

## SELECTING TRADE CARDS

*This is an important part of setting up the game.*

The game is provided with trade cards containing either blue E/W-symbols or orange E/W-symbols. The blue set and the orange set have different backsides. There is no situation where these two types are mixed. For each number of players involved an exact selection of trade cards is used. You can use the 'Division of Trade cards'-chart (page 46/47) to select the right sets of commodities and calamities.

In all cases the 'water' commodities are used.

Place a stack of water cards face up next to all other trade cards. The function will be explained later.

### 5-9 PLAYERS (Choose either West or East)

For a game of 5-9 players, only cards containing the **blue** symbols are used. If you play 'West' then only take the cards showing a 'W'. The same applies to cards showing an 'E' when playing 'East'. Take only the cards showing the right number of players (right of the E/W-symbol).

### 10 PLAYERS (West)

In a 10-player game, the only option is to play 'West'. All cards containing the **blue** W-symbols are used in this case.

### 11 PLAYERS (East)

In an 11-player game, the only option is to play 'East'. All cards containing the **blue** E-symbols are used in this case.

### 12-14 PLAYERS

For a game of 12-14 players, it is divided into 2 combined games. 'West' uses only cards containing the **orange** W-symbols. 'East' uses only cards containing the **orange** E-symbols. Take only the cards showing the right number of players (right of the E/W-symbol).

### 15-18 PLAYERS

For a game of 12-18 players, it is divided into 2 combined games. 'West' uses only cards containing the **orange** W-symbols. 'East' uses only cards containing the **orange** E-symbols. All orange cards are used for 15-18 players.

## PRESHUFFLING TRADE CARDS

From the start of the game, the trade cards are not just randomly piled in stacks, but are prepared in a defined order. To prepare this, follow the specific instructions depending on the number of players.

## SETTING UP THE GAME FOR 5-8 PLAYERS

Make sure the following cards are present:

*If playing West:*

9 ochre, 9 clay, 8 papyri, 8 iron, 8 fish, 9 fruit, 7 wool, 8 oil, 6 wine, 7 textiles, 5 tin, 6 copper, 5 resin, 6 incense, 4 marble, 5 gemstones, 4 ivory, 5 gold, 8 Major Calamities (Non Tradeable) and 8 Major Calamities (Tradeable).

*If playing East:*

9 flax, 9 hides, 8 stone, 8 furs, 8 timber, 9 salt, 7 cotton, 8 sugar, 6 lacquer, 7 livestock, 5 silver, 6 bronze, 5 jade, 6 spice, 4 dye, 5 tea, 4 silk, 5 pearls, 8 Major Calamities (Non Tradeable) and 8 Major Calamities (Tradeable).

### Preshuffling the trade cards

Sort all trade cards into 9 stacks (per number).

Each stack contains 2 different sets of commodities and, with the exception of the first stack, 2 different calamities.

For each of the 9 stacks take all of the following steps in turn (with the cards facing down):

1. Shuffle the combination of both sets of commodities (without the calamities).
2. From this stack, set an amount of cards aside equal to the number of players.
3. Shuffle the Tradeable Major Calamity through the stack of remaining commodities (stack 1 does not contain calamities).
4. Place the Non Tradeable Calamity at the bottom of the stack.
5. Place the cards previously set aside on top of the stack.

Place all 9 stacks in their stack holders and use the same number of holders for discard piles.

### *Additional rules for 5 and 6 players*

*For a 5-player game only, each player collects 1 credit token worth 10 of each color at the start of the game.*

*For a 6-player game only, each player collects 1 credit token worth 5 of each color at the start of the game.*

*These credits are not collected when playing 'The Short Game'.*