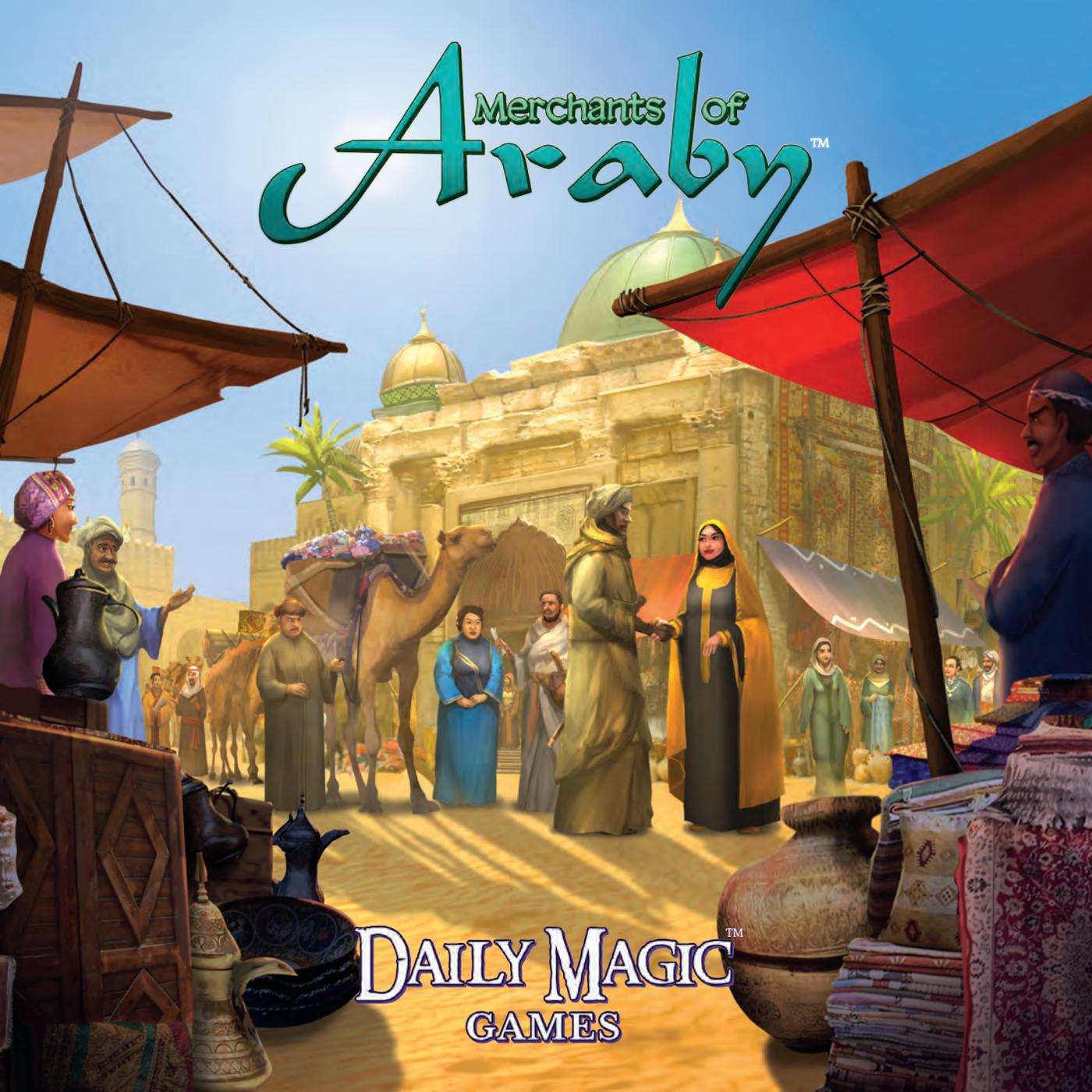


Merchants of Araby™



DAILY MAGIC™
GAMES

GAME OVERVIEW

Summary

Become the wealthiest Merchant Prince or Princess in all of Araby by establishing an entourage of merchants and allies, teaching virtues, summoning Djinn, negotiating shrewdly, and making successful Caravan investments.

Objective

Be the player with the most coins at the end of the game!

