**COMMERCE**

**Official Rulebook**

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**1. Game Overview**

**Commerce** is a strategic board game focused on trade, expansion, and technological progress across historical eras. Players compete to build powerful economies, advance technology, and dominate the world through multiple possible victory conditions.

The game emphasizes:

* Resource management
* Trade and negotiation
* Territorial expansion
* Technological advancement

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**2. Victory Conditions**

The game ends immediately when a player fulfills **any one** of the following conditions:

**2.1 Domination Victory**

* All enemy workers have been destroyed.

**2.2 Technology Victory**

* Send a colony ship to Alpha Centauri, **or**
* Reach **PlayerCount \* 20 Technology Points** during the Modern Era.

**2.3 Monopoly Victory**

* Possess more Money than the bank, **and**
* Own all resource cards of a single resource type.

**2.4 Culture Victory**

* If all tiles are connected, have the most tiles connected to **your** Network

**3. Time Eras**

The game progresses through six eras:

1. Ancient

2. Classical

3. Medieval

4. Renaissance

5. Industrial

6. Modern

Advancing eras unlocks new resources, technologies, and upgrades.

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**4. Game Components**

**4.1 Tiles**

The game board is made up of terrain tiles:

- Desert

- Coast

- Ocean

- Grassland

- Mountains

- Forest

- Farmland

- Tundra

Each tile produces resources depending on the current era.

**4.2 Resources**

Resources are collected by placing workers on tiles and successfully rolling the dice.

Only **one resource per tile** may be collected per turn.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Terrain** | **Ancient** | **Classical** | **Medieval** | **Renaissance** | **Industrial** | **Modern** |
| Desert |  |  | Spices | Artifacts | Oil | Gas |
| Coast | Fish | Shells | Lobster |  |  |  |
| Ocean |  |  |  | Whale |  | Oil |
| Grassland | Cow | Wool | Egg | Sausage |  |  |
| Mountains | Stone | Iron | Gold | Aluminum | Silicon |  |
| Forest | Wood | Resin | Truffles | Hardwood |  |  |
| Farmland | Wheat | Rice | Tomatoes | Cotton | Potatoes | Bananas |
| Tundra | Clay | Exotics | Coal | Minerals |  |  |

Resources are used for:

- Construction, Upgrades, Trade

**5. Money**

**5.1 Gaining Money**

Players gain Money by:

1. Selling resources to the bank

2. Collecting taxes

3. Trading with other players

4. Events

**5.2 Spending Money**

Money is spent on:

1. Purchasing resources from the bank

2. Trading

3. Paying worker wages

4. Infrastructure maintenance

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**6. Game Setup REWORK**

1. All players roll the dice.

2. The player who rolls the highest becomes **Player 1**.

3. Player 1 places one settlement into any tile.

4. Each player begins with **1 worker** in its settlement tile.

**7. Turn Structure**

A **turn** is everything a single player can do.

A **Round** is done when all players have finished their turn and player 1 starts again.

Players take turns clockwise. A **turn** consists of the following phases:

1. **Worker Placement**

* The **current** Player **may** place/move workers between any allowed tile.

2. **Resource Phase**

* Roll the dice.
* **All players** collect all eligible resources.

3. **Trade Phase**

* **All** players may freely negotiate trades.

4. **Build Phase**

* The **current** player may construct buildings, roads, or upgrades.

**8. Construction and Upgrades**

**8.1 Worker Upgrades**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Worker Level** | **Upgrade Cost** | | | | | |
| Level 1 | 3 Food | 1 Stone |  |  |  |  |
| Level 2 | 2 Different Food | 1 Iron | 1 Animal Product |  |  |  |
| Level 3 | 3 Different Food | 1 Iron | 1 Animal Product | 1 Building Material |  |  |
| Level 4 | 4 Different Food | 1 Iron | 2 Animal Products | 2 Different Building Materials | 1 Luxury Good |  |
| Level 5 | 5 Different Food | 4 Iron | 3 Coal | 3 Different Building Materials |  |  |
| Level 6 | 6 Different Food | 4 Iron | 5 Aluminum | 3 Oil | 1 Tech Good | 2 Luxury Goods |

