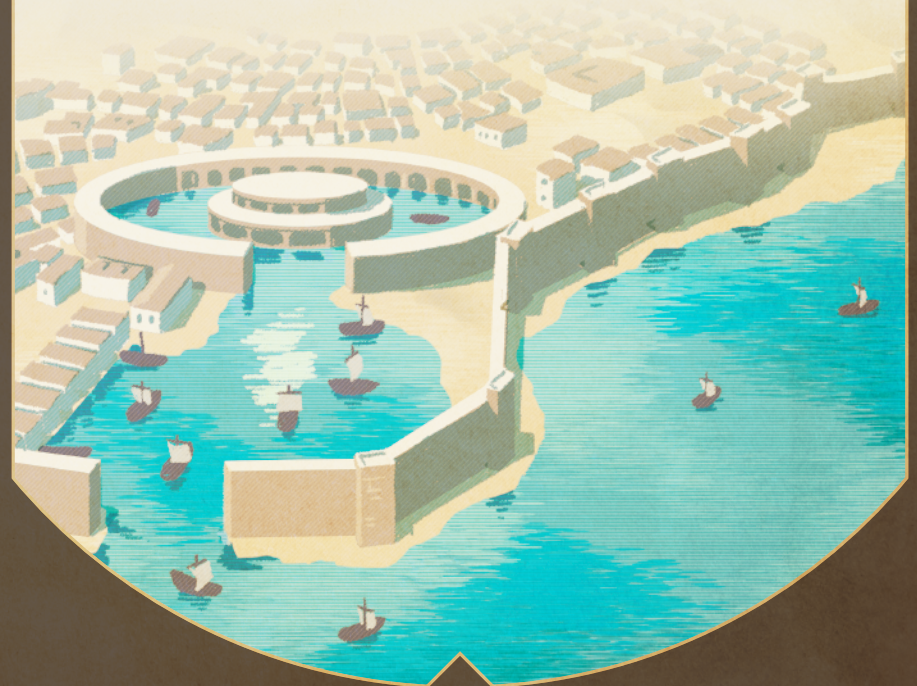


TRADERS OF CARTHAGE

You are traders in the bustling commerce city of Carthage, buying goods at Market and selling them to overseas merchants. Be careful of pirates and make your business a success!



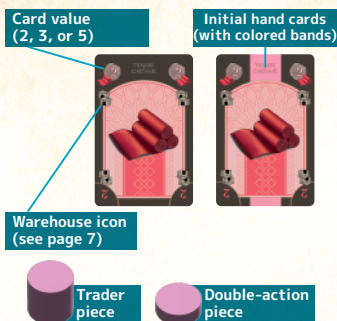
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COMPONENTS

- 1 Gameboard
- 108 cards
(27 cards each of red, blue, yellow, and green)
[Contents of each color]
[Normal cards] 9 x "2", 8 x "3", 6 x "5"
[Initial hand cards] 2 x "2", 1 x "3", 1 x "5"
- 48 achievement tokens
(12 pieces each of red, blue, yellow, and green)
- 4 ship pieces (1 each of red, blue, yellow, and green)
- 4 Trader pieces (each in white, pink, gray and light brown)
- 4 Double-action pieces (each in white, pink, gray and light brown)



PREPARATION

Example of 3 players game



1 Place the Gameboard in the center of the table.

2 Each player receives:

[Initial hand cards] 4 cards of the same color (5, 3, 2, 2)

[Achievement Token] 1 of the same color as the Initial hand card

[Trader piece/Double-action piece] One piece each with the same color as the background color of the Initial hand card (white, pink, gray, light brown)

If playing with 2 or 3 players, the remaining Initial hand cards are placed in the Discard pile.

