Dale of Merchants

The Guild of Extraordinary Traders

Game Overview

The player who first manages to finish their astounding merchant stall by building 8 ascending stacks of cards in front of them, is the winner of the game.

Card types

Technique

Technique cards can be played as a *technique action*. A (+) icon in the card rewards with a bonus action.

Passive

Passive cards have effects which apply when you have the card in your hand or when using the card for other actions unless stated otherwise on the card.

Rubbish

Usually you can only use junk to purchase new cards.

Game setup

Number of animalfolk decks = number of players + 1.

1. Each player's *deck* consists of one 1 valued card **from each of the chosen animalfolk decks** and junk cards until they have a total of **10 cards**. The remaining junk cards form a *junk pile*.

2. Remove the remaining 1 valued animalfolk from the game. The remaining cards form the *market deck*.

3. Place **5 cards** from the market deck on the *market board*.

4. Each player draws **5 cards** to form their starting *hand*.

The player who woke up the earliest today starts the game. One of the losers starts the next game.

Turn overview

1. **Action phase - Do one action**

   When a card tells you to *throw away* something, junk cards are placed in the junk pile and animalfolk cards in the market's discard pile. Cards are discarded face up. Players may look through all discard piles.

   a) **Market action - Buy 1 card from the market**

      Pay the price in a combination of hand cards. Place the cards you used to purchase in **your discard pile** and the purchased card **in your hand**. If you pay more than needed, the amount you overpay must be smaller than the value of each card you pay with.

   b) **Technique action - Play 1 technique card**

      Show the card and do the described action. The

effects always happen in the order they are written. Place the card in your discard pile **after the card effects have been resolved** unless told otherwise.

If you can't draw, take, or exchange the defined amount of cards specified in the effect, perfom the action with the maximum amount of cards possible.

If the card that has a (+) icon, you may take another action after resolving this card's technique. The next action can be any type of action.

   c) **Stall action - Build a stack in your stall**

      Your merchant *stall* consists of 8 *stacks* of cards with ascending values. The total value of your first stack must be **exactly** 1, the next 2, and so forth.

      To build a stack, choose any number of cards from **one animalfolk set** from your hand and place them in front of you with all the card values visible. You can't build a partial stack.

      In some cases certain card effects can modify your stacks' values. Your next stack should always be valued the same as its sequence number in your stall. Once a stack is finished, it doesn't matter what values and cards it has in it.

   d) **Inventory action - Discard any number of cards**

      Place **any** number of cards from your hand into your discard pile.

2. **Clean-up phase**

   a) **Fill your hand back to 5 cards**

      Any time your deck runs out and anyone needs to draw new cards from it, shuffle your discard pile and use it to form a new deck. If your deck and discard piles run out at the same time, draw junk cards from the junk pile.

   b) **Fill empty market slots**

      Move all cards to the next empty slot to the right. Draw new cards from the market deck and fill the slots from right to left.

      If the market deck runs out and you need new cards from the deck, shuffle the market discard pile and use it to form a new market deck. If the market deck and discard pile run out at the same time, nothing happens.

Winning the game

Once a player places **the 8th stack in his merchant stall**, he immediately wins the game.