**8.2 Settlements and Cities**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Structure** | **Cost** | | | |
| Settlement | 5 Food | 3 Wood | 2 Clay | 2 Animal Products |
| City | 10 Food | 5 Stone | 2 Iron | 3 Clay |
| Capital | 20 Food | 10 Stone | 5 Iron | 10 Clay |

**8.3 Roads and Ships**

|  |  |  |
| --- | --- | --- |
| **Infrastructure** | **Cost** | |
| Road | 3 Clay |  |
| Ship | 2 Wood | 1 Wool |

**9. Technology**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Tech** | **Era** | **Points** | **Cost** | | | | | |
| Wheel | Ancient | 1 | 05 Wood | 01 Stone | 01 Clay |  |  |  |
| Sailing | Classical | 1 | 03 Wood | 02 Wool | 01 Iron | 1 Resin |  |  |
| Compass | Medieval | 1 | 01 Iron | 01 Gold |  |  |  |  |
| Harpoons | Medieval | 1 | 01 Iron | 01 Exotics | 01 Egg |  |  |  |
| Printing Press | Medieval | 2 | 10 Stone | 01 Gold | 01 Shell |  |  |  |
| Electricity | Renaissance | 3 | 05 Iron | 01 Gold | 01 Coal |  |  |  |
| Chemistry | Renaissance | 3 | 01 Artifact | 01 Cotton | 01 Whale | 1 Coal |  |  |
| Physics | Renaissance | 4 | 02 Artifacts | 10 Clay | 05 Gold |  |  |  |
| Penicillin | Industrial | 3 | 10 Oil |  |  |  |  |  |
| Sensors | Industrial | 2 | 01 Rare Mineral | 01 Oil | 01 Aluminium |  |  |  |
| Medicine | Industrial | 3 | 05 Oil | 05 Aluminium | 05 Resin |  |  |  |
| Machinery | Industrial | 5 | 15 Aluminum | 10 Coal | 10 Iron |  |  |  |
| Internet | Modern | 5 | 15 Silicon | 05 Minerals |  |  |  |  |
| Rockets | Modern | 10 | 20 Aluminum | 20 Gas | 10 Silicon |  |  |  |
| Antimatter | Modern | 10 | 50 Bananas |  |  |  |  |  |
| Colony Ship | Modern | Win tech | 50 Any Food | 10 Iron | 20 Aluminium | 20 Gas | 10 Silicon | 5 Minerals |

**10. Advancing Eras**

Advancing an Era is done, if the **Sum** of tech points of **all** Players is equal to or higher than a certain Value:

|  |  |
| --- | --- |
| **Source** | **Points** |
| Building settlements | 1 |
| Upgrading settlements | 2 |
| Connecting new resources | 1 |
| Constructing world wonders | 2 |
| Researching technologies | See Table above |
| Purchasing points with gold | 100 gold to 1 point |

|  |  |
| --- | --- |
| **Era** | **Needed Techpoints** |
| Ancient | 0 |
| Classical | PlayerCount \* 3 |
| Medieval | PlayerCount \* 8 |
| Renaissance | PlayerCount \* 10 |
| Industrial | PlayerCount \* 15 |
| Modern | PlayerCount \* 20 |

Progressing to the era is done when a round is finished

**11. Workers**

**Worker Limits and Movement**

* 6 Workers per Player max
* 1 Worker of Level 1 at the beginning of the game
* Can move freely 1 Tile per Turn in any direction
* Can move +n Tiles for n = connected street
* Can only move through Coast if a ship connects the shore to the sea
* Maximum of 3 workers per tile (no matter if your own or combined with enemy)
* Working a tile will result in (WorkerLevel) Amount of **1** resource-type of the tile the worker is standing on

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**11.1 Enemy Roads**

When you want to use enemy roads, you and the street´s owner throw a dice

If the owner throws higher than you, you downgrade your worker by 1(if already at 1, remove the worker entirely)

If the street´s owner does not wish to throw dice you can pass

Adding a resource to your trade network is achieved when building a road to that tile

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**11.2 Combat Resolution**

* If you walk onto a tile with another player on it, you **may** throw dice to battle him
* For each attack, level your worker down by a level, no matter if you beat him or not
* **Attacking** another player will **not** result in level below 0 (death), ensuring death **only** when being attacked

**Combat Advantage Formula**

The battle result is dependant on the workers level.

