Goods From Cape to Cairo

A game for the piecpack by: Phillip Lerche.

Version: 1.0   **Date:** January 2005

Number of players: 2-4   **Playing time**: 30-60 minutes

Equipment needed to play: 1 Playing Cards piecpack, a printout of the playmat from the end of these rules for each player, 3 generic markers per player (for example: 12 pennies works fine for a 4 player game).

Game set up

Shuffle the tiles suit side down. Turn the tiles over one at a time and place them as a map of Africa as shown in the diagram on page 3. Each tile is a city that demands and produces goods.

Place all the coins in a cup (or opaque bag). Coins represent goods. Roll the 4 dice. For each die rolled, randomly draw one goods coin from the cup and place it suit side up on the city that corresponds to the die roll. Example: if the hearts die shows a 2, place a coin drawn at random suit-side up on the 2-hearts city.

Players take the pawn of their choice, a playmat, and 3 generic markers.

Players place markers on the 0 spaces of the Money track. Each player's money track reflects any amount between –99 and +99 dollars.

Each player rolls a die. The player who rolls the highest value (null=6, ace=1) is the first player at the start of the game.

Aim of the game

Players are the proprietors of long distance haulage companies in Africa, competing for goods delivery contracts in a tough economic environment. The player with the most money after 6 turns wins the game.

Play

The game is played over 6 turns. Each turn consists of several phases.

1. Bidding for turn order – the first player opens the bidding with any amount of cash $0 and higher. Moving clockwise, each player subsequently must either increase the bid by at least $1 or pass. As players pass they pay the amount they bid by moving their markers on their money tracks and then place a marker in the lowest available turn order space.

> **Example:** Xavier is the first player and bids $2. Yvonne bids $3. Zak passes and places a marker on the 4th space of his turn order track. Wendy bids $4. Xavier passes and places his marker on the 3rd space of his turn order track. He pays $2. Yvonne bids $5. Wendy passes, pays $4 and takes second. Yvonne pays $5 and takes 1st place. Yvonne will also start the bidding next turn.

Then, in player order, each player conducts phases 2-4.

2. Load goods – on the first turn only, players place their pawns (trucks) in the city of their choice. On the first and subsequent turns players may pick up 1 or more goods, if any, in the city where their truck is located, and place them underneath the pawn. If a goods coin is suit side up it is a raw material, and if it is number side up it is a finished product. At the start of the game the four goods on the map are all raw materials (hearts=gold, diamonds=diamonds, clubs=oil, spades=coal).

3. Move goods – a player's truck must move every turn. The truck moves from one city to another city, always moving through adjacent cities to get to the final destination. A city is adjacent to another city if the cities share a tile edge. Moving your truck consumes fuel, which costs money. It costs $1 per city moved through (including your destination city but excluding your start city) plus $1 per good carried – underneath your truck. Transport costs are paid before the truck is moved by adjusting the markers on the Money Track.

> **Example:** to travel from city A to City B (on the map on page 3) with 2 goods costs 3+2 = $5.

4. Deliver goods – If the city that your truck ends its move in is demanding any of the goods carried, the goods must be delivered. Raw materials are demanded at any city that matches the suit of the goods. The raw material is immediately turned over to show the number side and placed on the city tile as a finished good. Finished products are delivered to any city that matches the number of the goods then placed on the player's playmat. For delivery of goods of either type you are immediately paid the value of the city (ace=$1, null=$6) plus a bonus of $5 for any finished good. You may carry as many goods on your truck as you wish, however it is very expensive to move with a large load.

5. New contracts – roll the 4 dice to procure 4 new delivery contracts. Use the dice to place 4 new raw materials on the board as described for game set up.

Ending the game

The game ends at the end of turn 6, when there are no goods left in the cup. The player with the most money wins the game. If players are tied for most money, the player who has delivered the most finished goods wins.

Variant for a longer game

Play as normal, however the game does not end until the end of the turn in which no raw materials are left on the board. (After turn 6 skip phase 5, New Contracts.)

Set up for play – diagram of map.
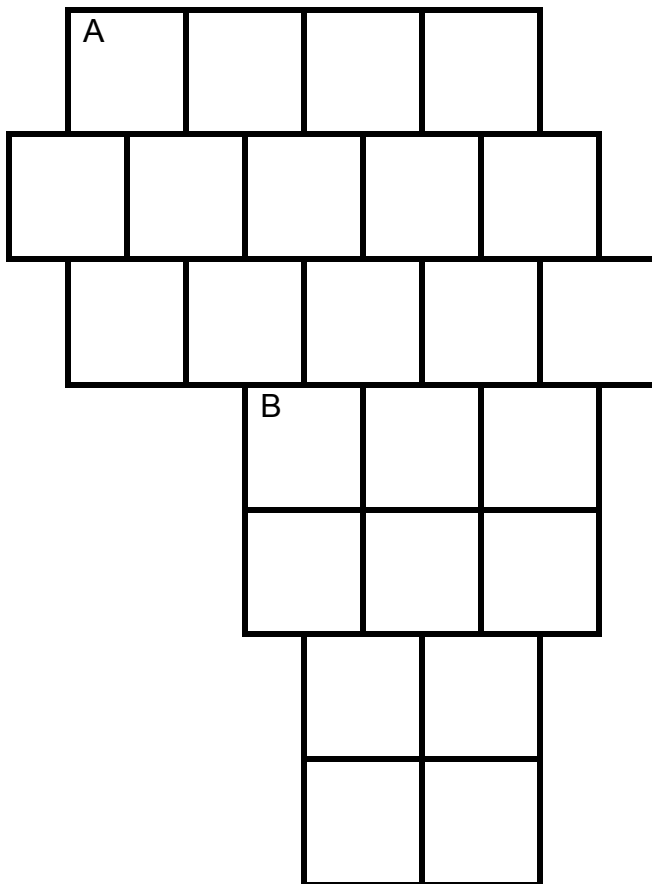
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Turn Order

1	2	3	4

Money

+	10	20	30	40	50	60	70	80	90
0	1	2	3	4	5	6	7	8	9

0	1	2	3	4	5	6	7	8	9
-	10	20	30	40	50	60	70	80	90

Finished goods delivered