

Battle Merchants

It is a time of conflict. The Elves, Dwarves, Orcs, and Hobgoblins all hate each other with a passion, and are ready to declare war. All they need are Weapons.

This is great for you: you make Weapons. And you don't really care who wins, as long as you make more money than anyone else...

In *Battle Merchants*, the players Forge and sell four types of Weapons to the four warring races of a fantasy realm (three races in a three-player game). There are no restrictions against selling Weapons to both sides of the same battle. In fact, it can be a good move...

During the game, you will acquire Craft, which allows you to Forge different types of Weapons. Gain enough Craft in a particular Weapon type, and you can construct powerful Vorpal Weapons.

Improve your Craft even further, and you will be able to Forge and sell Weapons faster.

The action takes place over four Seasons. At the end of each Season, war breaks out creating even more demand across the realm. When Winter ends, the races fight their last, bitter war—and the *Battle Merchant* with the most gold wins!

Components



1 double-sided game board (one side for 2 or 4 players, the other side for 3 players)



4 double-sided player mats (one side for 2 or 4 players, the other side for 3 players)



80 "gold" coins



24 circular Demand Tokens (with a fire on the front and a lock on the back)



80 Standard Weapon tiles (20 each of Axe, Sword, Mace, and Hammer)



40 Vorpal Weapon tiles (10 each of Axe, Sword, Mace, and Hammer)

68 hexagonal Reward Tiles, including:



16 Dwarf tiles



16 Elf tiles



16 Hobgoblin tiles



16 Orc tiles



1 Desert tile



1 Forest tile



1 Mountain tile



1 Grasslands tile



56 Craft Cards (36 for Spring/Summer, 20 for Autumn/Winter)



4 grey Craft Bonus cards



28 Kingdom Cards



64 ownership cubes (16 each of red, purple, yellow, and blue)



Setup

This is the setup for 3- or 4-player games. See “2-Player Games” to see how to set up a 2-player game.

- Place the board in the middle of the table (*where else?*). Be sure to use the 3-player side if you are playing a 3-player game and the 4-player side for a 4-player game.
- Place one circular Demand Token on each Battlefield on the game board. The Demand Tokens placed *closest* to the center of the board are placed face-up (showing a fire). All other Demand Tokens are placed face down (showing a lock).
- Place the four Reward Tiles that show a Region on the matching Region spaces (at the corners of the board).
- Place the 16 Reward Tiles that show each race on the matching race’s image. Place one Reward Tile from each race on each colored space next to the image.
- Sort the Weapon tiles by type and place them near the board (you should have eight piles).
- Look through all the Kingdom Cards and remove any that don’t match the number of players in the game, as indicated by the symbols in the lower right corner of each card (so, in a 3-player game, remove all cards that don’t say “3 players” in the corner).
- Split the rest of the Kingdom Cards into four piles: “A”, “B”, “C”, and “D.” Shuffle each pile separately (face down). Then, build the Kingdom deck by placing the single “D” card face down, then place the “C” cards on top of it, followed by the “B” cards, and finally the “A” cards on top (after this point, the letters on the Kingdom Cards don’t mean anything—they’re only used to make sure the deck is stacked in a certain way).
- Turn over the top three Kingdom Cards and place them near the board.



The war is ready to begin in this four-player game!

- Sort the Craft Cards into two piles by color (pink/green for Spring/Summer and white/yellow for Autumn/Winter). Shuffle each pile separately. Set the Autumn/Winter deck to the side for now. Place the Spring/Summer deck near the board.
- Turn over the top five Craft Cards from the Spring/Summer Craft deck and place them near the board.
- Give each player a player mat and the cubes of the same color. Also give each player 10 gold coins. Be sure to use the side of your mat that matches the number of players in the game (see the top right corner of the mat).
- Place the four Craft Bonus cards near the board.

The player who most recently sold a Weapon to an Orc takes the first turn. In the unusual event that none of the players have, determine the start player randomly.

Playing the Game

A game of *Battle Merchants* is played over four “Seasons” in order: Spring, Summer, Autumn, and Winter. During each season, players take turns, going clockwise around the table. On your turn, you get to take one action of your choice.

