

Trading in the Mediterranean

Rules 3.0 (Updated 12/7/2012)

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4-6 Players

2-3 Hours

Game Materials:

- Mediterranean Sea Board (turn track, war board, income board)
- 6 Player Boards
- 36 War Tokens (6x6)
- 12 Civ Markers (2x6) for income track and AST
- “Basic” Goods of 5 Types; (Salt, Timber, Wool, Grain, Stone)
- “Metal” Goods of 2 Types; (Bronze & Iron)
- “Civic” Goods of 4 Types; (Wine, Dye, Slaves, Art)
- “Luxury” Goods of 2 Types; (Spices, Gold)
- 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
- Warehouse Tokens
- Timer
- 6 grey political track cubes (Caylus)
- 6 purple religious track cubes (Notre Dame)
- 6 Orange/Brown City Markers (Settlers of Catan)
- 36 6 Sided Dice
- 48 Black Cubes for covering attack/defense
- Wealth 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 7-10 turns to earn the most points, through Political, Religious, Cultural and Economic Development. Players earn points each turn for current Economic Activity and at the end of the game for the growth of their civilization, 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 0 cities
 - b. Place Gray and Purple cubes on 0
 - c. Place 8 black markers to block out 4 defense squares and 4 attack squares on the player mat
 - d. Place the yellow ast marker on Stone age
3. Setup main player area by
 - a. Place the turn order marker on S1
 - b. Shuffling the 5 starting basic goods of stone, timber, salt, grain, wool into 5 separate decks
 - c. Shuffle the 4 civic goods into one stack
 - d. Shuffle the luxury goods
 - e. Create supplies of dice, warehouse markers
 - f. Place the war markers on the war board
 - g. Shuffle cultural and economic decks for the stone age
 - h. Set aside bronze and iron resources and cultural and economic developments for bronze age and iron age
 - i. Place out 3 cultural and economic cards face up on the available development tracks on the main sea board
4. Deal out one of each basic good to each player so that each player has 5 basic goods
5. Begin the game with Phase 2 on the first turn

Phases of a Turn:

1. SETUP PHASE - (Deal Trade Goods, New Developments)
 - a. Players are dealt one of each of the basic goods
 - b. Players are dealt civic cards = to cities
 - i. 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 & Cultural Change –
 - i. If this is the 2nd or 3rd turn of the age, Discard economic and cultural developments that were discovered by at least one player in the previous turn. Replace with new cards if available
 - ii. OR If this is the 1st turn of a new age, discards all economic and cultural cards and draw 3 random developments for culture and economy of the current age
2. CIVIC PHASE - Use Buildings and Economic Developments
 - a. For all buildings and developments players may activate the ability one time. Activating ability is always optional, Abilities are recognizable by being written in orange type
 - b. Upkeep is a special type of ability that is mandatory
3. TRADING PHASE - Trade + Goods Selection (4 min)
 - a. Make sure all players are ready, than start the 4 minute timer
 - b. Players may trade cards as decided amongst themselves including coins, wealth chits may also be traded
 - i. Trading rules are changed in each age;
 1. Stone Age – Players may only trade with adjacent players, players may not discuss in any way the bottoms of the cards
 2. Bronze Age – Players may trade with any player, players may not discuss in any way the bottoms of cards
 3. Iron Age – Players may trade with any player, players may state that a card is government, religious or economic but may not state the specific type. This is optional and players need not be honest about this information.

