

Trading in the Mediterranean

Rules 1.0 (Updated 11/15/2012)

4-6 Players

2-3 Hours

Game Materials:

- Mediterranean Sea Board
- 6 Player Boards
- 117 Trading Cards
- 18 “local” wool Cards
- 18 “local” iron Cards
- 36 Religious Building Cards (6 of 6 types double-sided)
- 36 Political Building Cards (6 of 6 types double-sided)
- 21 Economic Development Cards
- 21 Cultural Development Cards
- 126 (6x21) Economic Development Tokens
- 126 (6x21) Cultural Development Tokens
- Pad of Decision Sheets, Pencils
- Timer
- 6 gray Political Cubes (Caylus)
- 6 purple Religious Cubes (Notre Dame)
- 6 green Economy Cubes (Dom Species)
- 6 Orange City Markers (Settlers of Catan)
- 24 Yellow Attack Cubes (DS)
- 24 White Defense Cubes
- 54 Black Cubes for covering locked cities and attack strength
- 24 Red Temple Cones/Cylinders (Dominant Species)
- 24 Blue Temple Cones/Cylinders
- 24 White State House Cones/Cylinders
- 24 Black Palace Cones/Cylinders
- Victory Point Chits (1s,5s,10s, 50s) (Airlines Europe)
- Turn Marker (Catan Robber)
- Taboo Marker (El Grande King)

Object of the Game:

The object of the game is over 7 turns to earn the most points, through Political, Religious, Cultural and Economic Development. Players earn points each turn for current Political, Religious and Economic Activity and at the end of the game for the growth of their civilization through buildings and cultural achievements.

Game Setup:

Assign the following boards, players should sit in clockwise order with the civilization cards below

4p; Egypt, Assyria, Babylon, Thrace

5p: Africa, Egypt, Assyria, Thrace, Illyria

6p: Africa, Egypt, Assyria, Babylon, Illyria, Thrace

1. Randomly give each player a player board
2. Players setup their player mat by;
 - a. Place orange city marker on 3 cities
 - b. Place Gray and Purple cubes on 0
 - c. Place Green Cube on +2
3. Setup main player area by
 - a. Place the turn order marker on 1
 - b. Shuffling Trade Good Deck
 - c. Make a face up stack of local wool and iron
 - d. Create supplies of yellow & white cubes, red, blue, black and white, cylinders and cones
 - e. Shuffle cultural and economic decks arranged by letter
 - f. Place out 3 cultural and economic (A) cards face up on the available development tracks on the main sea board
4. Deal out 7 trade good cards to each player. No player may be dealt more than a pair of any one trade good, if a player would receive his third card of a certain kind, place that card at the bottom of the deck and deal them another.
5. Begin the game with Phase 2 on the first turn

Phases of a Turn:

1. Setup the Turn (Deal Trade Goods, New Developments)
 - a. Move the Turn Marker
 - b. Players are dealt cards = to cities
 - i. When cards are dealt at the beginning of each turn players may not be dealt more than a pair. Though cards in a player's warehouse are not counted when determining if a player has a pair
 - ii. After cards are dealt players are free to hold their cards as they wish. They may hold them for all players to see or may hide them in a stack or in their hand.
 - c. Economic Change – Discard all three Econ Dev cards and replace with 3 new ones
 - d. Progress of Culture – Discard Culture Devs that were “Discovered” by at least one player in the previous turn. Discard Culture Dev in position “3” Slide the remaining Culture Devs to the right and refill with new cards.
2. Use Buildings and Economic Developments
 - a. For all buildings (political & religious) a player owns he shifts his political & religious track according to the arrows
 - b. All players may choose to activate the abilities of their temples or economic developments in any order
3. Plan & Resolve Raids
 - a. All players simultaneously may choose to raid an adjacent player that they have a greater attack than the victim's defense
 - b. All players must write either a player's name/civ or the word “PEACE” if they choose not to or are unable to attack
 - c. Players can say whatever they want to about what they are going to do but may not show their paper until all are revealed
 - d. Reveal Raids
 - e. Any successful raid gets to draw X random cards from their victim's owned cards (dealt + warehouse) where X is $ATT - DEF$