Players continue to take turns until the races go to war (see “Season Ends: Time For War!”). The various races will fight battles against each other, which will remove some of the Weapons from the game board (creating even more demand!). You can earn gold if your Weapons are used by the winning side.

Once the battles are over, the next Season can begin. The game ends when the Winter Season is complete (see “Year’s End”).

Player Turns

Turn over enough Craft Cards and Kingdom Cards so that there are five face-up Craft Cards and three face-up Kingdom Cards. If a deck runs out, **do not re-shuffle**. You will have a smaller pool of cards to choose from.

Then, you **must** choose **one** of these four actions:

- Learn One Craft;
- Forge Up to Three Weapons;
- Sell One Weapon; *or*
- Take One Kingdom Card

If you have learned enough Craft, a fifth action choice becomes available to you:

- Forge and Sell One Weapon

Once your action is complete, your turn ends and the player to your left begins his turn.

The Actions

Learn Craft

Craft is your ability to Forge Weapons. At the beginning of the game, you can Forge only two very basic Weapons. To create different or more powerful Weapons, you must learn Craft.

When you choose the Learn Craft action, take one of the five face-up Craft Cards and place it next to your player mat.

There are four types of Weapons: Axes, Hammers, Swords, and Maces. No Weapon is fundamentally better than another, but the different races will have demand for different Weapons in different Regions. Each type of Weapon can be Forged two ways: Standard and Vorpal quality.



In order to Forge a Weapon, you must have at least one “Level” of Craft for that Weapon type. You begin the game with Level 1 Craft in each of two Weapon types, as shown on your player mat. The higher Level of Craft you have achieved, the more powerful your Weapons will be in battle. For example, if you have Level 3 Sword Craft, your Standard Swords will defeat any Level 1 or Level 2 Standard Weapon.

Craft Cards

Each Craft Card shows one type of Weapon. At the bottom of the card is a Cost, which you must pay in order to take that card. Some Craft Cards are “Free”, and you may take one without paying any gold. If the card’s cost is “x1” or “x2”, you must pay gold equal to one times or two times the *total number of Levels* you have in that Weapon’s Craft *before* you take the card, including any Levels you started the game with on your player mat (if you have zero Levels, the card is free).

This player already has 2 Levels in Axe when she takes this Axe Craft Card. The cost is “x2”. She must pay 4 gold, because she had 2 Levels in Axe before taking the new card. Now she has 4 Levels in Axe Craft.



Each Craft Card shows one or two Craft Level icons in the upper left corner of the card. When you take a Craft Card, you gain the number of Levels shown in that Weapon's Craft.



Some Craft Cards show a gold coin icon in the lower left corner. When you Forge a Weapon of that type, you receive a "discount" equal to the number of coins listed on your matching Craft Cards.



Once you gain a Craft Card, you keep it for the rest of the game. You do not have to discard them when you Forge a Weapon.



On a later turn, the same player takes another Axe Craft Card. This card costs "1x", so she must again pay 4 gold (because she now has 4 Levels). This card gives her 1 more Level in Axe (bringing her total to 5—which means that she can now Forge Vorpals Axes). Also, any Axe she Forges costs 2 gold less because of the discount icon (☺).

Mastering a Craft

If you gain the fifth Level of Craft for a Weapon, you gain the ability to Forge Vorpals Weapons.



If you are the *first player* to reach the sixth Level of Craft for a Weapon, you get to take the Craft Bonus card for that Weapon type. This bonus allows you to choose the Forge and Sell One Weapon action *once per Season*.



Forge Weapons

You cannot sell Weapons you don't have (not even Orcs are that stupid!). Before you can realize your profits, you will have to use your Craft to Forge some.

When you choose the Forge Weapons action, you may make up to three Weapons. You must spend gold for each Weapon you want to Forge. The amount of gold you spend depends on the quality of the Weapon:

- Standard quality Weapons cost 5 gold
- Vorpals quality Weapons cost 15 gold

WEAPON PRICES	Base Forge	Base Sell	End Sell
Standard	5	6	2
Vorpals	15	18	12

Your player mat has a chart showing the forging costs you must pay to make a Weapon, and the amount of gold you earn when you sell it. The "End Sell" column shows how much gold you receive for any Weapons you still hold at the end of the game.