- 3 Shuffle all Normal cards and place them face down to make a Draw pile.
- 4 Place Achievement tokens by color to the side of the board.
- 5 Place all 4 ships in Alexandria on the board.
- 6 Draw cards (number of players + 2) from the Draw pile and place them face up in a straight line to the right of the Market.
- 7 Draw cards (number of players) from the Draw pile and place them face up in a straight line to the right of the Farm.
- 8 Determine the starting player (the player who takes their turn first) using any method such as rock-paper-scissors.

How to play the game

During your turn you select one of the three actions below. After executing the action, the next player in clockwise order takes their turn.

A. Buy Goods

B. Take Coins

C. Double Action

A. Buy Goods

Spend coins from your hand to buy all goods (cards) in the Market. The sum of your coins must equal or exceed the value of all the goods in the Market.

Cards used for buying go to the Discard pile faceup. No 'change' is made if you overpay.

Place bought goods in front of you faceup. Sort them by color for convenience. These goods are called your Stock. You may have any number of Stock.



IMPORTANT: When goods are bought, corresponding ships **MUST** advance towards Carthage.

Advancing Ships

When a player buys goods, the ships corresponding to each goods' color must advance one or two steps. See example below.

If only one good was bought for that color, the corresponding ship advances one step. If two or more goods were bought for that color, the corresponding ship advances two steps.

Whenever a ship reaches Carthage, a Payday for the corresponding goods occurs (see page 5).

Example



B. Take Coins

Take one card from the Market and add it to your hand. This card now represents coins that you may spend to buy goods.

There is no limit to a player's hand size.

C. Double Action

This action can only be performed once per game by each player. When performing this action, throw a double action piece from your hand into the sea on the board.

A player who selects this action will perform two actions in a row, "B. Take Coins" and "A. Buy Goods" in that order, in one turn.

Replenishment of cards to markets and farms

Replenish the market and farm with cards in any of the following situations:

- A player buys goods from the Market, or
- At the beginning of a player's turn, there are no cards in the market.

1. First, move all cards on the Farm to the Market.



2. Next, draw 2 cards from the Draw pile and place them in the Market.



3. Then, draw cards (number of players) from the Draw pile and place them in the Farm.



After replenishment, continue your turn.

If the draw pile is exhausted, shuffle the Discard pile to make a new face down Draw pile.

When one or more ships arrive at Carthage, a 'Payday' occurs.

1. Scoring

All players, who have goods in stock corresponding to the color of the ship that arrived in Carthage, must sell all of those cards and get victory points.

If two or more ships arrived at Carthage at the same time, a separate Payday will occur for each of them.

A collection of each player's stock of the same color is called a Set.

The highest value in the Set is the "Sales price."

The "Score" is calculated by multiplying the Sales price by the number of cards in the Set.

For every 5 points you score, you get one card from the Set as Victory Points (VP). At this time, Scores less than 5 points will be rounded up to 5 points.

The cards you get as VP are placed face down under your Trader piece.

The remaining cards in the Set are placed in the Discard pile.

If you only get VP(s) from some of the cards in a Set, you get VP(s) starting with the cards with the lowest numbers.

When Payday occurs, all Stock of the corresponding color must be sold.

Example 1: Blue payday

Stock of White Player

Sales price	cards	Score
3	3	9
→ rounded up to 10		

Get 2 of the set (lower number) as VP

The remaining cards go to the Discard pile

Example 2: Yellow and Red payday

Stock of Gray Player

Sales price	cards	Score
5	3	15

Red

Get 3 as VP

Sales price	cards	Score
2	1	2
rounded up to 5		

Yellow

Get 1 as VP

2. Acquire Achievement tokens

A player who sells even one card in "1. Scoring" get one Achievement token of the same color as the sold card (from the side of the board).

If you get VPs from two or more colors, you get one Achievement token from each of those colors.

If a shortage of Achievement tokens occurs, use some other substitute.



Achievement token effects

When "A. Buy Goods", you can use Achievement token(s) you have already earned to discount the purchase price.

By flipping the Achievement token you want to use over (turning it to the black side), you buy the number of items of that color, starting with the lowest price, for free, equal to the number of Achievement token(s).