4. Middle Age - Players may choose to state what the bottom of the card is. This is optional and players need not be honest about this information.
 5. In no circumstance may a player reveal the backside of a card to a player he is trading with, the only information that is guaranteed is what is printed on the frontside
 - ii. During the trading phase players are also obligated to commit cards to warehouse. Any cards not placed in the warehouse players are committed to spending
 - iii. Any cards not in the warehouse when the timer rings are spent by default
 - iv. Cards that are calamities (skull and crossbones) may not be warehoused
 - v. 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
 - c. Trading phase continues until timer rings or mutual player agreement that all are ready
4. RESOLUTION PHASE
- a. Resolve Calamities in Order of Calamity #
 - i. In resolving calamities players may ask to see the front of cards in a player's hand or warehouse
 - b. Players verify warehouses are at or under limits and show the backside to verify they contain no calamities
 - c. One at a time players announce their Idea resolution & Income Value
 - i. Status tracks; Economy, Religion and Politics are moved based on the arrows of SPENT cards only, warehoused cards do not affect tracks or collect/lose WPs
 - ii. Move Govt Cube
 - iii. Move Politics Cube
 - iv. Take or lose WPs (Wealth Points) according to the icons on the bottom of the green cards
 - v. Announce and mark your total income of cards used this turn

- d. Discard all used goods
- 5. PURCHASE PHASE (2 min? timed is an option)
 - a. Players simultaneously decide on what to purchase up to their income simply by taking the items and placing them to the left of their player board
 - b. Players are able to purchase
 - i. Cultural developments (pink squares)
 - ii. Economic Developments (Green squares)
 - iii. Religious buildings
 - iv. Political Buildings
 - v. Military Units
 - c. Building and Development Abilities
 - i. Ability (Orange) – This is used every turn during the civic phase right before trading
 - ii. Take (Yellow) – This gives the player something immediately
 - 1. City – move your city track
 - 2. Attack (Swords) – Remove one black cube in your attack section
 - 3. Defense (Shield) – Remove one black cube in your defense section
 - iii. Discounts (Pink) – Gives you a discount for future purchases of culture of that particular category
 - iv. Immunity (Blue) – This protects you from certain cards when spent
 - v. Endgame (Grey)– This gives you points at the end of the game
 - vi. VP – This gives you points at the end of the game (Culture should be grey)
 - vii. Warehouse Chits – These increase the cards you can hold from turn to turn, place the appropriate chit on your player mat
 - d. Each empty square on a player mat allows the purchase of one military die
 - i. Players may replace older military units with new ones, though this costs the player the full cost of the unit (no upgrading units in purchases)
 - ii. These dice are not placed on the main mat until all purchases are complete they are placed to the left of the player aid

- e. Players may purchase more than one of a particular category, but may not purchase two of the exact same item
 - f. To build a building you must be at the level of the number of that building you would like to buy. i.e. to purchase your 1st govt. building your govt track must be at lvl 1 your 2nd your govt track must be at lvl 2
 - g. 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
 - h. When building a cultural development player may subtract any discounts they are entitled to from owned bldgs & devs.
 - i. Discounts from purchased bldgs & devs may not be used until purchases on the following turn.
 - j. Empty slots that Uncover attack or defense slots may be used immediately in the same turn
 - k. When time runs out or there is mutual agreement players complete purchasing
 - l. Players announce one at a time the purchases that they have made.
 - i. Verify that each player did not overspend
 - ii. Move purchases to main mat
 - iii. Move wealth to o
 - m. No “change” is given for underpaying, spend all of your income each turn!
 - n. If a player overspends, the player to their left decides which purchase they do not make to get under the limit
6. WAR PHASE – (B1, I1, M1 Only)
- a. Obsolescence
 - i. Prior to the Iron Age war all warriors (1’s) are removed from the game
 - ii. Prior to the Middle Age war all swordsmen (2’s) are removed from the game
 - b. Diplomacy (Timed 2 min?)
 - i. Players may discuss and make deals / take bribes about who they are going to attack
 - ii. All deals made are non-binding

