

# Merchant's Quest



45 - 60



1 - 6



AGE



# Components



# Preparation

Unfold the game mat and place it in the centre of the table. This mat is split up into 5 different areas:

- 1 Castle
- 2 Highlands
- 3 Mountains
- 4 Lowlands
- 5 Starting Region

Tip: If the mat is not flat, bend it in the opposite direction.

Place at the top of the mat:

Quest & Wagon decks (shuffled)  
 6 types of resources in 6 different piles  
 Movement, Resource and Gem dice  
 3 piles of coins for the 3 different types  
 Dwarven cards  
 Gems

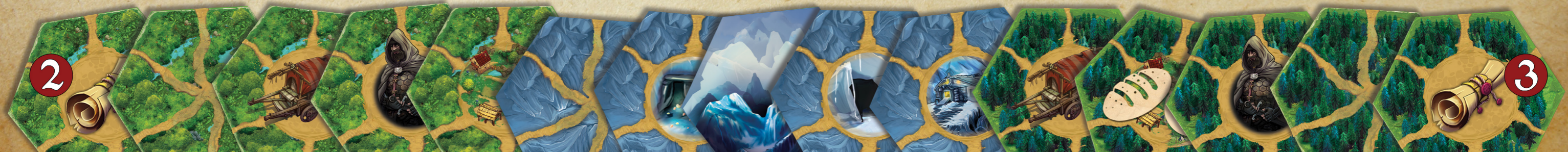
Deal out 3 quest cards, 5 bronze coins, 3 silver coins (worth 20 total), 1 coloured wagon, all 5 of their coloured village markers and 1 resource guide to each player.

Place the turn counter on top of the number of rounds you are planning on playing. (It is recommended that 1-2 players use 25 turns; 3-4 players use 20 turns, and 5-6 players use 15 turns. These are just the recommended amount, and it is up to you how many you use depending on whether you want a longer or shorter game.)

Shuffle all the lowland tiles together while faced down and lay them out faced down into the hexagonal holes that make up the bottom section of the mat.

Do the same for the mountain and highland tiles, placing them into the respective regions.

Amongst yourselves decide who shall go first and play continues clockwise after them. In reverse order, each player picks a starting position and places their wagon there. (This is where they will be starting the game). Once every player is in a starting area, you are ready to begin.







# Gameplay

On your turn, start by rolling the movement dice, the number it lands on corresponds to how many tiles you can move. You can move to any adjacent tile, but you can't move onto/through a tile that someone else is already on. If you move onto an unexplored tile, simply flip it over, so that it is faced up. You can also move over tiles that are already turned over.



Forests are the most common tile and provide the player with no interaction, allowing them to pass straight through.



Landing on a wagon tile allows you to pick up from the Wagon Deck. The action on the card must be completed before continuing with your turn. You can only pick up a wagon card when the tile is first discovered, after that it acts just like a forest tile.



Quest tiles are very similar to wagon tiles but allow you to pick up from the Quest Deck instead. Once again, this can only be done when the tile is first discovered.



Landing on a thief tile will cause you to lose one of your most valuable resource and immediately end your turn. This action can be countered if the player has a shield, (shields can be found in wagons and at the dwarven village). A player cannot move onto a thief that has already been discovered unless they have a shield.



Villages provide the player with an opportunity to buy or sell resources. Villages in the lowland allow you to buy resources, whereas villages in the highlands allow you to sell those resources. This is explained in more detail on page 6. If you chose to trade with a village then your turn is now over, and you can't continue moving.

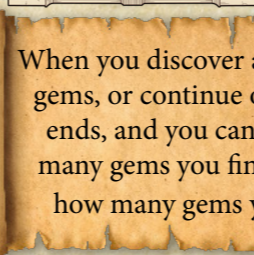


Wagon cards can only be drawn when you first discover the tile and must be read before continuing with your turn. These cards either give you an item or an action to complete, you must claim the item or do the action as soon as you receive this card unless specified not to. (For example, it might say switch places with a player of your choice, you would have to do this before continuing to move in your go. Another card might tell you to take a shield, which you can keep on you until you come across a thief.) Once you have used the Wagon card, put it back in the bottom of the deck.