You receive a discount on the Forging cost for each gold coin showing on your matching Craft Cards. So, if you have two coins on your Sword Craft Cards, you would only play three gold to Forge a new Standard Sword. The cost to Forge a Weapon can never go below 0.

In order to Forge a Standard quality Weapon, you must have *at least one* Level in the matching Craft (determined by the Level icons on your Craft Cards and player mat). So, if you have two Levels of Sword, you may Forge a Standard Sword.

In order to Forge a Vorpals-quality Weapon, you must have *at least five* Levels in the matching Craft. Vorpals Weapons cost more to make, but they generate more gold when sold and are more likely to win battles. If you have reached this level of mastery in a Weapon, you may Forge both Standard and Vorpals versions.

When you Forge a Weapon, take a Weapon tile of that type from the supply and place it in front of you. Then, put one of your ownership cubes on the Weapon tile to show you Forged it.

During your turn, you may Forge any assortment of Weapons, up to the limit of three Weapons per turn and the Crafts you have learned.

Remember: *You only pay gold when you Forge Weapons, not Craft. Keep your Craft Cards until the end of the game: they simply show what Weapons you are able to Forge.*



This player is about to Forge some Weapons. He doesn't have enough Craft to Forge any Vorpal Weapons, so it's just Standard quality this time. He decides to Forge 1 Hammer and 2 Axes. He pays 5 gold for the Hammer (since his Craft Cards show no coins), but only 4 for each Axe (1 gold discount) for a total of 13 gold. He takes the 3 Weapon tiles and places them by his player mat, marking each with one of his ownership cubes.

Sell Weapon

As a Battle Merchant, your goal is to make as much gold as you can. Fortunately, none of the races seem to notice that you're selling Weapons to their enemies at the same time...

When you choose the Sell Weapon action, you may sell one Weapon to one of the races at war.

When you sell a Weapon, you must place the Weapon token (with your ownership cube) on the game board. But, you can't place your Weapon just anywhere: each Battlefield has its own specific demands.

Regions and Battlefields

The game board shows four Regions: the Grasslands, Mountains, Forest, and Desert (in a three-player game, there are only three Regions). Each Region lies between two races who are fighting

there. Each Region is divided into six Battlefields, showing one Weapon for each of those races. These Weapon Spaces show you which weapons are "in demand" for that Region.

You may only place your Weapon on a Weapon Space if it matches the Weapon shown. Also, you may only place a Weapon on a Battlefield if there is **no Demand Token there**, or if the **Demand Token is face-up** (showing the fire side).

You may *not* place a Weapon on a Battlefield if there is a face down Demand Token there (showing the lock side).

It is springtime in the Grasslands, and no Weapons have been sold here yet. 5 of the Battlefields are "locked", so only the first two spaces are available. Right now, only an Axe or a Sword can be sold here (by placing them on the matching squares). If these two Weapon Spaces are filled, the face up Demand Token will be removed and the next token in line will be flipped over. At that point, players can sell 1 Mace and 1 Hammer in the Grasslands.

The Races

There are four races battling on the game board (only three in a three-player game). When you place a Weapon tile on a Demand space, you are selling that Weapon to the race whose picture is closest to the Weapon tile.



This part of the board belongs to the Orcs. If you sell a Weapon to any of these spaces, you are selling to the Orcs.

Selling Weapons

You must follow these steps when you sell a Weapon:

1. Place your Weapon tile on the Weapon Space: You must meet all of the requirements listed under *Regions and Battlefields*.

2. Receive gold: The amount of gold you earn from the sale is equal to the base Sell Value listed for a Weapon of that quality (as shown on your player mat). If you have any Reward Tiles on your player mat that match the race *and/or* Region you are selling to, you receive one additional gold for each matching Reward Tile. Each player starts the game with one Reward Tile for one race printed on their Player Mats.



This player just sold a Standard Axe to the Dwarves. Normally, a Standard Weapon sells for 6 gold. But, she has 2 Dwarf Reward Tiles, so she earns an additional 2 gold (for a total of 8 gold).

