

Dice Village

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- Age group: 8+
- Players: 2-4
- Playing time: 30 minutes

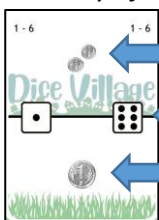
Object of the game

Players are merchants, trying to establish the biggest and best trading villages, and become Merchant Lord. Each turn the caravans return with exotic goods from foreign lands. The players now has to sell their goods for profit or favours, and convince other merchants to set up stalls in their villages. The game ends the round where one player manages to place his 9th card on the table. The winner is the player with the most cards on the table at the end of the game.

Components

42 cards; 12 starting village cards & 30 merchant cards.

Anatomy of a village card:

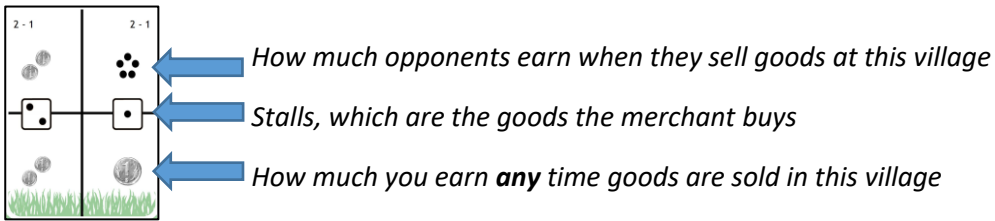


← How much opponents earn when they sell goods at this village

← Stalls, which are the goods the village buys

← How much you earn **any** time goods are sold in this village

Anatomy of a merchant card:



Merchant cards have two sides, and only the right or the left side will be used, depending on the player's needs, strategy and tactic. Merchant cards are always tucked under other cards, either village cards or other merchant cards, so you will only ever use one of the sides.

24 dice in four different colours.

40 coins.

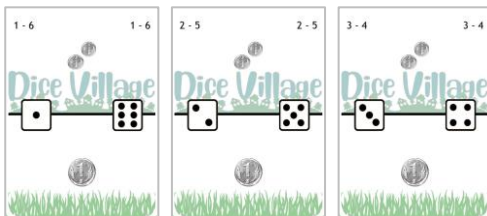
40 favour tokens.

1 start player token.

The rules you are reading.

Setup

Give each player four dice of their own colour, two favour tokens, and a set of starting villages (these are the cards marked Dice Village, and have the stalls/dice 1-6, 2-5 and 3-4 on them.) The starting villages are place on the table in front of the player.



Shuffle the merchant cards, and deal out face up one more card than there are players, in a row in the middle of the table. Leave the rest of the merchant cards face down next to the line.

Put the coins, the rest of the favour tokens, and the rest of the players dice in the center of the table.

The player who has last ridden a camel becomes the start player and is give the start player token.

Example of a three-player setup:



Playing the game

The game is played over several turns, after the following structure:

- 1) Caravans arrive
- 2) Sell goods & receive income
- 3) Spend income
- 4) End of turn

Caravans arrive (simultaneously)

At the beginning of each round all players roll their dice simultaneously, so all players can see which goods the caravans are bringing back this turn.

The dice faces represent goods:

- ☐ Silk
- ▣ Papyrus
- ▤ Gold
- ▥ Wheat
- ▦ Spices
- ▧ Porcelain

Sell goods & receive income (in turn order)

Sell goods

The player may sell their goods at any open village, their own or opponents, but in order to sell goods the player must have goods that fit all stalls in the village.

Example of selling goods at a village:

Red player has rolled a 1 and a 6, so they can sell goods at any 1-6 village. They place the dice on one of the open 1-6 villages.

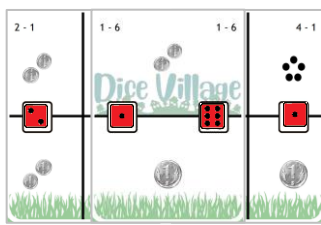


They may also expand one or more of their own villages, all stalls in the village and the additional merchant stall must be filled with goods that matches the value on the card.

Example of expanding a village with two merchant stalls:

Red player has acquired two merchant cards. This turn they have rolled 1, 1, 2 and 6.

They place their 1 and 6 on the village, and at the same time, they tuck one merchant card on the right side of the village and another merchant on the left side of the village, and fill their stall with goods (a 2 and a 1):



Villages with dice on their stalls are closed, and cannot be used by the players.

Receive income

After the player have sold their goods, they receive their income.

The player receives income for everything they sell. If goods are sold at an opponent's village, the opponent will also receive income for those villages.

Different stalls earn you different amounts of money, or may even earn you other resources:



This stall will earn you one coin.



This stall will earn you two coins.



This stall will earn you five favour tokens.



Free Merchant Card: This stall will give a free merchant card, from the top of the draw pile, but only the first time that card is placed and activated. If the card is placed but not activated at the same time, via the **Free Placement Card**, then it will never be activated.



Free Caravan Card: This stall will give an extra caravan/die (up to a maximum of 6 dice), from the middle of the table, but only the first time that card is placed and activated. If the card is placed but not activated at the same time, via the **Free Placement Card**, then it will never be activated.



Free Placement Card: This stall allows the player to place a merchant card on the table without activating the card, but only the first time that card is placed and activated. If the card is placed but not activated at the same time, via another **Free Placement Card**, then it will never be activated. Free Placement cards can only be used on open villages, a village that is closed cannot be expanded in this way. If they player does not have any card on their hand, they lose this action.

Goods not sold at open stalls, are instead sold for favours at the open market, earning one favour for each good sold there.

Spend income (in turn order)

The player can now bribe the merchants in the middle of the table, and convince them to come and set up stalls in their villages. Pay 5 coins and take any of the face up cards, and put it on your hand. You may buy as many cards as you can afford, and if the last card is taken, the merchant row is filled up immediately.

End of turn

All players take back all their caravans (dice), and thus opens the villages.

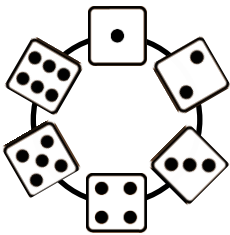
First player token moves to the player on the left of the current first player and merchant row is filled up to one more card than there are players.

Favour tokens

Favour tokens can be used in two different ways.

You can use one favour token to re-roll any number of your dice. Put the token back in the middle of the table, and re-roll the dice.

You can use two favour tokens to modify one of your dice one point up or down, and a 6 can be modified to a 1 and vise-versa.



Game end

The game ends the turn where one player places their ninth card on the table (3 village cards and 6 merchant cards). All other players get to finish their turn. A player may place more than 9 cards on the table if he has the dice and cards to do so.

Winning the game

The winner of the game is the player with the most cards (villages and merchants) on the table.

Ties are broken, among the tied players in the following order: Most coins – most favours. If it is still a tie, the tied players share the victory.