4. Trading Phase + Goods Selection (6 min)
 - a. Make sure all players are ready, than start the 6 minute timer
 - b. Players may trade cards as decided amongst themselves
 - i. Regarding bottoms of cards;
 1. Option 1 – Players may not in any way discuss the information at the bottom of their cards while trading
 2. Option 2 – Players are free to give or withhold information about the bottoms of their cards, but are unable to show the cards to other players to verify those claims
 - c. Players must select to use/lose/warehouse cards
 - i. During the trading phase players are also obligated to commit cards to spend, save, or discard by putting them under the correct area on their player aid.
 - ii. Any cards not committed when the timer rings are spent by default
 - iii. Cards that are calamities (skull and crossbones) are required to be used
 - iv. Players are limited to the size of their warehouse (initially 3 cards) if cards are placed in excess of this a random number of cards are removed to meet the limit
 - v. Players have the liberty to “trash” or discard any cards in their hand (except calamities)
 - d. Trading phase continues until timer rings or mutual player agreement that all are ready
5. Resolve Ideas
 - a. Return any Calamity Cards from the previous turn
 - b. All Cards are turned face up, warehouse capacity is verified and Calamities Cards are handed out
 - c. One at a time players announce their Idea resolution & Value
 - i. Declare & Resolve Revolutions – A player may declare and/or political or religious revolution;

- ii. Status tracks; Economy, Religion and Politics are moved based on the arrows of USED cards only
 - iii. Move Politics Cube & Take VP chips = to level
 - iv. Move Govt Cube & Take VP chips = to level
 - v. Move Economy Cube & Take VP chips = to level
 - vi. Announce Value of cards used this turn
 - d. Used & “Trashed” cards are placed in the discard pile
6. Select Purchases - Max of 3 Purchases (Possibly Timed to Limit AP? 180 Sec)
- a. Players simultaneously decide on what to purchase up to the value in goods used this turn
 - b. If players used any (non-calamity) slaves they must if it all possible either build a city or make a military purchase
 - c. If players used any (non-calamity) art they must if it all possible make a cultural development purchase
 - d. Cities and military levels covered with black cubes are may not be purchased until revealed by a government building
 - e. Players may purchase as many military levels as they wish and can afford
 - f. All other purchases are limited to one per turn; city, govt building, rel building, cult development, econ devolpment
 - g. To build a political building you must be at the level of the number of that building you would like to buy. i.e. to purchase your 1st building your govt track must be at lvl 1 your 2nd your govt track must be at lvl 2
 - h. If you purchase a building an opposite color, you destroy all opposing buildings. i.e. If you build a red temple you must destroy all of your blue temples
 - i. Economic Devs. May not be built unless a players economy cube is currently in “growth”
 - j. The associated bldg. May not be built if a player just underwent a revolution to that religion/govt
 - k. When selecting a building or development player must specify the number they wish to purchase
 - l. When building a cultural development player may subtract any discounts they are entitled to from owned bldgs & devs.
 - m. Uncovering & Discounts from purchased bldgs & devs may not be used until purchases on the following turn.