- iii. During this phase players may move dice from attack to defense slots, though only using their available slots
 - iv. When the timer rings players are no longer allowed to move their armies until the next diplomacy phase
 - c. Reveal forces – Players reveal their forces available
 - d. Choose Target – Players secretly look at their war tokens and choose who, if anyone to attack by placing that token on top of their stack.
 - i. Bronze Age Wars – In the first war players are only able to attack an adjacent player, in further wars players may attack any player
 - ii. Iron Age Wars – If players attack a non adjacent player they receive a -2 penalty to their attack
 - iii. Middle Age War – Players may attack any player with no penalty
 - e. Reveal attackers – after all players have their token down the choices are revealed
 - f. Resolve attacks – For each attack subtract the defense total of the player from the strength of the attack if the total is greater than 0 the attacker may take that value of Victory Points from that player in either Wealth Points or Cultural Developments. (Players may never have two of the same cultural development
 - g. Multiple attackers – In the case of one player being attacked by multiple attackers, each successful attacker must divide the value of what they may steal by the number of successful attacks rounded down. (successful being greater than 0) In other words, if 2 players succeed in attacking a player their reward is cut in half.
 - i. Example – Africa and Egypt attack Babylon. Africa has 9 attack vs Babylons 3 defense. Egypt has 5 attack vs Babylons 3 defense. Africa wins by 6 divided by 2 and may steal 3 VPs worth of pts. Egypt wins by 2 divided by 2 and may steal 1 VP worth of points
 - h. No Casualties – No units are removed as a result of the conflict

7. A.S.T. PHASE

- a. Any player who has met the requirements of a higher age may advance as far as possible on the A.S.T.
- b. The first player/s to reach the next age receives the “innovation bonus” listed on the AST
- c. A player who failed to advance to the current turn’s age receives an “archaic” penalty of 2 WPs
- d. Move the turn marker
 - i. If at least one player has advanced to the next age, jump the turn marker down to the first turn of the new age
 - ii. If no player advanced the age simply move onto the next turn
 - iii. After three turns the turn marker automatically moves to the next age
- e. Advancing to a new age
 - i. Entering the bronze age –
 1. All stone goods are removed from the game
 2. players now will receive a bronze good at the beginning of each turn
 3. Players may now trade with any player
 4. The following turn will end in a war
 - ii. Entering the iron age –
 1. All bronze goods are removed from the game
 2. players now will receive an iron good at the beginning of each turn
 3. Players may now claim the type (government, religious or economic) of the bottom of the card when trading
 4. The following turn will end in a war
 - iii. Entering the middle age –
 1. Players may now claim what the bottom of a card is when trading
 2. The following turn will end in a war and will be the final turn of the game

End of Game - Total Victory Points

- WP Chits earned from economy cards, developments, progress on the AST and War
- 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 for Age reached as marked on Player boards (1,4,10, 20 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

Card Clarifications;

- Using Econ Developments & Buildings Powers is always optional
- Calamity Immunity – Player must still spend the calamity card but does not get the calamity card
- Harbors and Evangelize, players may conduct their abilities in any order, discussing what they will do or waiting for another opponent to use their ability to help make their decision
- 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

Phases of a Turn:

1. Setup Phase
 - a. Deal Out Each Basic, Civic = Cities
 - b. New Econ and Culture Cards
2. Civic Phase
 - a. Activate Abilities
 - b. Pay Upkeep
 - c. Taboo
3. Trading Phase + Goods Selection (4 min)
 - a. Players may trade cards as decided amongst themselves
 - b. Players must select to use/warehouse
4. Resolution Phase
 - a. Resolve Calamities
 - b. Resolve Cards
 - i. Reveal warehouse
 - ii. Move Politics & Govt tracks, take points
 - iii. Announce & Mark Value of cards used this turn
 - c. Used cards are placed in the discard pile
5. Purchase Phase (2 min)
 - a. Players mark all purchases
 - b. Purchases are revealed and resolved
 - c. Extra money/tax is wasted
6. War Phase (B1, I1, M1 Only)
 - a. Obsolete Units
 - b. Diplomacy Phase (2min)
 - c. Select target
 - d. Collect points
7. A.S.T. phase
 - a. Advance if you meet the requirements, innovation bonus +3, +4, +5
 - b. Move turn marker
 - c. Archaic Penalty -2 VP for being behind the current phase

