Tetris Merchant

A game by Andrea Di Folca.

# How to win the game

The players buy and sell resource to collect enough to set up their children wealth. Who pass more wealth to his three children and hence score more points win the game.

# Concept

The life of a merchant in the ancient world was a real struggle for survivor, travel was dangerous and hard.

The only kind of wealth you owned was the one you were carrying around. This game let you experience the excitement of discover new rich lands and the satisfaction in overcome the obstacle in the travel.

# Content

* Locations cards (4 obs \* 4, 4 market \*2, 4 quarry \* 2)
* Market cards (at least 4\*3\*4)
* Carrier sheet (3 kind \* 3 \* 4)
* Blocks of various color shape and dimensions.
* 5 kinds of token
* 4 bags to randomize the token
* 1 board with barter track number and some memo.

# Description of contents

Barter track and Barter point (BP)

Tetris Merchant is a game about trading goods, in a time in which every population has his own money barter was largely used. The combination of local currency and the reputation of the merchant is converted in barter points.

The players keep track of their barter points placing the player token on the barter track. After traveling the merchant figurine is set at the start of the track at 0 barter points.

Barter points can be used freely during the round until the reset BP phase in which they would be reset to 0.

Resources

Resources are Tetris - shaped blocks. Each block is defined by a shape, the number of cubes that are contained in the shape and a color. The less blocks compose the resource the less space it fills.

Resources are the only kind of wealth everyone around the world would be consider worthy in long distance trading, and the only one that will persist during turns.

There are 6 colors and each color represent a different resource. The kind of resource define the shape and the price of a resource. Not all the resources are best useful in bartending.

In a place or location, a player can exchange resources to BP.

Player’s reserve

Is a space close to the player’s carriers in which a player can locate a resource they own but has not yet rearranged between their carriers. Resources placed in the player’s reserve are volatile and would be lost in the reset phase.

Speed token may be placed in the player’s reserve, despite that they are not volatile resources.

Market Development

Resource prices varies by the activity for each location, price of the resources vary depending by location and recent activities in that location. To calculate the price of buying and selling a resource, the player can check the market grid.

Damage

Damage are 4 squared dark tiles. They may be placed on the carrier just like a resource. When carrier suffers a damage must be placed on the carrier, a player may put resource to his reserve to place the damage. If it is not possible to place the damage the carrier is discarded, and all the carried resources are put in the player reserve.

Places

The player visits new places to sell the resources at major price, and gains barter points. Acquiring more carriers and more resources is the clue to have enough barter points to collect the inheritance your sons deserve.

There are 3 kinds of location distinguished by color:

* Obstacle – difficult to travel over, offer poor deal and less resource.
* Market – if you have the right resource to sell, you may find great deal.
* Producer – This place sells precious resources at a fine price. You may want to come here with useful resource like food meat or water.

Places card description:

* Title
* Obstacles: list of tokens to add when travel
* Speed cost: cost in speed token or gold to pay to travel
* Resource description
  + Type (there are 6 different resource)
  + Tier (Each resource has 3 tier, A tier is convenient to buy the resource B tier is convenient to sell)
* Max resource before next market development. Deprecated
* Exploration deck. Sono indeciso se lasciarlo

Carriers and Carrier’ properties Card

You cannot move around many resources all by yourself. You need a carrier!

A carrier is a couple of an action card, describing specifics properties, and a carrier shape, the container for the resources.

During travel resources may not be placed outside the carrier, and may not overlap each other, when placed in container.

The Carrier Properties card is the upside down of an action card. It shows:

* The Maintenance cost of the carrier.
* Resistance to damage coming from a specific kind of obstacle.
* A description or special effect.

The carrier properties also show the carrying point marker to the side of the carrier. The carrier point (CP) of the carrier is the first row free from resource.

Obstacle token

Travelling is difficult, every player has an obstacle bag. This bag collects all the enemies, the sickness and the hardness encountered during travel.

When the player travels to a place, for each obstacle icon on the place card the player draws an obstacle token from his obstacle bag. If the token drawn is one of the colors on the obstacle icon, each carrier owned by the player suffer one damage.

At the end of the travel phase the player retrieve from the box the obstacle tokens equal in number and color to the obstacle icon of the places he crossed in the travel phase. if the token icon is double colored, the player puts 2 obstacle tokens in the bag, one for each color.

Action cards

Player can place their sons token on the action card during Placement phase, until the token is placed on the card the sons token is busy and cannot be used for other purposes.

If the action card is a normal action card, only one son token may be placed on that card.

When the game is not in the Recover Sons phase the player can recover their sons token to play the action card.

Player can recover prematurely their sons token to play the card, doing so the player choose the list of possible action described on the card: some of the action may have a cost to resolve it.

1BP +1 human carrier.

If the player can pay their costs, multiple actions may be resolved this way.

If the cost includes the word OR resolve this action is exclusive and no other action can be resolved, if this one is chosen.

When the player has resolved the actions described on the cards discard it.

Base action cards

Base action cards are set up at the start of the game. Only one son token per player is allowed to be placed on the base action card, although unlike the normal action card, player can place their son token on the card even if another player has already placed one of his tokens in the card.

Base action cards are not discarded after the player resolves the action.

