "The King's Order" Event at the bottom of the pile. This pile is called the "Events Pile."
- 2. Choose Characters:** Each player picks their character card then take action cards ("Sell," "Guard," "Plunder") into their hand.
- 3. Distribute Starting Gold:** Each player starts with 20 golds.
- 4. Prepare the Goods Deck:** Shuffle the Goods card pile and place it on the play mat. Open 5 cards in the listing zone.
- 5. Determine First Player:** The player who ate an apple most recently is the first to play. Place the caravan in front of them.

Phases of Play

The game is played in alternating rounds of Buying and Selling phases, with the following sequence:

Buying Phase

- 1. Start of Buying Phase:** Start with the player who have the caravan in front of them. Draw 1 card from the Events Pile and place it in the Active Events Zone, activating its effect.
- 2. Choose an Action:** Players can choose one of these actions:
Earn: Gain 2 golds.
Buy Goods: Buy up to 2 goods from the listing zone by paying their cost. Refill the listing zone to 5 cards.
Note: If there are no good left in goods pile shuffle the discard pile and place it in the goods pile zone.
- 3. Set the Marketplace:** If a player has any type of good, they can pay the cost of the marketplace for that type and place both the good and the marketplace card in front of them. The good can be sold. If the good used for setting up is sold or stolen, flip the marketplace card face down. You cannot gain bonuses from this card until you replace it with a new good of the same type using the "Set the Marketplace" action.
Note: Players can only hold 5 goods including good in market place. If they have 5 goods, and choose the "Buy Goods" action. They have to send goods they own to discard pile till they have 5 goods left.
- 4. End Turn:** End the current player's turn and move to the next player to choose action to play.



Selling Phase

- 1. Start of Selling Phase:** After all players finish the Buying phase,
- 2. Choose an Action:** Players choose and place one of their action cards ("Sell," "Guard," "Plunder") face down in front of any player, in order from the first player to the last.
- 2. Reveal Actions:** After all players place their action cards, reveal them and follow these steps:
 - Return Guard Cards:** Return Guard cards to their owners. They can decide to guard the players that they placed their card or guard themselves by place Guard cards in front of the player they want to guard.
 - Resolve Plunder Actions:** Starting with the player who has the caravan, resolve all Plunder actions in the order they were placed.
 - Resolve Sell Actions:** Starting with the player who has the caravan, resolve all Sell actions.
- 4. End of Round:** Return all action cards to owner and Move the caravan to the next player and start a new Buying phase.

Actions

"Sell": Sell any number of goods you own. Gain golds equal to the sum of the goods' selling prices plus any applicable bonuses (Type Bonus, Marketplace Bonus, Event Bonus, or other card bonuses). If a good has an effect, activate its effect.

-Type Bonus: Gain additional golds equal to the number of same-type goods sold (e.g., selling 4 fruits grants an additional 4 golds).

-Marketplace Bonus: Gain additional golds based on the type and number of marketplaces that already set in the game (refer to the Marketplace Bonus Table).

"Guard": Pay the cost of guarding per Plunder card in front of you. If any player places a Plunder action in front of you, they must pay you 2 golds

"Plunder": Pay the cost of plundering. If this card is in front of a player without a Guard card, you can randomly steal 1 of their goods. If they have no goods in their hand you can steal a good that faced up on their market place.

Note:

1. If multiple Plunder cards are in front of a player, resolve them in the order they were placed.

2. Players can only hold 5 goods including good in market place. If they have 5 goods, and choose the "Plunder" action. They have to send goods they own to discard pile till they have 5 goods left.

End of Game

The game ends after the Selling phase of the last event in the Events Pile. The player with the most golds at the end wins.

Additional Rules

Trading: Players can trade golds, goods, and Marketplaces with others at any price, including offering gold to avoid being plundered or to request guarding. However, players are not obligated to honor their deals.

Adjusting Event Cards: You can adjust the number of Event cards in the game, but "The King's Order" must be included in every game.

Team play: You can play this game by dividing players into 2-4 teams. The team with the most golds at the end of the game is the winning team.