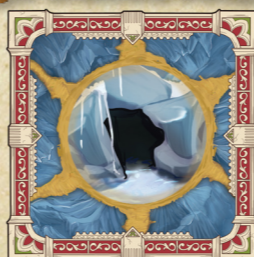
The Lowlands and Highlands have the same 5 types of tiles that have the same function as their Highland/Lowland counterpart, (except villages, which act differently in these 2 regions).



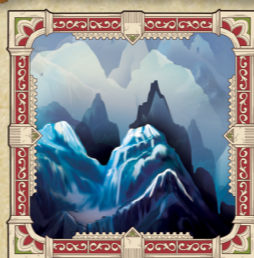
Mountain Passes act like forests and allow the player to pass through them without any interaction.



When you discover a mineshaft, you can choose to mine it out and collect some gems, or continue on your journey. If you chose to mine it out, then your turn ends, and you cannot move elsewhere. Roll the gem dice to determine how many gems you find, the number of gems on the face up side corresponds to how many gems you receive. Each mineshaft can only be mined out once.



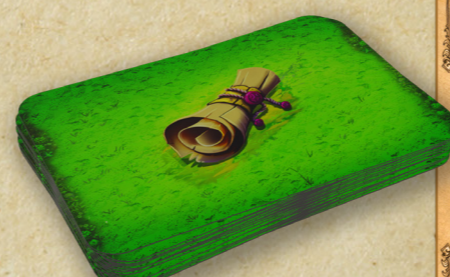
Caves provide the player with a unique way of traversing the mountains. After you land on this tile, you have the option of traveling through it to another cave if one has been revealed. The action of going through one cave to another counts as 1 move.



If you chose to interact with the dwarven village your turn ends, so you can't keep moving. Once you've landed on the dwarven village, you have 2 options; the first is to sell your gems for five bronze each, the second is to choose 1 of the 4 dwarven items which you can take on your journey. You can do both these things on the same turn.



Mountain Peaks form massive blockades that a player cannot move onto. When first landing a mountain peak move back onto the previous tile. The initial movement of discovering the tile counts as 1 move but returning doesn't. For example, if you roll a 3 and with your first move you discover a mountain peak, go back to the space you were just on and you can still move 2 more times.



Quest cards are only drawn when you first discover the tile. They contain one action and one reward. If you complete a quest on your turn you only receive the reward at the end of your turn. (For example, if your quest says carry 3 different resources and in your turn you stop at a village to buy a resource bringing your total to 3, you can only claim your coins at the end of your turn and can't spend them on more resources during that same turn). If you have duplicate quests, then you can only complete 1 of them at a time. (For example, if you have 2 quests that say discover a mineshaft and you find a mineshaft, then you can only turn in 1 of the quests and must find a second one to claim the other quest).





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### Lowland Villages

When in the lowlands, each village only sells you one type of resource which you can carry up to 5 of. The resource that you can buy is different every time you visit a village and is determined by rolling the resource dice. You can buy each resource at its base cost (refer to your resource guide). Each of the villages in the lowland can only be interacted with once by each player inbetween selling, and if you roll the resource dice and it lands on a resource you're already carrying the maximum amount of, you cannot roll the resource dice again and must instead travel to a different village. Once you have sold at least one resource in the highlands, you can revisit those villages again but must roll the dice to determine what new resource they have for sale.



### Highland Villages

Each village in the highlands has 2 resources that they prefer and are willing to pay more for, indicated by the 2 symbols on the tile itself. If you sell these specific resources at that village, then they sell for the wanted price (refer to the resource guide). You can still sell any resource at any of these villages, but if it isn't desired then it sells for its base sale value (refer to the resource guide).



### Village Markers

Each player starts the game with 5 village markers. When they purchase some resources at a lowland village, they place this marker on top of it to help keep track of which villages they have visited. Once a player has sold at least one resource in a highland village they can remove all the village markers they have placed in the lowlands, as they can now trade with these villages again. (Even though each player only receives 5 of these markers, they are still allowed to visit more than 5 villages and should just remember which other ones they have been to, but this is a rare occurrence.)



### Castle

Once you have entered the castle you can sell all your resources for their castle sale price (refer to the resource guide). You can enter the castle on any turn but once you have entered you cannot leave, so it is best to leave it as late as possible if you want to sell here.