The Goods of Trading in the Mediteranean

Name	Type	Value	Calamities	Effect
Timber	Basic – Random	Level 1	Famine	Lose Cards/Units
Wool	Basic – Random	Level 1	Plague	Discard Goods
Salt	Basic – Random	Level 1	Depression	WPs
Grain	Basic – Random	Level 1	Civil Disorder	Warehouse
Stone	Basic – Random	Level 1	Treachery	Base Good Steal
Bronze	Metal – Random	Level 2	Treachery	Any Good Steal
Iron	Metal – Random	Level 3	Treachery	2 Goods Steal
Slaves	Civic – Dictator	Level 2	Desertion, Minor	Military
Art	Civic – Democracy	Level 2	Corruption, Minor	Cities
Wine	Civic – Mars	Level 2	Luddites, Minor	Econ. Dev.
Dye	Civic – Venus	Level 2	Traditionalism, Minor	Cult. Dev.
Spices	Luxury	Level 3	Piracy	Nothing
Gold	Luxury	Level 3	Piracy	Nothing

Updates & Justification of Changes in v3.0

Problem: Game needs a bit of streamlining so its not “too busy” to play AND to look at

Solution:

- Economy track removed in favor of just scoring/losing VPs
- Tracks no longer score VPs each turn
- VPs now called WPs – Wealth Points for theme
- Redesigned player boards
- Redesigned Turn Track
- Redesigned Bldgs/Devs. To have color coded powers
- Calamities reworked, tweaked a few building powers
- Removed worksheets in favor of an income track and simultaneous purchasing
- Buildings shrunk by half
- Removed building tokens and track on player board
- Development tokens now fit on the Development card

Problem: Military still is a bit wonky, not very interesting to decide who to attack

Solution: Added a diplomacy phase, added a rule to discourage multiple attacks. Added war tokens/board to replace worksheets

Problem: Developments a bit too cheap in Ages 2-3

Solution: Upped prices a bit

Updates & Justification of Changes in v2.1

Problem: Players are not getting cities and too many basic goods

Solution: Add cities to economic dev., take some away from pol. Buildings

Problem: Culture is too expensive

Solution: Reduce culture prices

Updates & Justification of Changes in v2.0

Problem: Game feels flat, needs more narrative arc & tension

Solution: Remove Cities concept in place of Civilization

Advancement (stone, bronze, iron, middle age)

- Iron goes to Metal as a resource
- Trade goods split into 3 decks
 - basic; (timber, metal, wool, grain,)
 - civic; (wine, dye, art, slaves)
 - culture & slaves purchase requirement removed
 - luxury; (spices, others? Silk, ivory?, gold?)
- “Cities” no longer purchased
- Uncover mechanic scuttled
- Political buildings now increase cities and give free armies
- Card output is increased, suits are removed in early game
- Civilization levels will drive the action and timeline of the game
- Game Length and Turns are all driven by speed of players advancing their civilization
- Make calamity cards less complex, just directly and immediately suck
- Trading Evolves – Must trade 2 cards, Disclose top only, may discuss bottom of card, but not direction, all information is open

Problem: Economic Cards being Ignored

Solution: Drop prices and reevaluate Economic Cards

Problem: more thematic religions

Solution: Change redism & bluism to devotion to Mars & Venus

Problem: Military Element doesn't work & extra change being “wasted”

Solution: Reinvent Military Mechanic to an army concept. Instead of advancing in levels players buy “armies”

- Armies will have 4 levels based on civ level
 - Warriors, swordsmen, knights, cavalry

- Soldiers represented on dice
- Warriors will be a 1\$give something to do with “change”
- Soldiers can be upgraded if correct level is reached
- Broach of new age (or purchase of new warriors?) obsoletes old armies
 - Age C obsoletes warriors
 - Age D obsoletes swordsmen
- Broach of new age triggers conflict at first turn of new era
 - Turn B1 players may raid neighbors
 - Turn C1 & D1 players may raid any player
- During Purchase phase players commit troops to attack which are sacrificed targeted to a player
- Multiple attacks on a player lead to highest strength sacrificed armies & victory point loss
- Difference att-def results in steal of victory points and not cards
- Resolving attacks Attack kills defensive troops any excess steal victory points.