Once you have used an Achievement token, place it face down in front of you. Once an Achievement token has been used, it cannot be used again for a discount.

If you don't use Achievement tokens



When using Achievement tokens



3. Raid by Pirates

At Payday, any ships on a Pirate space are raided by pirates.

Players with Stock of the same color as the attacked ship must discard all of their Stock of that color.

However, you can protect your Stock with the "Protection from raids" described below.



Protection from raids

When ships are raided by pirates, by playing a card with a "Warehouse icon" on it from your hand, you can store your Stock in a warehouse out of reach of the pirates and prevent it from being discarded.



Starting clockwise from the player who made a Payday, choose whether to protect the Stock.

Take out cards with Warehouse icon(s) from your hand for the number of Stock (s) you want to protect.

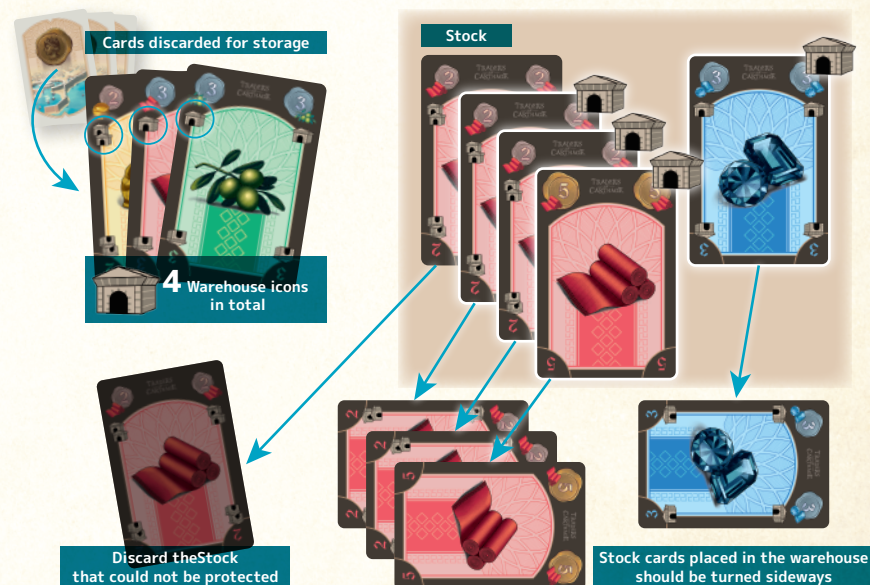
The color of your Stock and the color of your hand can be the same or different.

To protect your Stock, cards taken from your hand are discarded.

Stock cards placed in the warehouse should be turned sideways. Once protected, the Stock (cards facing sideways) will not be discarded even if the ship is raided by pirates in the future.

The sideways state will remain until sold at Payday. The process when selling is the same whether it is in the warehouse or not.

Example: Blue and Red ships are raided by pirates.



4: Return the ships

Ships at Carthage go back to Alexandria.

Raided ships go back to Cyrenaica.



THE END OF THE GAME

After Step 2. of a PAYDAY (Acquire Achievement tokens), the game ends immediately if at least one player has 8 or more Achievement tokens, both face up and face down.

VICTORY

The player who has the most VPs under their Trader piece wins (Remaining Stock and cards in hand have no value.)

Tie breaker is the number of Achievement tokens.

If there is still a tie, all tied players win.

FREQUENTLY ASKED QUESTIONS

Q: When buying goods, do I have to use my Achievement tokens to get a discount?

A: No, you can keep it and not use it.

Q: In order to protect one red Stock that was raided by pirates, I played a "2" card with two Warehouse icons on it from my hand. At this time, can I protect it by matching one Stock of another color that is not raided?

A: No, you cannot protect Stock of unraided colors.

Q: Can I ask other players how many cards they have in their hand?

A: Yes. Players who are asked for the number of cards must tell them.