### Resource Guide

The price column refers to how much it costs to buy each resource. The unwanted column refers to how much you can sell a resource for at a village that doesn't desire it. The wanted column refers to the price you can sell a resource for at a village that does want it. The castle column refers to how much you can sell a resource for at the castle.

Resource Guide				
	Price	Unwanted	Wanted	Castle
	2	2	3	4
	2	2	3	4
	2	2	3	4
	3	2	3	4
	4	3	4	6
	5	3	6	6
	4	8	10	

Gems can only be sold at the dwarven village for 5 bronze coins.

## Game End

The game finishes at the end of the 20th day (or the end of the last day if you're playing more or less than 20 days). All the players must count their coins to see how much they've earned. If you still have any resources on you at the end of the game, they are worthless and don't contribute to your final balance. This would be because you didn't reach the castle or a village to sell them at.

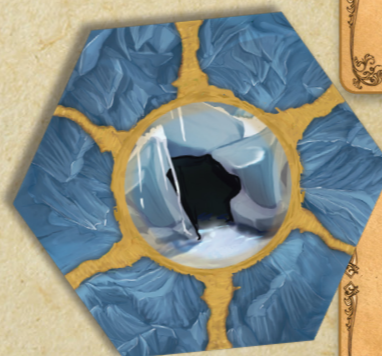
The player with the most amount of money is the winner!

## Extra

If you are already carrying the maximum amount of a resource and get told to pick up another from a wagon card then place that resource on top of that wagon tile instead of picking it up. Another player can pick up that resource instead if they go over that tile, assuming they themselves have space for it.

In the extremely unlikely event that mountain peaks completely block off the highlands, flip back over the middle peaks and use them as you would mountain passes.

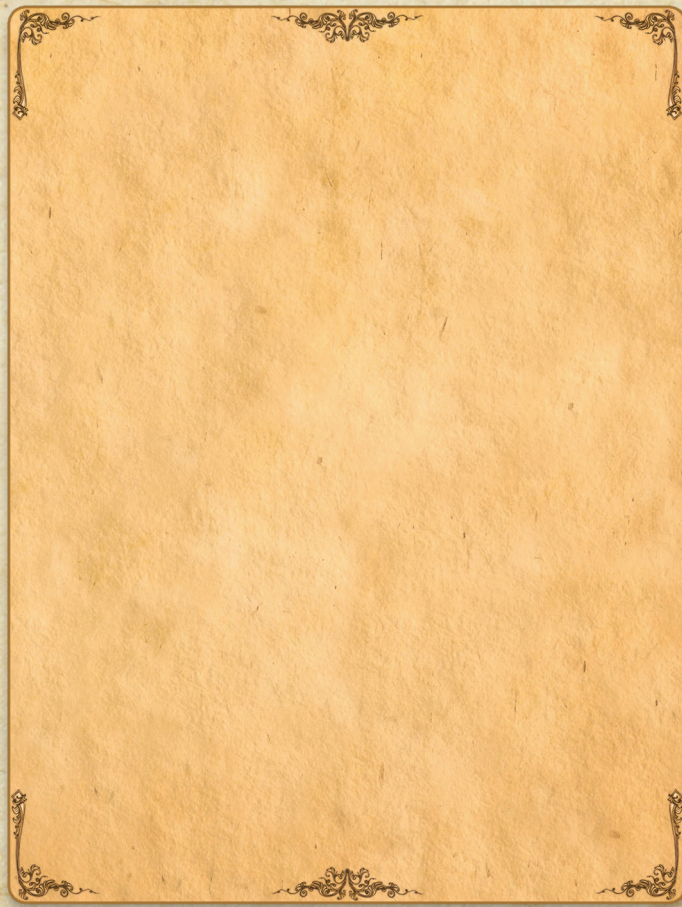
If you are looking for a longer/shorter game, then you can change the number of rounds you play. For first time players, play with the recommended number of rounds.



The box contains a few spare tiles from each region in case you lose some. Here is a list of all the tiles you should have so you know which ones to replace. Lowlands - 45 Paths, 10 Villages, 10 Quests, 8 Wagons, 5 Thieves. Mountains - 23 Passes, 20 Peaks, 5 Mines, 3 Caves, 1 Dwarven Village. Highlands - 45 Paths, 12 Villages, 8 Quests, 8 Wagons, 5 Thieves.



# Merchant's Quest



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