

SETTING UP THE GAME FOR 9-11 PLAYERS

Make sure the following cards are present:

When playing West (9 or 10 players):

9 ochre, 9 clay, 8 bone, 8 papyri, 8 iron, 8 wax, 8 fish, 9 fruit, 8 ceramics, 7 wool, 8 oil, 8 grain, 6 wine, 7 textiles, 6 glass, 5 tin, 6 copper, 6 lead, 5 resin, 6 incense, 6 herbs, 4 marble, 5 gemstones, 4 obsidian, 4 ivory, 5 gold, 4 amber, 8 Major Calamities (Non Tradeable), 8 Major Calamities (Tradeable), and 8 Minor Calamities.

When playing East (9 or 11 players):

9 flax, 9 hides, 8 bone, 8 stone, 8 furs, 8 wax, 8 timber, 9 salt, 8 ceramics, 7 cotton, 8 sugar, 8 grain, 6 lacquer, 7 livestock, 6 glass, 5 silver, 6 bronze, 6 lead, 5 jade, 6 spice, 6 herbs, 4 dye, 5 tea, 4 obsidian, 4 silk, 5 pearls, 4 amber, 8 Major Calamities (Non Tradeable), 8 Major Calamities (Tradeable), and 8 Minor Calamities.

Preshuffling the trade cards

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

Each stack contains 3 different sets of commodities and, with the exception of the first stack, 3 different calamities.

From these sets of commodities, for each stack a single set is referred to as 'The additional set of commodities'. These are **bone - wax - ceramics - grain - glass - lead - herbs - obsidian - amber**. This additional set must be separated from the rest.

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

1. Shuffle the combination of the 2 regular sets of commodities and only the Minor Calamity (stack 1 does not contain calamities).
2. Shuffle the combination of 'the additional set' and the Tradeable Major Calamity and place this underneath the previously shuffled set of cards.
3. Place the Non Tradeable Calamity underneath this stack.

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

SETTING UP THE GAME FOR 12-14 PLAYERS

A game of 12-14 players uses 2 separate 'blocks' of 9 stacks. Cards used for the 'West'-block must contain an **orange** W-symbol. Cards used for the 'East'-block must contain an **orange** E-symbol. Make sure the following cards are present:

	West	East
stack 1	9 ochre, 5 clay, 4 hides	9 flax, 4 clay, 5 hides
stack 2	8 papyri, 4 iron, 4 furs	8 stone, 4 iron, 4 furs
stack 3	8 fish, 5 fruit, 4 salt	8 timber, 4 fruit, 5 salt
stack 4	7 wool, 4 oil, 4 sugar	7 cotton, 4 oil, 4 sugar
stack 5	6 wine, 4 textiles, 3 livestock	6 lacquer, 3 textiles, 4 livestock
stack 6	5 tin, 3 copper, 3 bronze	5 silver, 3 copper, 3 bronze
stack 7	5 resin, 3 incense, 3 spice	5 jade, 3 incense, 3 spice
stack 8	4 marble, 3 gemstones, 2 tea	4 dye, 2 gemstones, 3 tea
stack 9	4 ivory, 3 gold, 2 pearls	4 silk, 2 gold, 3 pearls

From the calamities select only the Major Calamities of either block and add these to the selection of the appropriate blocks (8 Major Calamities (Non Tradeable) and 8 Major Calamities (Tradeable) per block). The Minor Calamities are **not** used.

Preshuffling the trade cards

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

For either block, each stack contains 1 complete set of commodities, 2 broken sets (for which the other part is in the other block) and, with the exception of the first stack, 2 calamities.

The full sets of the following commodities are referred to as 'The additional set of commodities':

West: **ochre - papyri - fish - wool - wine - tin - resin - marble - ivory**.

East: **flax - stone - timber - cotton - lacquer - silver - jade - dye - silk**.

For the purpose of setting up a 12-14 player game, these complete sets must be separated from the others.