3. Take a Reward Tile, if possible: Check the Reward Space for the race you sold to that matches your player color. If there is a Reward Tile there, take it and place it on your player mat. Any time you sell Weapons to that race for the rest of the game, you will earn one gold more.

After selling her Axe to the Dwarves, she checks their Reward Space that matches her color (purple). Since there is a Reward Tile, she takes it and adds it to her player mat. Now she will make 1 more gold each time she sells a Weapon to the Dwarves for the rest of the game. But, she can't take another Reward Tile from the Dwarves until next Season.

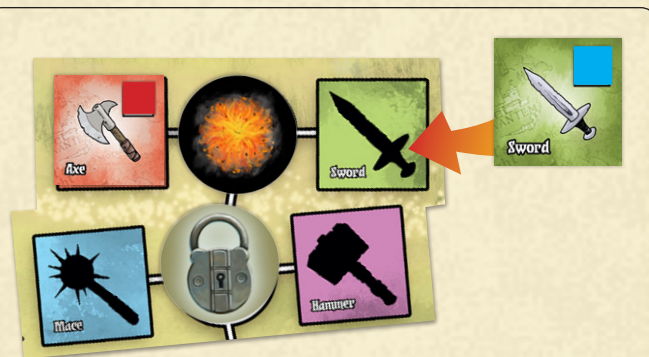


You can only get one Reward Tile for each race per Season.

Remember that you take your Reward Tile *after* you get the gold for the sale: the Reward Tile *does not* apply to the sale that earned you that tile.

4. Check the Demand Token: If, after the sale, there are now Weapon tiles on *both sides* of a face-up Demand Token in that Battlefield, take the Demand Token and put it in an *empty* round space of the current Season area (in the middle of the game board).

Then, flip over the Demand Token in the next Battlefield of that Region (so the fire is showing), unlocking the next two Weapon Spaces.



This player is selling the only Weapon in demand at the Grasslands: his Sword. The Mace and Hammer spaces are "locked" by the face-down Demand Token.



After selling the Sword, he moves the face up Demand Token to an empty space in the current Season Area, and flips over the next Demand Token in the Grasslands. Now the Mace and Sword spaces are available.

If your sale fills the third space for the current Season, the Season is about to end. Every *other* player gets to take one final turn for the Season (so, the Season ends after the player to your right finishes her turn). If any other Demand Tokens must go to the Season Area, you can simply return them to the box: they have no effect on the game.

Note: Starting from Summer onwards, there may be empty Weapon Spaces from earlier battles (in fact, there almost certainly will be). You may sell to these Battlefields instead of selling to a Weapon Space next to a face-up Demand Token, if you wish. You are not required to fill the Battlefields in order. However, if there is a Demand Token with Weapons placed on both sides of it, that token goes to the Season Area even if there are other empty Weapon Spaces in that Region.

After last Season, the Sword space at the top of the Grasslands was left open. A player may sell either a Hammer or a Sword here, since they are both open. If a player sells a Hammer here, she must move the Demand Token to the Season Area, unlocking the Hammer and Sword spaces below it.

Take Kingdom Card

With all of this warfare going on, there are plenty of opportunities for a clever Battle Merchant. These opportunities are represented in the game by Kingdom Cards.

When you choose the Take Kingdom Card action, you take one of the three face-up Kingdom Cards. Each Kingdom Card has a special power that will benefit you somehow. Some Kingdom Cards have a single immediate benefit, others last for the rest of the game, and a few give you a bonus at the very end of the game. Follow the text on the Kingdom Card.

Many Kingdom Cards show an amount of gold at the bottom of the card. You will *collect* gold from most of these cards when you take them. A few Kingdom Cards show a negative amount of gold. You will *pay* gold when you take these cards.

There is a limit to the number of Kingdom Cards you can have in front of you. In the Spring, you can only have two cards. In the Summer and Autumn you can have three cards, and in the Winter you can have four. Once you reach this limit, you *cannot* put any more Kingdom Cards in front of you (though you may still choose the Take One Kingdom Card action and select an “Immediate” card since they don’t go in front of you). You *cannot* discard a Kingdom Card to make space for another card.