Q: Can I ask other players how many VPs they have?

A: No. But you may guess from the thickness of their VP stack.

AN EXAMPLE OF THE GAME SEQUENCE

3 player game. Turn order: White, Pink, Gray



White Player's turn

She needs 18 coins to buy goods, but she does not have enough coins. She gets a value 5 Blue coin and places it in her hand.



Pink Player's turn

He has enough coins to buy goods, but he doesn't want to advance the Yellow ship at this time, so he takes a value 3 Yellow coin.



Gray Player's turn

The sum of the values of the remaining goods in the Market is 10.

She discards a total of 10 coins from her hand and buys all the goods in the Market.

The Red ship advances toward Carthage one step, and the Green ship advances two steps."



Optional rule "Classic Mode"

The gameplay below is a slightly modified version of the gameplay described above.

It is based on the gameplay of previously released titles.

Changes

Please make the following changes to the game instructions explained on page 10 and earlier.

PREPARATION

There is no change in what each player receives, but the "Double-action piece" are now called "Reservation piece."



How to play the game

Instead of the player's action "C. Double Action", the player may select "C'. Reservation" below.

C'. Reservation

If you have your Reservation piece in front of you, you can put it on one card in the Market or Farm to 'reserve' that card.

You cannot reserve a card that is already reserved.

You cannot reserve a card if you do not have your Reservation piece (i.e., you already reserved a card). If you buy your reserved good or take your reserved coin, take back your Reservation piece.

Reservation Effects

Reserved cards can only be bought or taken by the player that reserved the card in question. A player cannot buy or take another player's reserved card.

In the case of buying goods:

You must buy all of the unreserved goods (cards) as well as your reserved good. Other players' reserved cards remain in the Market.

In the case of taking coins:

You must choose one unreserved card or your reserved card.

Replenishment of cards to markets and farms

Cards are replenished when a player buys, when there are no more cards in the market, and when the only cards remaining in the market are those reserved by players other than the active player.

If a reserved piece is placed on the card on the Farm, move it to the Market while leaving it on that card.

Example when buy goods



In this case, the next replenishment will result in more cards than usual being on the market.

Example of take coins



Achievement token effects

There will be no discount on the purchase price when "A. Buy Goods". Instead, you will receive the following bonuses:

Bonuses from Achievement tokens

If you have Achievement tokens of the same color as the good having a Payday, the "Sales price" will increase by 1 for each Achievement token of that color.

If the Sales price becomes 6 or more with this bonus, the cards in the Set will not be enough to get VP.

In that case, take the missing amount from the top of Draw pile.

Achievement tokens are never lost or spent.



All other rules (Raid by Pirates and Protection, game end conditions, etc.) remain unchanged.

Q: If I reserve a card, do I have to buy or take it on my next turn?

A: No. You can buy or take it on any of your turns.

Q: Why would I reserve a card?

A: Here are some tips.

Reserve a value "5" card.

You can get more VPs by buying "5" card, but since they have a high value as money, they are easily taken and difficult to buy. Making a reservation will make it easier to buy.

Reserve a value "2" card.

Cards with lower value are easier to buy and help you control the progress of the ship you want to advance.

Reserve a card at the Farm

By reserving the card you want while it's still on the Farm, you can avoid having it taken by someone else. Also, if you take a card from the Market and it looks like it will be bought by the next player, you can use it like a "pass" without reducing the number of cards on the Market.

The history of 'Traders of Carthage'

Spring 2006 First edition published

Autumn 2006 Exhibited at Essenspiel in Germany as "JAPONBRAND"

2008 Published as "Traders of Carthage" by Z-Man Games, USA

2009 Won the Special Award for 2-3 Player Games in the "Mon jeu de l'année (My game of the year)" by French game designer B. Faidutti

2015 Published as "Traders of Osaka" by Z-Man Games, with the same game system as Traders of Carthage but with a different setting

Spring 2025 Published by Kawasaki Factory with new modes