

Trading Game

Cultures and Production:

Ottoman Empire: Produces 25 coffee pieces and 20 ceramic pieces a turn

Mughals: Produces 20 textile pieces and 25 pepper pieces a turn

Great Britain: Produces 20 broadcloth pieces and 25 powder pieces a turn

Netherlands (Dutch): Produces 15 arms pieces and 15 iron pieces a turn

Africa: Produces 15 slaves and 25 salt a turn

American Colonies: Produces 20 sugar and 25 tobacco a turn

China: Produces 25 tea and 20 silk a turn

Local Markets (How you turn your goods into gold)

Mughal Market: Each turn, the locals will buy a maximum of:

3 textile at 2 gold each	8 silk at 6 gold each	15 sugar at 4 gold each
5 pepper at 2 gold each	15 tobacco at 5 gold each	15 salt at 5 gold each
10 coffee at 3 gold each	10 cloth at 5 gold each	10 ceramics at 3 gold each
15 powder at 10 gold each	3 slaves at 20 gold each	15 arms at 10 gold each
3 tea at 5 gold each	15 iron at 10 gold each	2 furs at 2 gold each

Ottoman Market: Each turn, the locals will buy a maximum of:

10 textile at 5 gold each	8 silk at 6 gold each	12 sugar at 4 gold each
6 pepper at 3 gold each	15 tobacco at 5 gold each	14 salt at 5 gold each
3 coffee at 2 gold each	10 cloth at 4 gold each	5 ceramics at 2 gold each
15 powder at 10 gold each	7 slaves at 30 gold each	15 arms at 10 gold each
3 tea at 5 gold each	15 iron at 10 gold each	2 furs at 2 gold each

African Market: Each turn, the locals will buy a maximum of:

10 textile at 5 gold each	2 silk at 6 gold each	12 sugar at 4 gold each
4 pepper at 2 gold each	25 tobacco at 10 gold each	2 salt at 2 gold each
3 coffee at 3 gold each	20 cloth at 6 gold each	4 ceramics at 2 gold each
15 powder at 10 gold each	1 slave at 5 gold each	15 arms at 10 gold each
2 tea at 5 gold each	15 iron at 10 gold each	1 fur at 2 gold each

Chinese Market: Each turn, the locals will buy a maximum of:

18 textile at 7 gold each	2 silk at 4 gold each	2 sugar at 4 gold each
25 pepper at 7 gold each	2 tobacco at 3 gold each	20 salt at 7 gold each
3 coffee at 2 gold each	5 cloth at 5 gold each	4 ceramics at 2 gold each
15 powder at 10 gold each	1 slave at 5 gold each	15 arms at 10 gold each
4 tea at 3 gold each	15 iron at 10 gold each	4 furs at 6 gold each

American Market: Each turn, the locals will buy a maximum of:

10 textile at 7 gold each	8 silk at 9 gold each	2 sugar at 4 gold each
20 pepper at 7 gold each	4 tobacco at 3 gold each	20 salt at 6 gold each
25 coffee at 7 gold each	10 cloth at 4 gold each	20 ceramics at 7 gold each
15 powder at 12 gold each	15 slaves at 35 gold each	15 arms at 12 gold each
25 tea at 7 gold each	15 iron at 12 gold each	2 fur at 3 gold each

British Market: Each turn, the locals will buy a maximum of:

20 textile at 8 gold each	20 silk at 10 gold each	25 sugar at 9 gold each
20 pepper at 7 gold each	25 tobacco at 8 gold each	25 salt at 9 gold each
25 coffee at 8 gold each	2 cloth at 3 gold each	20 ceramics at 7 gold each
2 powder at 3 gold each	7 slaves at 25 gold each	2 arms at 3 gold each
25 tea at 9 gold each	2 iron at 3 each gold	12 fur at 8 gold each

Dutch Market: Each turn, the locals will buy a maximum of:

20 textile at 7 gold each	20 silk at 10 gold each	25 sugar at 9 gold each
20 pepper at 8 gold each	25 tobacco at 8 gold each	25 salt at 9 gold each
25 coffee at 7 gold each	2 cloth at 3 gold each	20 ceramics at 7 gold each
2 powder at 3 gold each	5 slaves at 25 gold each	2 arms at 3 gold each
25 tea at 9 gold each	2 iron at 3 gold each	12 fur at 8 gold each

Abilities:

The Dutch and Great Britain may take over the Ottomans, Africans, or Mughals, but they may not produce at these ports the next turn, and the goods currently at these ports are destroyed. To determine if a port is taken, the group trying to take the port must roll a 4 or higher on a single six-sided die.