Kingdom Card Durations

The bottom of each card tells you how long the card stays in effect:

Permanent - This card will stay in front of you for the rest of the game. If you are at the Kingdom Card limit, you may not take any Permanent cards.



If you take this Kingdom Card, you also get 2 gold.

Immediate - This card takes effect immediately when you take it, then it is discarded from the game. You may take an Immediate card even if you are at the Kingdom Card limit, since they are never placed in front of you.

End - This card will stay in front of you for the rest of the game. It will give you extra gold at the end of the game. If you are at the Kingdom Card limit, you may not take any End cards.

Final - This card never goes in front of a player, and never goes to the discard pile. Once it appears, it remains permanently in the pool of available Kingdom Cards, and any player may use it as his action. You may select this card even if you are at the Kingdom Card limit, as you never put it in front of you.

Forge and Sell One Weapon (Craft Bonus Action)

A master weapon-forging can produce high quality Weapons very quickly. The results are in such demand that customers practically stand in line to get them. If you reach this level of Craft, you can Forge and sell a Weapon as a single action.

You may only choose this action if you have a Craft Bonus card available (face up in front of you).

When you take the Forge and Sell One Weapon action, you must turn your Craft Bonus card face down. Then, you may Forge a single Weapon of the type matching your card (*not* three Weapons like the normal Forge Weapons action), **and** sell that Weapon as part of the same action.

You may Craft Standard or Vorpal quality Weapons with this action, paying the normal costs. You must follow all of the normal rules for selling a Weapon. You *may not* use this action if you cannot immediately sell the Weapon you create.

You may only perform this action *once per Season* for each Craft Bonus card you have.

Season's End: Time For War!

The end of the Season occurs when the third Demand Token is moved to the Season Area. At this point, each of the *other* players gets to take one final turn before the end of the Season. So, if you place the third Demand Token, the Season will end when the player to your right finishes her turn.

If one of the other players makes a sale that would cause another Demand Token to move to the Season Area, that token is instead discarded from the game — it has no further effect.



Three Demand Tokens in the Season Area means that the end of the Season has been triggered.

Battles

Battles occur at the end of every Season. A battle occurs in every Battleground that has a pair of Weapons facing each other on the board.

To resolve a battle, simply check the Weapons involved:

- If a Vorpal Weapon faces a Standard Weapon, the Vorpal Weapon wins.
- If both Weapons are the same quality (both Standard or both Vorpal), then look at the current Craft Level for the players who sold the Weapons. The Weapon with a higher Craft Level wins.
- If both players' Craft Levels are the same, the battle is a tie.



The Red Player's Mace will defeat the Purple Player's Axe, because a Vorpal Weapon always defeats a Standard Weapon.

Repairs

The winning side of a battle will need to repair their equipment, earning even more money for the Battle Merchants. Your ownership cube on the game board represents your contract to keep the Weapons sharp and battle-ready.

Once all battles have been resolved, each player receives two gold for each Weapon token they own on the game board, regardless of type, quality, or level. You receive this gold for your Weapon whether or not it participated in a battle that Season.

End of Season Cleanup

If it is the end of Winter, skip this step and proceed to the Year's End scoring.

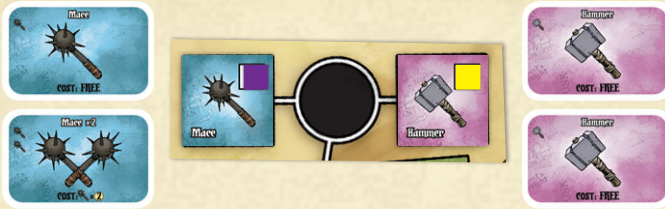
At the end of Spring, Summer, and Autumn, you will need to do a little "cleanup" to prepare the game for the next Season:

1. Discard all face up Kingdom Cards into a Kingdom Card discard pile. This discard pile is public: any player may examine the cards in the discard pile at any time. Then, turn over three new Kingdom Cards.
2. If it is the end of Spring, turn over five new Craft Cards from the Spring/Summer Craft deck and put them by the board.