The formula is defined as follows:

The attacker´s eyes count must be (EnemyWorkerLevel - YourWorkerLevel + 2) higher than the defenders count

**Example 1: Same level**

Enemy Level 1

Your Level 1

1 - 1 + 2 = 2

Enemy throws Dice = 3

You **must** have 5 or higher

**Example 2: Higher Attacker level**

Enemy Level 1

Your Level 3

1 - 3 + 2 = 0

Enemy throws Dice = 3

You **must** have 3 or higher

**Example 3: Higher Defender level**

Enemy Level 3

Your Level 1

3 - 1 + 2 = 4

Enemy throws Dice = 3

You **must** have 7 or higher

**Example 4: Vastly higher Attacker Level**

Enemy Level 1

Your Level 6

1 - 6 + 2 = -3

Enemy throws Dice = 3

You **must** have 0 or higher

**12 resource Definitions**

This Game defines the following Resources as:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Food** | **Luxury Goods** | **Building Materials** | **Burnables** | **Tech Materials** |
| Fish | Spices | Wood | Oil | Minerals |
| Meat | Artifacts | Hardwood | Gas | Silicon |
| Egg | Lobster | Stone | Whale |  |
| Sausage | Truffles | Iron | Wood |  |
| Truffles | Shells | Aluminum | Hardwood |  |
| Wheat | Whale | Clay | Coal |  |
| Rice | Gold |  | Resin |  |
| Tomatoes | Exotics |  |  |  |
| Potatoes | Cotton |  |  |  |
| Lobster |  |  |  |  |

**13 Settlements and cities**

You collect taxes every turn

* 3 Money from every settlement
* 6 Money from every city
* 10 Money from Capital

Both can only be built on an empty tile, that is connected to **your** Road.

**14 Streets and Sea routes**

They combine all cities (your own and the enemies) into a trade network.

They help the workers to move further/allow them to enter Coast/ocean tiles

**15 Maintenance**

* Every road cost 1 Money per Player turn
* Every worker level costs 1 Money per Player turn
* Every tile further from a town will add 1 Money to worker cost
* Example 1: Level 1 Worker At town --> 1 Money
* Example 2: Level 1 Worker 1 Tile away from Town --> 2 Money
* Example 3: Level 3 workers are 2 Tiles away from town --> 5 Money

**16 Trade:**

Trade is the most important part of this game, as all game mechanics are designed to encourage trade between the players, rather than with the bank or waiting for the right resource (as is the case in Catan)

Trade in general is open and free.

That means that there are no limits to how much you can trade, in which way, at which time, at which rate etc.

As long as all trading partners agree on the trade contract, it is fine with the rulebook.

That not only includes resources, but special event cards, cities and settlements, workers and everything else (except the tiles).

Go wild with your trade agreements and embrace capitalism.

There is but one **caveat** for a 100% success rate on a trade you have to be in the same trade network.

If you trade without a trade network there is a chance of a bandit attack.

A bandit attack goes as follows:

1. The trade partners agree on a contract.

2. The Partners throw dices

**Now there are several cases:**

**Case 1** all trade partners throw 1 or 2

* Everyone loses his goods to the bank

**Case 2** everyone who throws 1 or 2

* Those players throw all their cards into a pot
* The players with 3 eyes or more now can split the pot in any way they agree on
* If no agreement is reached every player receives their stolen goods back

**17 World wonders:**

Every era has 1 expensive world wonder that can only be build by one person.

This building gives that player a unique boost in the game

|  |  |  |  |
| --- | --- | --- | --- |
| **Era** | **World Wonder** | **Cost** | **Effect** |
| Ancient | Pyramid | 20 Stone | Allows Artifacts to be acquired from Ancient time onward |
| Classical | Colloseum | 10 Stone  10 Clay | Receive 1 pre medieval Food every turn |
| Medieval | Notre Dame | 10 Stone  1 Iron | Receive 10 gold once from the bank |
| Renaissance | Pisa Tower | 10 Stone  10 Iron  5 Artifacts | Remove worker distance cost |
| Industrial | Brandenburg Gate | 20 Stone  10 Aluminum  10 Iron | When fighting you can reduce the needed eye amount by 1 |
| Modern | Liberty Statue | 20 Stone  10 Minerals  10 Iron | Double any non-luxury yield |

**18 Global Events:**

Global events will always happen.

