



Total value: 6

Value: 256

Calamities

Except for Non Tradeable Calamities, which may never be traded, all other calamities may be included in a trade transaction but cannot be mentioned in a trade offer.

During the Trade-phase, calamities do not have any effect, other than acting as trade cards, though during the Calamity Resolution-phase, any calamities held by a player at that point will resolve eventually.

Trade

The objective is to try and complete sets of equal trade cards to increase their total set value as described above. For each commodity type there are exactly enough cards to complete 1 set of trading cards, which is equal to the number of boxes shown on the commodity. It may turn out that a set cannot be completed during a single turn.

Simultaneously, all players may make trade negotiations with any other player.

Trades cannot involve more than 2 players at a time and each trade must include **at least 3 trade cards** per player.

For each trade offer (per player) both players must truthfully inform each other on the identity of 2 commodities, as well as the total number of cards involved in their offer. Both players may choose to mention the names of the excess commodities involved in the deal this way, though this information does not need to be true. If more than 2 commodities are mentioned, the first 2 mentioned must be true. Players are not allowed to speak about calamities held or involved in a trade, though players may promise a calamity-free trade offer, which does not need to be true either. Treasury or Civilization Advances cannot be involved, though any other (non-binding) promises such as peace-treaties are allowed.

Once both players agree on a trade, the trade transaction is resolved and all trade cards involved are transferred simultaneously. Other players are not allowed to see which cards are traded. A trade transaction cannot be reverted except when a player receives a Non Tradeable Calamity, a different number of cards than specified, or not at least the first 2 commodities specified. In this case all cards involved are reverted and the players may make new negotiations. Players are not allowed to conduct trade deals in bad faith simply to gain information and revert a deal.

End of trade

Once all players have finished trading or if the time limit is reached the trade session ends.

Separate trade card blocks

If the separate trade card blocks East and West are used (12-18 players), players may trade with players from either side. In fact, in this case, most of the time it is the only way to complete a set.

8. CALAMITY SELECTION

Calamity limit per player

After this phase players are not allowed to hold more than 3 calamities, 2 of which may be Major Calamities (either Non Tradeable or Tradeable), 3 of which may be Minor Calamities and none of which may be duplicates.

In a game of 5-8 and 12-14 players, no Minor Calamities are used. In this case the rule should be read as 'no more than 2 calamities'.

In a game using a single block (up to 11 players), there are no duplicate calamities in the game.

All players must truthfully reveal the number (but not the identity) of the calamities they hold by placing the calamities face down in front of them, so that every player can see who holds what number of calamities. These cards are regarded as if they were still held by the player. If at this point nobody holds a calamity, this phase can be skipped.

Regardless of the number of calamities held by a player, if a single player holds any calamities of the same name, he must discard 1 of these at random. If the number of calamities held by a player still exceeds the limit described above, he must discard the excess cards at random until the limit is no longer exceeded.