Trade Routes Rule Sheet

∽ Objective ∽

There is a finite number of gold cards in the game. When all of the cards are in the possession of players, the game ends. The player with the greatest accrued wealth at that point wins the game.

∽ Contents ∽

1 Game Board
1 six-sided die
80 cargo cards
108 gold cards
4 Player tokens

∽ Setup ∽

Shuffle the HAS and NEEDS cards, and deal one each face-up to the corresponding boxes for the trade centers on the board. Have each player select a player token and give each 8 Gold Cards to start with. Each player should additionally have enough space in front of them for up to 3 cargo cards during play. Roll a 6-sided die to determine who goes first, after which play proceeds clockwise. Players may begin at any trade center they wish to.

∽ Play ∽

Each player takes their turn by rolling the die and moving as many squares as indicated. Trade Centers count as one square regardless of the number of roads that meet there. A player must move the full die amount, unless they encounter a trade center, where they may optionally end movement early. If a player lands on a hazard square, they must follow the indicated directions. If those directions include "Lose X cargo", then the player rolls the die to determine what cargo is lost:

1-2: Discard the first cargo card.
3-4: Discard the second cargo card.
5-6: Discard the third cargo card.

If the player does not have cargo in the indicated place (IE: only has two cards and the third is rolled), no cargo is lost.

∽ Trade Centers ∽

When a player lands on a trade center, they may buy the cargo card from that center's HAS box for two gold, if they choose to do so. The purchasing player discards their 2 gold cards to the top of the currency pile and takes the card from the HAS slot, placing it in front of them. Players may hold up to three cargo cards at a time. If cargo is bought, a new card is drawn from the cargo deck and placed on the open HAS space.

A player may also sell cargo at a trade center. If a player chooses to sell cargo, they discard the sold cargo cards and draw the appropriate number of gold cards:

1 gold card if the cargo matches the current trade center's HAS card.
2 gold cards if the cargo does not match the HAS or NEEDS cards for that center.
4 gold cards if the cargo matches the NEEDS card for that center.

Once a cargo matching the center's NEEDS card has been sold, the NEEDS card is also discarded and replaced with a new one from the cargo deck.

Players may make one buy and one sell transaction per turn, including the turn that they land on the trade center.

∽ Trading ∽

Players are allowed to conduct trade between each other at any time. Player trades are unregulated and up to player discretion. Players may trade cargo for cargo, cargo for gold, or gold for cargo. It is up to the players conducting the trade to decide on acceptable trades among themselves by mutual agreement.