Components

25 Camel Tokens (5 of each player color)



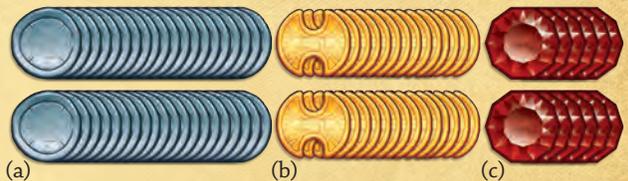
5 Player Tents



To assemble, fold in along all creases, then tuck the top-side tabs over and into the bottom-side slits.

70 Coin Tokens

- 40x 1 coin tokens (a)
- 28x 5 coin tokens (b)
- 12x 10 coin tokens (c)



101 Cards

- 19 Virtues (a)
- 14 Djinn (b)
- 27 Allies (c)
- 16 Merchants (d)
- 20 Caravan Cards (e)
- 5 Merchant Persona Cards (f).



SETUP

1: Give each player a reference card, 3 coins, and a tent so they have a place to hide their coins from the other players. Add the rest to the bank.

2: Give each player a random Merchant Persona card (**2 random Merchant Persona cards in a 2-player game**) and all of the camels in their chosen color.. Camels are open information, so the camel tokens are not kept in the player tents. You don't want those stinky beasts where you sleep!

3: Shuffle the caravan cards and divide them into four face-down stacks, with each stack having a number of cards equal to the number of players. If you want to lengthen the game, especially with 2 players, just add more caravan stacks. Set the caravan stacks to one side of the play area and return the unused caravan cards to the box.



4: Shuffle the Virtues, Djinn, Allies, and non-Persona Merchants. Deal five cards to each player, then deal four cards face-up in the draft area of the board.

5: Place the remaining game cards face-down at one end of the draft line to form the deck.

6: As cards are discarded during the game, place them face-up in a discard pile on the other side of the board. If the deck runs out, shuffle the discard pile and return it face down in the deck area.

7: Select a first player in any manner you choose, perhaps the most well-travelled.

TERMS & ICONS



Merchant Icon: This icon represents Merchant cards that can be added to your entourage. This type of card can only be played on your turn.



Ally Icon: This icon represents Ally cards that can be added to your entourage. This type of card can only be played on your turn.



Virtue Icon: This icon represents Virtue cards that can be played for a single use. This type of card can only be played on your turn.



Djinn Icon: This icon represents Djinn cards that can be played for a single use. This type of card can be played at any time.



Task Icon: This icon shows that a card may be tasked to perform an action.



Opponent Icon: This icon represents other people playing the game.



Card Icon: This icon represents cards in player hands, in the deck, in the discards, and in the draft area.



Coin Icon: This icon represents the currency within the game. Numbers on the icon indicate how many coins are required or provided for an action.



Magics Icon: This icon represents the product of *Magics* within the game.



Jewels Icon: This icon represents the product of *Jewels* within the game.



Spices Icon: This icon represents the product of *Spices* within the game.



Fabrics Icon: This icon represents the product of *Fabrics* within the game.

"Entourage" refers to the Ally and Merchant cards face-up on the table in front of you – your tableau. At the start of the game, your Merchant Persona is the only card in your entourage.

"Task" means to rotate a card one-quarter turn to show it has been used. Cards that need to be tasked to activate will show the Task icon on the card.

"Refresh" means to rotate a tasked card to its normal position to show it is available to be used.



CARD ANATOMY



GAME FLOW

Starting Your Turn

- Resolve the caravan you started on your last turn, if any (see Caravan Resolution).
- Take the next card off a caravan stack as your new caravan, and place it face up in front of you.
- Refresh all the cards in your entourage.

Play A Card

To play a card from your hand, you must pay that card's product, and/or coin cost as shown on the left edge of the card. Coins are paid from the supply in your tent. Remember, coins are victory points, so be careful how you spend them. Alternately, you may reduce the coin-cost to play a card by discarding a card from your hand that shows a coin icon.

Products are usually produced by tasking Merchants (like your Merchant Persona card) in your entourage. There are some Djinn that can produce products, too. Alternately, you may reduce the cost to play a card by discarding a card from your hand that shows the needed product icon.

During Your Turn

Perform as many actions as you like from this list. Actions may be taken multiple times, and in any order you choose.

- Play a card from your hand
- Task a card in your entourage
- Add camels to your caravan
- Negotiate with opponents

Example: To play a Fabrics Merchant from your hand to your entourage, you will need a Fabric product, and a coin. You task your Merchant Princess of Fabrics card to produce one Fabric, and then pay 1 coin from your tent to the bank...