Problem: Economic track not dynamic

Solution: Make the Economic track more of a utilizable resource, include crash mechanic

- Double Prosperity Cards in deck
- More spaces on Economic Track
- Plutocracy is gone
- Taxation occurring during use buildings step to bleed money from Economy and prevent Crash
- After trading phase, going over the top results in an economic crash

Problem: Revolution Rules are convoluted

Solution: Revolutions are scuttled, possibly for use as an “optional rule”

Age	Triggered by	Game Changes	Advantages
Stone	Game Start	Players must trade adjacent	May Collect Stone
Bronze	2 bldg 2 dev	Triggers next Phase Sweeps Cult/Econ	Players may trade to anyone

		New Military Unit Stone Obsolete War next turn Can only attack adjacent	May collect bronze May buy Swordsmen
Iron	4 bldg 4 dev	Warriors Obsolete before wars 5 min trading phases Triggers next Phase Sweeps Cult/Econ New Military Unit Bronze Obsolete War next turn Can attack anyone	Players may reveal category of card May collect iron May buy Knights
Middle	6 bldg 6 dev	Swordsmen Obsolete before wars 6 min trading phase Triggers Final Turn Sweeps Cult/Econ New Military Unit War next turn Can attack anyone	Players may reveal category and direction of card May buy Cavalrymen

Calamities (ordered?)

Tax Revolt	6	Salt	Primary: If you have taxes, lose them drop two econ steps Secondary (trader immune): Choose a player who took taxes to lose half (rounded up) drop one step
Famine	7	Timber	Primary: Lose X VPs or discard salt or grain Secondary(trader immune): Choose a player without salt or grain to lose Y VPs
Treachery I	1	Stone	Trader must steal a basic good of their choice from used cards, If untraded discard a card at random
Treachery II	1	Bronze	Trader must steal any good of their choice from used cards If untraded discard a card at random
Treachery III	1	Iron	Trader must steal two goods of their choice from used cards, If untraded discard two cards at random
Civil Disorder	8	Grain	Primary: -3 Warehouse Secondary(trader immune): Discard random card from warehouse
Plague	9	Wool	Primary: -2 Basic Production Secondary(trader immune): -1 Basic Production
Heresy (minor) Religions		Civic	Idea is reverse
Slave Revolt		Civic	Idea is reverse

(minor)			
Corruption (minor)		Civic	Idea is reverse
Desertion (major)	5	Civic (Slaves)	Trader chooses who gets X Military units from victim
Overpopulation	2	Civic (Art)	Destroy City / Cant build Cities
Luddites	3	Civic Religion	Lose Econ Dev, No Econ Dev
Traditionalism	4	Civic Religion	Lose Cult Dev, No Colt Dev
Piracy		Luxury	You may lie and say this card is Spices or Gold when its actual value is nothing.

Other Changes:

- Age advancement is 2 buildings, 2 dev; 4 bld, 4 dev, 6 bld, 6dev
- Temples/buildings increase civic production; distribution 0,0,0,1,1,2
- Some not all buildings provide arrows (maybe 4? 0,0,1,1)
- Dictator less production more military
- Economic card changes, possible that early econ dev provide luxury goods, metal production moved to age 1, armory changed to allowing player to upgrade instead of replace troops
- Troops on dice 1,2,3,4,; 1s obsolete at C1 2s obsolete at d1 conflict
- Limited to troops by garrison size, 4 possibly 6 dice
- Luxury goods possibly have hidden backs because they are always produced.
- Production is 5 basic goods, one of each type in stacks
- “Local” goods can be eliminated
- Only basic goods have revealed backs?
- Buildings are priced individually by which building you choose to buy.
- Rural goods? Rural Production stays constant except for economic production
- “Urban Production” or “Population” track or Civic track to dictate production of random civic goods

Trading in the Mediterranean Final Scoring						
Category						
WP's						
Culture						
Buildings						
A.S.T.						
Bonus						
TOTAL						

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