The Chinese, Ottomans, Africans, and Mughals may require gifts from the importer in order to trade. Each group may decide what gifts they require in order to trade.

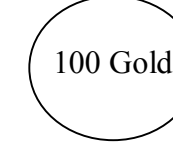
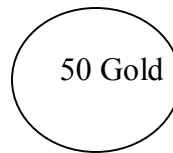
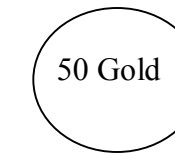
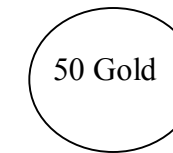
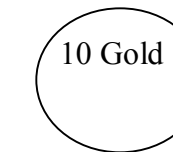
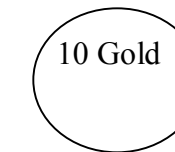
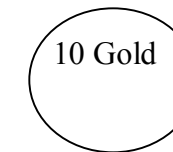
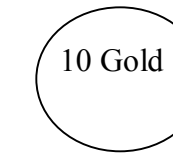
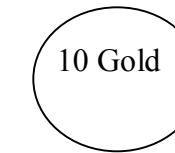
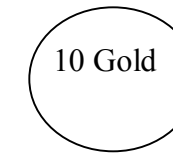
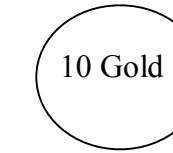
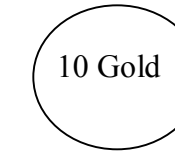
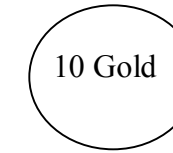
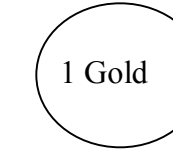
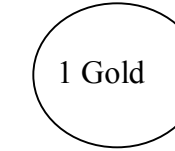
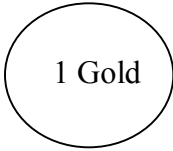
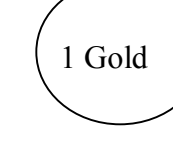
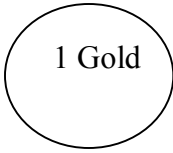
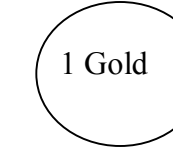
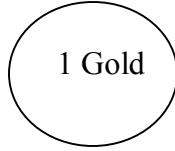
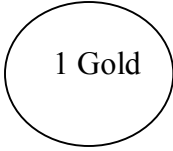
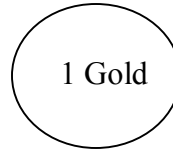
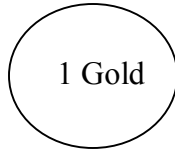
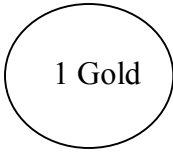
The Americans can get up to 12 furs a turn from the natives to trade (each turn, roll two dice to determine how many you get).

Instructions:

1. The game facilitator (someone who is not playing the game) hands out the first round of production to each culture that is playing. This person keeps the list of sale prices at each market a secret.
2. Every culture trades with every other culture. The cultures may choose to use their special abilities at this time.
3. At the end of the trading the turn is done (trading may only occur once between each pair of cultures – for example the Chinese may only trade with the British once each turn). At this time each culture will sell their goods to their people in their markets. To do this, the culture will turn their goods for sale into the game facilitator. The facilitator will look up the prices and quantities that will sell in each market and give the gold and unsold merchandise to the culture.
4. Repeat steps two and three seven more times (there should be a total of eight trading sessions).
5. After the trading sessions are over, each culture counts its gold. The culture with the most gold wins.

Gold

(several copies may be needed to complete the game)



Production Pieces
(several copies may be needed to complete the game)

Textile

Pepper

Coffee

Ceramic

Slaves

Salt

Tea

Silk

Sugar

Tobacco

Cloth

Powder

Arms

Iron

Fur

Pepper

Coffee

Salt

Tea

Tobacco