...or, you could discard a different Fabrics Merchant from your hand to negate the Merchant's Fabric cost (because that Fabrics Merchant shows a Fabric icon), and pay a coin from your tent...

...or, you could discard a Generosity Virtue from your hand to negate the Merchant's Fabric cost (because that Virtue card shows a Fabric icon), and discard an Invigoration Djinn card from your hand to negate the coin cost (because that Djinn card shows a coin icon)...

...or, you could offer another player something in exchange for them producing the Fabric you need, and paying the coin you need, or discarding cards from their hand to negate your Fabric Merchant's costs. This list could go on, but these examples give you a basic understanding of the game's flexible economy, and the effects of negotiation on your ability to navigate that economy.

Merchant, Ally, and Virtue cards can only be played from your hand on your turn, while Djinn cards may be played from your hand on any turn. Merchant and Ally cards are added to your entourage, and will be used repeatedly during the game, but Virtue and Djinn cards activate immediately when played, and are then discarded.

Spend coins and produce products to pay for played cards



Note: Each discarded card reduces the cost to play **one** card by **one** of the icons shown on the card, regardless of how many icons the card has.



Task A Card In Your Entourage

Your entourage consists of your Merchant Persona card plus additional Merchant and Ally cards you play to the table in front of you during the game. These cards are used repeatedly throughout the game.

Cards in your entourage need to be tasked to activate their effect and are marked with the task icon: 

The untasked cards in your entourage may be tasked at any time during the game as needed, even when it is not your turn.

Products that you produce during your turn—or on any other player's turn—only last until the end of that turn. You cannot carry unused products from one turn to the next.



Tasking an Ally

Add Camels To Your Caravan

Caravan cards are the main way to earn coins in the game, each representing a journey to a distant city in Araby to sell valuable products. Player participation, Bandits, and market fluctuations will affect each caravan's Payout.

During the first round of the game, you will start your turn by drawing a card from the caravan stacks, and placing it on the table in front of you.

In subsequent rounds, you will resolve your caravan card from last turn before drawing a new card.

Each product space on the caravan card can hold one camel token carrying a particular product produced specifically for the caravan.

Ways to add camels to your caravan:

- Task a Merchant in your entourage with the ability to produce the needed product.
- Pay a coin to play a Djinn card from your hand that has the ability to produce the needed product.
- Negotiate for an opponent to produce a product for you so you can place a camel in your caravan.
- Negotiate for an opponent to invest one of their camels in your caravan.

Note: No one can produce a product for use on a caravan by discarding cards from their hand.

When you have produced a product, place one of your camels on a matching product space on your caravan card.

If all five of your camels are already on caravan cards, you cannot add more camels to caravans. Also, you cannot move camels from one caravan to a different caravan.



An opponent may not add a camel to your caravan without your permission (see Negotiate With Opponents).

When your turn ends, your caravan becomes locked to you. You may not add more of your camels to it unless the currently active player grants you permission to do so (through some negotiation). Each time the turn passes to the next player, your caravan is re-locked, so you'll have to negotiate with the new active player to access your caravan. Your caravan is never locked to opponents wishing to place camels on it, but they must have your permission (usually obtained through negotiation) to do so.

Negotiate With Opponents

Simply stated, everything is negotiable for everything. Players may trade gold for camel placement, cards for products, actions for promised actions, camel placement for Ally tasking, cards from entourage to entourage, cards from hand to hand, etc... the list is nearly endless. If you can strike a deal with another player for any game resource or action, then feel free to do so.



Example: *You have a spare camel, and a Merchant in your entourage can make a product that fits in an opponent's caravan, so you offer the other player 1 coin to allow your investment. The opponent says they'll allow it for 3 coins, but you counter with 1 coin and future permission to invest in one of your caravans. They think a bit, then nod their head, and the deal is done!*

Illegal game actions cannot be performed through negotiation.

Example: *You cannot negotiate with a player to discard a card to produce a product for you to use to place a camel on your caravan. No one can produce a product for a caravan in that manner.*

A deal with terms that are meant to be fulfilled in the same turn must be fulfilled in the same turn. Promises of future actions are not enforceable, and a player's word is only as good as their reputation, so be careful.

It is permissible to promise something in your trade that you then fulfill by playing a card.

Example: *If you promise to give a card to a player in exchange for permission to invest in that player's caravan, you can uphold your end of the deal by playing the Rejuvenation Djinn that awards you with three cards, one of which you must give to an opponent.*

At The End Of Your Turn

Select two of the cards in the draft line to add to your hand, then refill those draft positions face-up from the top of the deck.