What event and for how long it will last is dependent on 2 factors.

1. Throw the event cube, this will determine what kind of event will happen
2. Throw a normal cube, this will determine for how many rounds this event will persist.

There are following events:

* Positive natural events --> Example: Monsoon --> Double food production
* Negative natural events --> Example: Drought --> Cut of food production
* Positive economy events --> Example: Low-Credit --> Bank-goods only cost half as much
* Negative economy events --> Example: Bandits --> Every player looses half its resources

The following events are **not** round based.

Rather the normal cube´s eye count determines the player offset.

For Example:

3 Eyes is 3 Players in clockwise direction from the first player

Positive social events --> Example: Wedding --> Every Player has to give you a gift

Negative social events --> Example: Coup --> You loose 1 worker to the other player

The first Event happens after the first round is finished.

Player 1 will always throw the dices to decide the event

If it is a social event the next event will happen at the beginning of the next round

**19 Local Events**

Local Events can be used by the player after moving the workers.

Local Events will happen instantly and once finished will go back to the bank

Local Events can be things like stealing from a player of your choosing, doubling a yield etc.

Local Event cards can be acquired in the following way:

**20 Game Materials**

This game includes:

**Cubes**

* 1 Normal D6 Cube
* 1 Colored D6 Cube
* 1 Event D6 Cube

**Tiles**

* 15 Desert Tiles
* 15 Coast Tiles
* 10 Ocean Tiles
* 15 Grassland Tiles
* 15 Mountains Tiles
* 15 Forest Tiles
* 15 Farmland Tiles
* 15 Tundra Tiles

**World Wonders**

* 1 Pyramid
* 1 Colloseum
* 1 Notre Dame
* 1 Sistine Chapel
* 1 Brandenburg Gate
* 1 Liberty Statue

**Cards**

* 40 Economy Events (20xgood, 20xbad)
* 40 Social Events (20xgood, 20xbad)
* 40 Natural Events (20xgood, 20xbad)
* 40 Local Events
* 60 Spices Cards (20x1, 20x5, 20x10)
* 60 Artifacts Cards (20x1, 20x5, 20x10)
* 60 Oil Cards (20x1, 20x5, 20x10)
* 60 Gas Cards (20x1, 20x5, 20x10)
* 60 Fish Cards (20x1, 20x5, 20x10)
* 60 Lobster Cards (20x1, 20x5, 20x10)
* 60 Shells Cards (20x1, 20x5, 20x10)
* 60 Whale Cards (20x1, 20x5, 20x10)
* 60 Oil Cards (20x1, 20x5, 20x10)
* 60 Cow Cards (20x1, 20x5, 20x10)
* 60 Wool Cards (20x1, 20x5, 20x10)
* 60 Egg Cards (20x1, 20x5, 20x10)
* 60 Sausage Cards (20x1, 20x5, 20x10)
* 60 Stone Cards (20x1, 20x5, 20x10)
* 60 Iron Cards (20x1, 20x5, 20x10)
* 60 Gold Cards (20x1, 20x5, 20x10)
* 60 Aluminum Cards (20x1, 20x5, 20x10)
* 60 Silicon Cards (20x1, 20x5, 20x10)
* 60 Wood Cards (20x1, 20x5, 20x10)
* 60 Resin Cards (20x1, 20x5, 20x10)
* 60 Truffles Cards (20x1, 20x5, 20x10)
* 60 Hardwood Cards (20x1, 20x5, 20x10)
* 60 Wheat Cards (20x1, 20x5, 20x10)
* 60 Rice Cards (20x1, 20x5, 20x10)
* 60 Tomatoes Cards (20x1, 20x5, 20x10)
* 60 Cotton Cards (20x1, 20x5, 20x10)
* 60 Potatoes Cards (20x1, 20x5, 20x10)
* 60 Bananas Cards (20x1, 20x5, 20x10)
* 60 Clay Cards (20x1, 20x5, 20x10)
* 60 Exotics Cards (20x1, 20x5, 20x10)
* 60 Coal Cards (20x1, 20x5, 20x10)
* 60 Minerals Cards (20x1, 20x5, 20x10)

**6 Players** (Every following time 6)

5 Settlements

5 Cities

1 Capital

15 Streets

10 Boats

6 Workers