7. Resolve Purchases

- a. Players announce one at a time the purchases that they have made.
 - i. Take Culture and Economy Tokens
 - ii. Advance Buildings, Cities, Military
- b. No “change” is given for overpaying
- c. If a player overspends, the player to their left decides which purchase they do not make to get under the limit

End of Game - Total Victory Points

- VP tokens earned for govt, rel, economy, econ blds, developments and revolutions throughout game
- VPs for religious & political buildings. (1,3,6,10 VPS) i.e. if you have 1 dictator's palace and 4 blue temples that scores you a total of 21 VPs
- VP total of culture
- Bonuses VPs from bldgs or econ devs
- Most points wins, 1st tiebreaker is cultural VPs, 2nd tiebreaker, # of buildings, 3rd tiebreaker Att strength

Revolutions

- Purpose of Revolutions
 - Players may want to have a revolution is to flip to the other side of the political or religious track.
 - Successful revolutions score the player victory points and allow players to use the alternate abilities.
 - Revolutions may be useful if a player finds themselves with too many cards of the opposition.
- Revolution Requirements –
 - needs cards = to your current level of religion or politics of the opposite side
 - zero cards owned (even in trash or warehouse) of your current religious or political affiliation.
 - Declaring a revolution is always optional
- Revolution Results –
 - Their politics/religious cube flips to the exact opposite space on the track.
 - If you flip sides due to a revolution you do not resolve the arrows for that idea
 - Any owned buildings for that religion/govt. flip to the other side.
 - The Player takes VPs for the level of the revolution
 - Buildings may not be bought for this govt/religion this turn

Card Clarifications;

- Using Econ Developments & Buildings Powers is always optional
- Harbors – When drawing new cards burn the top card to the bottom of the deck
- Iron Mining and Wool Processing – When activated take a “local” wool or iron card into your hand. This card may be traded like a normal card. This card provides no “idea” when spent “local” wool and iron goes back to its respective stockpile
- Navy – The player must own timber but need not spend it. The +1 attack bonus is a temporary bonus for that attack and is not marked on the player board
- Econ Development (D) – These provide VPs at end of game based on the particular categories
- United/Chosen – Money is marked as “Bonus Income” when activated
- Calamity Immunity – Player must still spend the calamity card but does not get the calamity card
- Evangelize – If necessary decide simultaneously using paper pencil
- Taboo – The player or players that hold the taboo temple decide together which development to mark as “taboo” this is the last thing that occurs in the development phase. If the players cannot decide on a card to mark within a reasonable amount of time the power is lost
- Plague and Flood – A player who violates the rules of speaking, standing or proposing an offer and is called out by a player pays 2 VP to the bank for each time they violate the rule

Questions/Decisions to be Made:

- How is the play experience? Is there a game here?
- What information is “secret?”
 - Are players allowed to communicate the information on the bottom of the cards, should be tested both ways
- How should players make purchases without it being too cumbersome?
 - Worksheet?
 - Poker chips for wealth, purchase in order of wealth
 - Individual purchases one at a time?
- Does the Economy Track work?
 - Possibility of looping busting economy
 - Possibility of going to an increasing track?
- Testing of abilities/valuations of Econ Devs & Building Powers
- Victory Point Balance
 - Are any of the VP valuations wrong
 - Do more things need to be scored automatically?
Buildings?
 - Does the VP system truly reward the player who played best?
- Do any parts of the game need to be streamlined?

Phases of a Turn:

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 - a. Trade Goods = Cities
 - b. Econ Dev - Draw 3 new cards
 - c. Culture Dev - Last card and discovered cards go away
2. Use Buildings and Economic Developments
 - a. Resolve Building Arrows
 - b. Activate Building/Development Special Abilities
3. Plan & Resolve Raids
4. Trading Phase + Goods Selection (6 min)
 - a. Players may trade cards as decided amongst themselves
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 - a. Return Active Calamity Cards
 - b. All Cards are turned face up
 - c. Players announce their Idea resolution & Value
 - i. Declare & Resolve Revolutions – A player may declare and/or political or religious revolution;
 - ii. Move Politics, Government & Economy Cubes then Take VP = to level
 - iii. Announce & Mark Value of cards used this turn
 - d. Used & “Trashed” cards are placed in the discard pile
6. Select Purchases Simultaneously
 - a. Military levels unlimited
 - b. All other purchases are limited to one per turn
 - c. Economic Devs. Require “Growth”
7. Resolve Purchases

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