

## *Trade Routes*

by Andy Van Zandt

A piecepack game of ocean exploration and profiteering for 2 players.

### Components and setup:

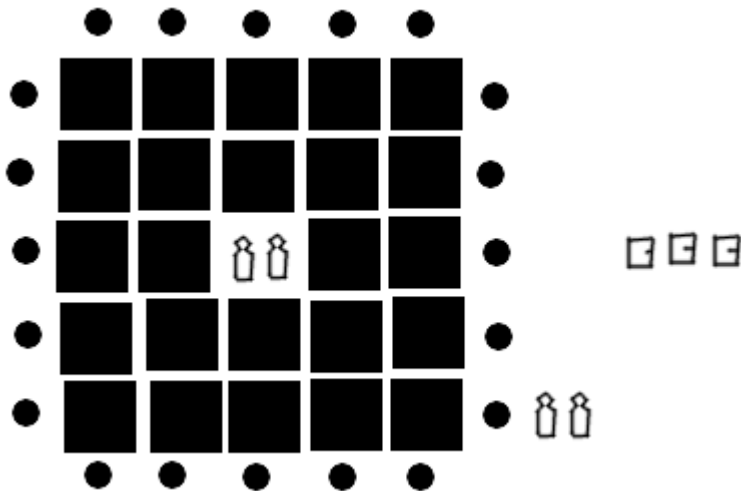
This game uses the majority of the components in the piecepack.

**Tiles:** Shuffle all the tiles and randomly distribute them to create the playing board (This represents the sea you're sailing on, establishing routes and favorable deals). They should be face up, in a 5 by 5 grid (leaving the center space empty) as depicted below.

**Coins:** Remove the ace coins in each suit and randomize the rest. Then distribute them around the outside edge of the board, placing one coin next to each open tile edge (as shown below). Place the null coins suit-side up, all others go number side up. These represent lasting trade agreements on land.

**Pawns:** Hand each player 2 pawns. Each player places one pawn in the empty center space on the board (hereafter called the "playing pawn") and one on the outside edge of the board, slightly beyond where the coins are. The pawns on the outside edge are going to be used to keep score ("scoring pawns"), so place them next to each other.

**Dice:** Line the Arms, Moons, and Suns dice up from left to right, between the two players. Set them so the null side is face up, and the directional indicator is pointing towards neither player. These will keep track of player ability points.



### Gameplay:

Each round, players will move their playing pawns around the board, picking up tiles as they go to claim their trade routes. They will also be picking up coins, which indicate trade agreements they've made ashore. After each round, they will compare how many tiles of particular suits and values they collected, and score points or gain abilities for having the most in each category.

1. If this is the first round, choose a player at random to go first. If it is not the first round, the player who currently has the lowest score goes first. During the round, players alternate taking turns.
2. During your turn, you may move your playing pawn one space (places where tiles and coins are or were both count as one "space") in any orthogonal direction. You may not enter an empty space (that trade route has already been claimed), but you may enter a space with another player in it.
3. When you move off of a space, if there was a tile or coin there, you must claim the tile or coin, placing it face up in front of you.
4. You may expend one or more player ability points before or after your movement for the turn, if you have any.
5. If you have claimed 2 Coins (trade agreements) or can no longer move this round, your turns are skipped for the remainder of the round. Once both players have claimed 2 Coins, or can no longer move, the round is over.

### End of a round:

Once a round is over, you will evaluate how many tiles and coins you have of the following types: Arms, Moons, and Suns (which grant 3 different abilities); Crowns, even numbers (2 and 4), and odd numbers (Ace, 3, and 5), (which score points).

*If you have more of a particular type than the other player, you are said to have “majority”. IMPORTANT NOTE!- the Null tile in each suit counts TWICE when adding up tiles. Coins only count towards being even or odd (and not as their suit), except for the null coins, which count as one of their suit.*

If you have the majority of the Crowns, you score points equal to the number of crown tiles and coins you have. Advance your scoring pawn that many spaces around the outside edge of the board, using the coins that remain there as guidelines. Repeat this step for even numbers, and then again for odd numbers.

Now see who has the majority in Arms. That player may point the Arms dice at themselves, and advance the value on it by one. Repeat this for Moons and Suns, adjusting the respective dice. This indicates ability points that can be used during the round (whenever you use an ability, remember to lower the value displayed on the dice):

**Arms:** By force of arms, you have placed an embargo on one of the spaces orthogonally adjacent to your current one (you may not embargo a space where the other player currently is). Place one of the ace coins on that space to indicate the embargo. The other player may still move into this space, but may not claim it when they leave. You, however, may claim it as normal. Regardless of whether you claim it or not, the embargo token is removed at the end of the round.

**Suns:** Clear sailing on a sunny day, you may expend a sun point to move two spaces instead of one this turn! However, in your haste, you may not claim any tiles or coins this turn.

**Moons:** You’ve decided to do some night sailing to conceal your less-than-honest actions this turn. You may enter empty spaces during your movement this turn.

PLEASE NOTE! You can carry over ability points from one round to the next, however if the other player has majority in a subsequent round, and the dice becomes pointed at them, they may use your carried-over ability points. Only the player the dice is pointing at may use a particular ability point type during that round.

### A New Round

Once points and ability points have been determined, as long as there is at least one coin remaining on each side of the playing area, begin a new round. All the TILES are shuffled up and replaced on the board as at the beginning of the game, and the playing pawns are returned to the center empty space. You retain any coins you have collected and use them in future rounds, those trade agreements are binding.

### Game End

The Game Ends after scoring for a round, if all the coins along any one side of the board have been claimed. Whichever player’s scoring pawn has advanced the most around the edge of the board, wins. Ties go to whoever currently has the most ability dice pointed at them.

### Playing with additional players

You may play with 3 or 4 players by adding an additional Piecepack. Use all the tiles to make the playing area 7 by 7, with a blank space in the middle, and randomly choose which coins will be used for the game. The game ends when two sides no longer have coins on them. Otherwise, play as normal.