Trade Routes
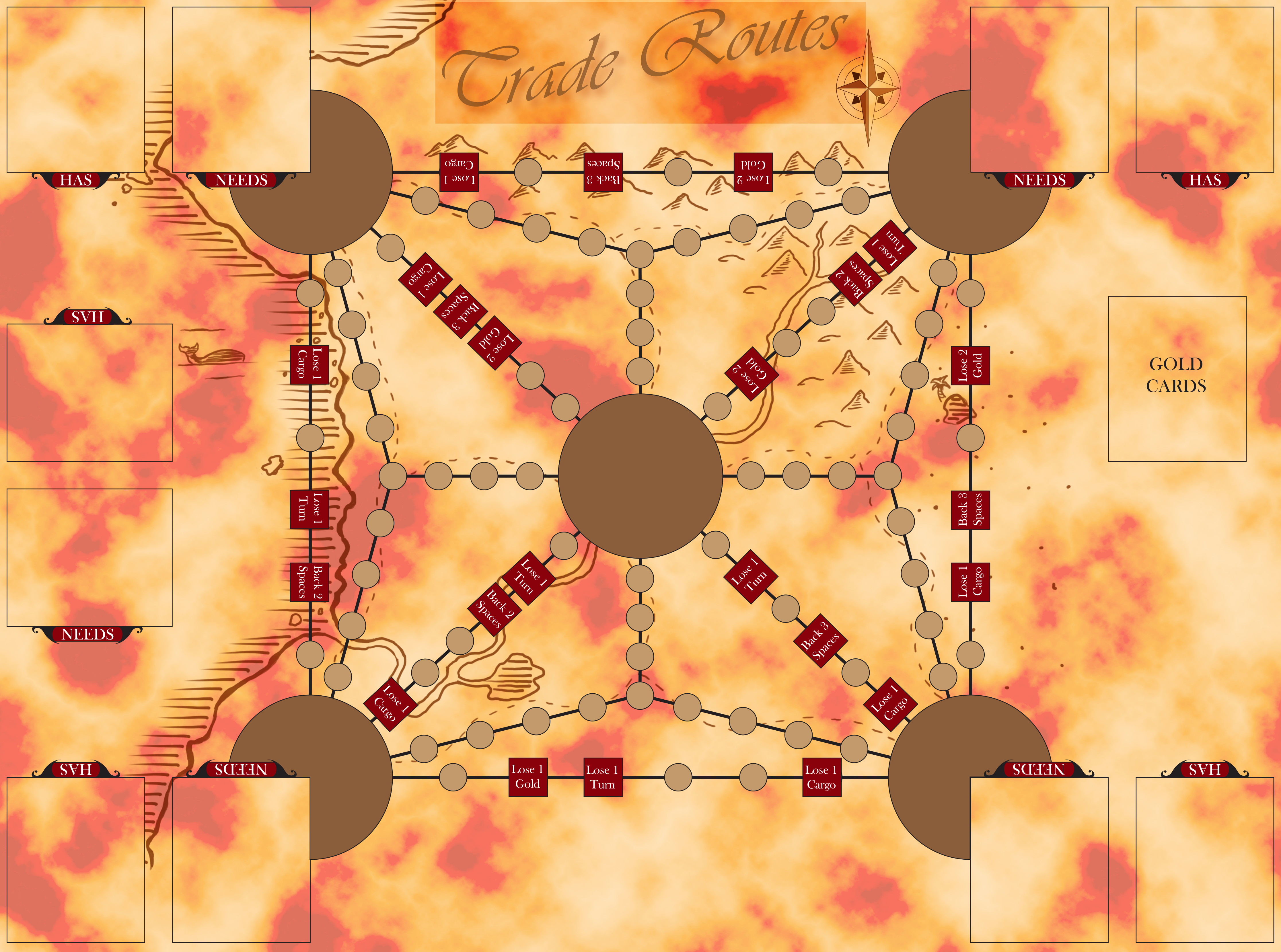
HAS

NEEDS

NEEDS

HAS

Lose 1 Cargo

Back 3 Spaces

Lose 2 Gold

Lose 1 Turn

Back 2 Spaces

Lose 1 Cargo

HAS

Lose 1 Cargo

Back 3 Spaces

Lose 2 Gold

Lose 2 Gold

Lose 2 Gold

GOLD CARDS

Lose 1 Turn

Back 2 Spaces

Lose 1 Turn

Lose 1 Cargo

Lose 1 Turn

Back 2 Spaces

Lose 1 Turn

Back 3 Spaces

Lose 1 Cargo

NEEDS

Lose 1 Cargo

HAS

HAS

NEEDS

NEEDS

HAS

Lose 1 Gold

Lose 1 Turn

Lose 1 Cargo
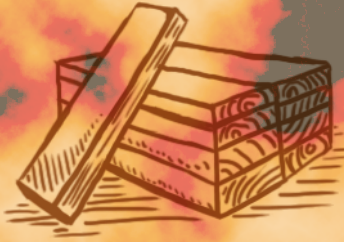
Gemstones	Lumber	Grain
Coal	CARGO	Spices
Textiles	Hides	Iron
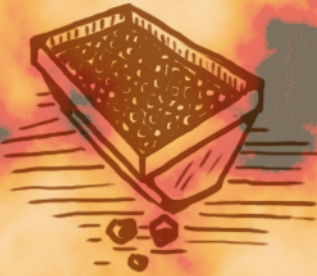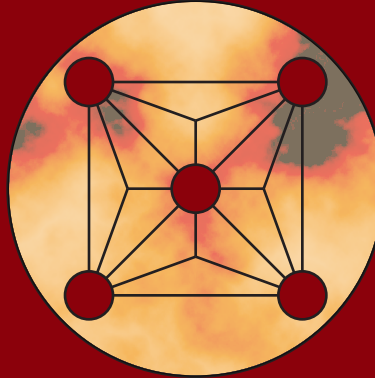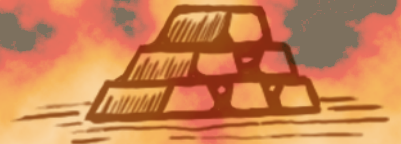
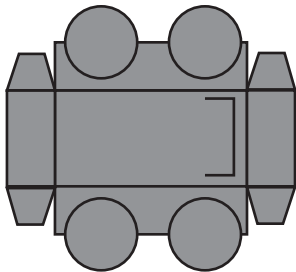1 Gold

1 Gold

1 Gold
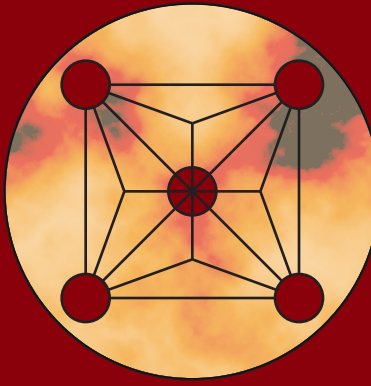
1 Gold
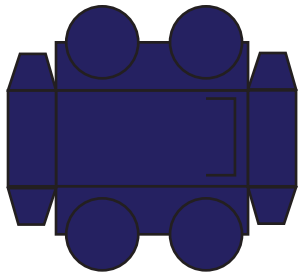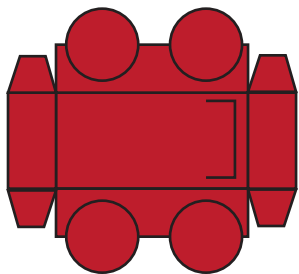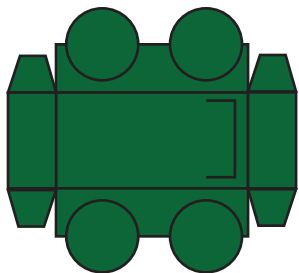
GOLD

GOLD

1 Gold

1 Gold

1 Gold

1 Gold
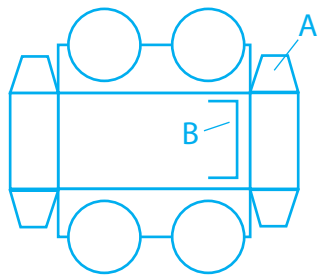
Directions

1. Cut along outside edges.
2. Fold along straight solid lines.
3. Glue tabs A under side flaps.
4. Cut along line B and bend tab up.