Refresh all of the cards in your entourage so that you have the option of tasking them on other player turns.

During Any Turn

You may play a Djinn card from your hand during any player's turn, if you can pay the card's cost.

You may task Merchants and Allies in your entourage during any player's turn to activate their abilities. You may negotiate with any player at any time.

Game End

The game ends at the end of the player's turn when there are no caravan cards available to begin another round of play. When the last player has completed their last turn, discard two cards from the top of the deck, then issue a resolution card (see Caravan Resolution) to each active caravan in clockwise order, beginning with the first player. Each caravan is then resolved in the usual manner.

If the deck is exhausted at any point, flip the discard pile over to form a new deck.

Once you have resolved all remaining caravans in play, players reveal their coins to determine the winner.

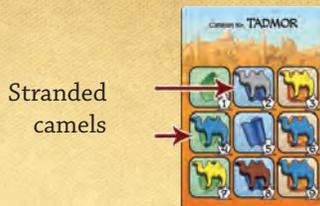
If a tie occurs, the tied player with the most cards in their entourage is the winner. If the tie persists, the tied players rejoice in their shared victory.



CARAVAN RESOLUTION

1: Stranded Camels

Only camels that are part of a complete column or row will pay out when the caravan resolves. In this image, the camels on position 2 and 4 are stranded. Return those camels to their owners.



Remove stranded camels

2: Resolution Card

Take the top card off the deck and, keeping it face-down, lay it next to the caravan card. This is called the resolution card, and it determines the caravan's outcome.



Draw resolution card

3: Bandits Attack

The number in the upper right corner of the resolution card indicates the camel that is attacked by Bandits. The camel on the space matching that number is returned to its owner.

The Bandits are most likely to attack the bottom row of camels (spaces 7-9) and least likely to attack the top row of camels (spaces 1-3).

The other camels avoid the Bandits and reach their destination, paying out for their owners. Removing a camel that was attacked by the Bandits does not create more stranded camels.

Bandits attack this camel



Remove from caravan

4: Payouts

The numbers along the edge of the resolution card line up with the rows on the caravan card, and indicate how many coins each remaining camel on that line earns. In this image, the yellow player earns 6 coins (2+4), and the blue player earns 7 coins (3+4). The grey and brown players have no camels reaching the destination.

The bottom row of camels (spaces 7, 8, 9) tends to have the highest value Payouts, and the top row of camels (spaces 1, 2, 3) has the lowest value Payouts.

After the players have taken their earnings from the bank, return the camels to their owners, remove the completed caravan card from the game, and return the resolution card to the top of the deck without looking at its face.

Caravans pay out to camel owners



Each camel earns a number of coins indicated by the coin icon in the same row as the camel

Cards may not be played or tasked during caravan resolution unless that card mentions "Bandits" or "Payouts".

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QUICK PLAY REFERENCE

Summary

Become the wealthiest Merchant Prince or Princess in all of Araby by establishing an entourage of merchants and allies, teaching virtues, summoning Djinn, negotiating shrewdly, and making successful Caravan investments.

Objective

Have the most coins at the end of the game!

Your Turn

Perform as many actions as you like from this list. Actions may be taken multiple times, and in any order you choose.

- Play a card from your hand
- Task a card in your entourage
- Add camels to your caravan
- Negotiate with opponents

The End Of Your Turn

Select two of the cards in the draft line to add to your hand, then refill those draft positions face-up from the top of the deck.

Refresh all of the cards in your entourage so that you have the option of tasking them on other players' turns.

During Any Turn

You may play a Djinn card from your hand during any player's turn, if you can pay the card's cost.

You may task Merchants and Allies in your entourage during any player's turn to activate their abilities.

With negotiated permissions and appropriate products, you may place camels on any caravans.

Resolving a Caravan

1. Remove stranded camels.
2. Draw a resolution card.
3. Bandits attack.
4. Tabulate Payouts and profit.

Game End

The game ends at the end of the player's turn when there are no caravan cards available to begin another round of play. When the last player has completed their last turn, discard two cards from the top of the deck, then issue a resolution card (see Caravan Resolution) to each active caravan in clockwise order, beginning with the first player. Each caravan is then resolved in the usual manner.

If the deck is exhausted at any point, flip the discard pile over to form a new deck.

When all caravans have been resolved, the player with the most coins wins.