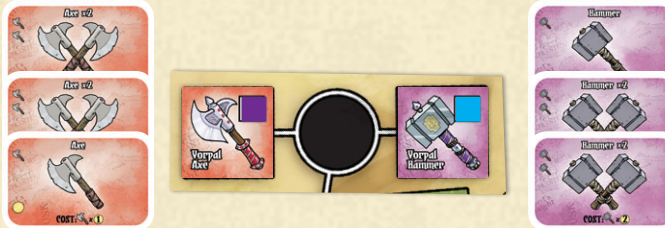
If it is the end of Summer or Autumn, turn over five new Craft Cards, but this time from the Autumn/Winter deck.

The rest of the Spring/Summer Craft deck should *not* go to the discard pile. Return it to the game box; all those cards are out of the game.

3. If you have any face-down Craft Bonus cards, flip them face-up now.
4. If there are any open Reward spaces for any of the races, fill them with one Reward Tile (each) from the matching race.



The Yellow Player's Hammer will lose to the Purple Player's Mace, because Purple has 3 Levels of Mace Craft to the Yellow player's 2 Levels of Hammer Craft.



This battle ends in a tie. Both Weapons are Vorpil, and both players have five Levels of Craft for their Weapons.

If your Weapon wins a battle, take the defeated Weapon tile and place it face down in front of you in a "Defeated Weapons" pile. The defeated Weapon's owner takes back the ownership cube (to use again later). If you own both Weapons in the battle, place the defeated Weapon in your own Defeated Weapons pile!



Removing the defeated Weapon will leave an open space on the board. Starting with the next Season, any player may sell a Weapon to this space!

If the battle was a tie, the two armies destroy each other—but not before the two Battle Merchants get to salvage some of their equipment! Both players involved in the battle receive one gold and their ownership cubes. The Weapon tiles are discarded to the supply (*not* to your Defeated Weapons pile!). If you own both Weapons in a tied battle, you get two gold (one for each Weapon).

Resolve each battle on the game board, until there are no Weapon tiles facing each other.



After Spring, Summer, and Autumn, make sure all races have all their Reward Tile spaces filled.

Now you are ready to begin the next Season! The player who triggered the end of the last Season (by moving the third Demand Token to the Season Area) takes the first turn in the new Season. This should be the player to the left of the player who last took a turn.

Year's End (Winning the Game)

Winter is over. The battles won or lost, the war complete. This is the last opportunity for a Battle Merchant to make a little profit.

Once all of the Winter battles have been fought (and repair monies paid), there is a little end game scoring:

First, any player who has unsold Weapons sells them for the “End Value” listed on the player mat, *with no Rewards or bonuses.*

Second, each player counts up the total value of all Weapons in their Defeated Weapons pile. Vorpals Weapons count as two, while Standard Weapons count as one (you can see this on the back of each Weapon tile). The player with the highest total receives 15 gold. The player with the second-highest total gets seven gold.

Third, if anyone has Kingdom Cards that give them endgame money, they collect that gold now.

Now it's time to count your gold! The player with the most gold is the winner (and will be the dominant force in medieval weaponry all over the world—at least until the next war. Which will probably happen in a few weeks, knowing these races...).

If there is a tie, give each tied player two gold for each Standard Weapon and three gold for each Vorpals Weapon they own

on the game board and compare totals again. If that does not resolve the tie, the tie stands and the tied players go into business with each other until the Gnomes appear, undercut everybody's prices, and puts them out of business (those dastardly Gnomes!).

Extra Notes

Everything you have, including the amount of gold you have on hand, is public information and cannot be hidden.

The physical quantity of Weapon tiles and ownership cubes in the game is *not* meant to be a limit. You should have enough of everything, but in the rare event that you run out of any of these, keep track on a piece of paper or cleverly construct a replacement.

Likewise, the quantity of Reward Tiles in the game is not meant to be a limit. But, since the game limits each player to gaining one tile per race per Season, there are enough of these in the game. So, if you run out, that means you've either missed a rule or lost a piece (bummer).

The Craft Cards and the Kingdom Cards *are* limited, though. Once they run out, do not re-shuffle the discards and make new decks.

2-player Game Rules

Only have one friend to play with? Really not satisfied with the Gnome-riddled tie you just had and want to duel it out to see who the real winner is? No problem. All of the rules from the 3- and 4-player game apply, except for those changed below.