# How to play

The game develops in round divided by turn:

1. Action Phase
   1. Placement
   2. Market
2. Reorganize
3. Set Up a son / Get Speed
4. Travel (reverse order)
5. Maintenance
6. Reset barter point
7. Recover Sons
8. Determine player order

## Recover Sons

Players may retrieve their son tokens.

If a token on a card is tilted on the side you may choose to not retrieve him, there are some card effects that are applied only if you don’t retrieve your son tokens in this phase. You may not place it during action phase, but you will receive the bonus effect described on the card.

If a player chooses to retrieve their son tokens from an action card that action card is discarded.

Draw and reveal card action until there are 2\*#player cards on the board.

## Action Phase

During each round of action phase, following the turn order, player may choose one action:

* place a son token on an action card
* buy a resource from their location (max once for resource)
* sell a resource from their location (max once for resource)

if during his turn a player can’t or won’t play actions, they may take a speed token and put it in front of them.

When all player has at least one speed token in front of them action phase is over.

### Placement

During action phase player in turn order can place a son token on an action card to activate its effect. A player may choose to not apply the effect of the card, to activate its delayed effect during the next turn.

EG: player one place their son token on Donkey action card, they choose to retrieve a Donkey carrier, they retrieve the carrier.

### Market

In turn order a player may sell or buy **one kind of** resource of the type offered by the location card they meeple is.

On the location card is listed a resource his tier the type of block you are

Prices of resource are defined by looking at the price table and the price marker. Each resource has its own price table and marker. During the player turn a player may choose to sell

A price table is a 3\*3 table with class of the location for row and market situation for columns. The price marker is placed on the normal column at the start of the game. Whenever a player buys a product, they can exchange many products with the Bartender point in table.

The marker is placed between the column if the marker is placed on position m0-1 player can’t buy the resources, but they can sell the resource at the price on the column m1.

When the marker is in position m3-4 player can’t sell the resource.

|  |  |  |  |
| --- | --- | --- | --- |
| m0 | m1 | m2 | m3 |
| spice | best deal | Normal (<-sell buy->) | Worst deal |
| A tier (better buy) | 0 | 0 | 1 |
| B tier (average) | 1 | 1 | 2 |
| C tier (better sell) | 3 | 3 | 1 |

A player can buy/sell 1 resource per round and can not buy/sell the same resource 2 time per turn, to remember the resource exchanged they can place one resource token of the same type in front of them.

When a player buys a resource, they put them in their own reserve close to the carriers.

## Reorganize

All Players take the speed token in front of them and add them to their personal reserve.

All players may choose to reorganize their resource on their carrier, player may choose to discard some resource.

Damage can be rearranged on the carrier, they may not be discarded or moved between carriers.

At the end of this phase if the sum of the carry point of the player carrier is negative the player must discard carriers or resource until the total CP is positive or zero. The player then takes many speed tokens than the number after the 0.

## Travel

At the start of travel phase player discards all the resources not placed on a carrier.

Each player may plan a travel: the player chooses a list of places they are visiting to reach their destination. the player will travel in all places between actual location and destination included, visiting the closers to them before. They might be able to pay the cost of the travel.

For each traveled location:

Pay the travel cost

The travel cost is on the place card.

If for some reason the player can’t pay the travel cost, they discard all their speed tokens. The next turn they may not place son tokens. To take note of that put all the sons token of the player in the idle action box on the board.

Proceed to the next phase.

Obstacles

The player checks the obstacles on the place card. For each obstacle on the card, the player draws a token from the menace bag and compare it to the first obstacle, if the obstacle contains the same color of the token each player’s carrier may receive one damage.

A player may prevent to draw for one obstacle on the card if they pay the relative cost:

|  |  |
| --- | --- |
| Obstacle | Cost |
| City | 2 BP |
| Mountain | SP |
| Wild | Food |
| Sun | Water |

Populate the menace bag

If the drawn token deals damage, the token is put back on the game box. If the drawn token does not deal damage put back in the player menace bog the drawn token, put aside in the player reserve one or 2 token of the same color of the obstacle.

**Carrier Resistance**

Some carrier has resistance against an obstacle. In that case the carrier ignores the first damage from that obstacle during this round, you can place a damage resource on the resistance symbol to track that resistance is depleted for the round.

End of place travel

Check the total CP, if it is negative the player discard a carrier and/or puts the resources in their reserve, until the total of CP are positive or 0, Put all the obstacle token in the player reserve into the menace bag.

The player may proceed to travel the next card until they reach their planned destination.

## Maintenance

Each player may pay the maintenance cost of each carrier or inflict one damage to that carrier. Some carriers may have different way to deal with damage received during maintenance phase.

Sone carrier’s Maintenance cost may be paid using a resource.

## Reset Barter point

The barter point marker is put to 0.

All the resource placed in each player reserve are discarded.

Discard all the token used to remember player action (resource token used to remember which resource a player had bought or sold, damage tokens on resistance symbols etc.)

## Player Order

Each player secretly chooses some speed token to pay.

Then everybody reveals the tokens, the new turn order is sorted by the number of tokens revealed: the first player will be the player who paid more speed token, etcetera. In case of draft the order would respect the previous order.

Arrange the turn marker accordingly.