MERCHANTS OF KIEV
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INTRO paragraph, theme, basic gameplay concept, playing time, ages.

SETUP

Shuffle tiles, face down. Take turns: draw a tile, add to board.

Shuffle job cards. Draw 2 x #players job cards and set them on the table face up. If any are for the same good+city combination, stack them up staggered.

Shuffle city passes, draw one. Put the Golden Horde on that city, also a sacked marker. Do likewise to place the Prince of Kiev (no sacked). Spread out all passes (including the ones drawn) for everyone to see.

Each player: ship, five rubles.

In turn order, everyone chooses either a starting good or a pass. In reverse order, everyone chooses a starting tile. You cannot start in the city with the Golden Horde.

ON YOUR TURN

Choose one: move the Horde (if the previous player didn't move it), move the Prince (likewise), be a merchant, add a new job, restart from scratch.

THE GOLDEN HORDE

Move the Horde up to two spaces in any direction. It stops moving when it lands on a city or a player's ship.

If that player is carrying any goods, those goods are destroyed, you who moved it get 1 ruble for each good. They get kicked out of that space into their choice of adjacent one that isn't occupied (you don't have to pay to get in there) (if there isn't an unoccupied adjacent space, they stay on the tile with the Horde).

If the Horde lands on a city, the city is sacked (add marker), you get 1 ruble. If all five sacked markers are out at any time, the game ends.

If the Horde enters the tile with the Prince, move the Prince to any unoccupied non-sacked city tile on the map.

THE PRINCE OF KIEV

Move the Prince up to 3 by river, 1 elsewhere. If he enters a sacked city, he stops and unsacks it.

If the Prince enters the tile with the Horde, move the Horde to any unoccupied non-city tile on the map.

BEING A MERCHANT

Move up to three spaces by river or one space by portage. Can't enter the tile with the Horde.

Stop moving upon entering an unsacked city if you don't have their pass (even if you buy the pass immediately). Unsacked cities: enter for one, buy pass for five (all 12 bought = end of game). In a source city, buy a good for one. Complete a job by delivering the good to the city; collect three rubles for each job card in stack; discard one job card; draw new job card. All jobs completed = end of game.

Trade with other players if you're in the same or adjacent spaces: money, passes, goods.

ADDING A JOB

Draw two job cards, play one, discard the other.

RESTARTING

Restart your caravan, just like during setup, but you get a pass, not a good.

END OF THE GAME

Once someone has thirty rubles, or all jobs have been completed, or five cities are sacked, or all twelve passes bought, the game ends. Whoever has the most money wins.

KNOWLEDGE

Everything is face up and known to everyone except for the remaining jobs in the deck.

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