The game changes slightly for a 2-player game: Most importantly, you will take Kingdom and Craft Cards from the 2-player side board, and you must figure out where “Salesman Steve” will go next.

Setting Up For 2

You will need to use the “2p” side board (found on the back of the fourth player card). Take one Reward Tile from each race, and place them randomly on the four “Salesman Steve” spaces. Take an ownership cube from an unused player color and place it beneath the left-most of Salesman Steve's spaces.

Kingdom and Craft Cards in the 2-player Game

The side board where you store Kingdom and Craft Cards in a 2-player game is slightly different. When you take a Kingdom or Craft Card, you must also immediately discard whatever card is in the box connected to it by a black line:



If you take the Extra-Crafty Kingdom Card, the 2x Hammer Craft Card goes to the discard pile.



If you take the x2 Mace Craft Card, the x1 Axe Craft Card goes to the discard pile.

If there are any empty spaces on the side board at the **start** of your turn, slide the cards to fill the lower-numbered spaces, then draw a new Kingdom Card to fill Kingdom space 5 and a new Craft Card to fill Craft space 5. Keep filling empty spots from the end until there are five Craft Cards and three Kingdom Cards on the side board.

Exception: The *Slush Fund* Kingdom Card is *never* discarded, regardless of whether you use it or the Craft Card it is connected to.

Salesman Steve

In a 2-player game, you will have to contend with Salesman Steve, who is very good at selling really awful Weapons. Thankfully, Steve is rather predictable. In fact, a cunning merchant may be able to use Salesman Steve to his advantage...

Immediately after you sell a Weapon, look at the Salesman Steve area of the 2-player side board. Salesman Steve will sell a Standard Weapon to the race marked by the cube.

Look on the game board and find the lowest Weapon Space (i.e., closest to the middle of the board) for that race which doesn't have a Weapon on it already. Place a Standard Weapon from the supply matching the type of Weapon shown, with no ownership cube. This may send a Demand Token to the Season Area.



Salesman Steve is ready to sell to the Orcs (as shown by his cube). After a player makes a sale, Steve will sell an Axe to the Orcs, since the open Orc Weapon Space closest to the center of the board shows an Axe.

If there are two spaces equally close to the middle of the board, start at the row of spaces you just sold a Weapon to. Go around the board clockwise until you get to one of the rows for the race that Steve wants to sell to. Steve sells to that space.



The Purple Player just sold a Sword to the Hobgoblins in the Mountains. If Salesman Steve is selling to the Orcs, he will sell them a Weapon in the Desert, because the open Orc spaces are tied, and the Axe spot is the first open space clockwise from the Hammer space that the Purple Player just sold to.

After Steve makes a sale, move his cube on the 2-player side board one space to the right. If it's in the fourth space already, move it to the first space (at the left end). This way, you will always know which race Steve will sell to next.

Steve may even sell to a Weapon Space that is next to a face-down Demand Token (he is *very* persuasive).

In the rare case that *all* spaces for a race are filled with Weapons when Steve is scheduled to sell to them, Steve makes no sale that turn. Simply move his cube to the next space.

Neither player earns any gold for Steve's sale.

If you use the *Drive the Workers* or *Desperate Times* Kingdom Cards to make two sales in one turn, Steve will also sell twice: once after each of your sales.

End of a Season

During a battle, if one of your Weapons goes up against one of Salesman Steve's Weapons, your Weapon automatically wins (regardless of your Craft Level). Take Steve's Weapon and add it to your Defeated Weapons pile.

Do not discard the remaining Kingdom and Craft Cards at the end of the Season (as you do in 3- and 4-player games)! Instead, if the *last* action taken in the Season was *not* Learn Craft or Take Kingdom Card, discard the Kingdom Card from Kingdom space I and the Craft Card from Craft space I. Move all the other Kingdom and Craft Cards down one space, and draw new cards to fill the side board.

2-player Game End

The end of the game is scored exactly the same way as 3- and 4-player games, with the exception of the Defeated Weapons bonus. In the 2-player game, the player with the highest Defeated Weapons total gets seven gold, and the other player gets nothing.

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