



RA

TRADERS

EXPANSION



OVERVIEW

Leverage the Nile River to send vessels around the region to grow your Dynasty through trade and communication. Bring back precious treasures and rare goods to extend your reach and solidify your place among the Gods.

COMPONENTS



Docks boards



Trader tiles



1-Value Small Goods Crates



3-Value Large Goods Crates



10-Value Scoring tokens

Setup

In addition to normal setup:

1. Each player takes a Docks board and attaches it to the top of their player board as shown.
2. Add all 20 Trader tiles to the cloth bag.
3. Place all 40 of the Goods Crates within easy reach of all the players.
4. Add all 10 of the 10-VP Scoring tokens to the general supply with the other tokens.



GAMEPLAY

During the Auction Phase

When a player claims a Trader tile, either by winning an auction or by using a God tile, all **OTHER** players place 1 Small Goods Crate on their Docks board for each Trader tile in **their own** collection. The player then places the newly claimed tile on the right side of their Docks board.

The player claiming Trader tiles, through auction or God tile, does **NOT** receive any Goods Crates for the newly taken Trader tiles nor for any Trader tiles already in their collection.

There is no limit to the number of Goods Crates that can be placed on the Docks board. Large Goods Crates have a value of 3 and can be exchanged for 3 Small Goods Crates when needed. In the highly unlikely event the supply is exhausted during an Epoch, use a substitute material to help track the score.

Example: If two Trader tiles are won in a single auction, the player claiming the tiles receives no Goods Crates. All other players will receive two Goods Crates **per Trader tile** in their collection.



First, Second & Third Epoch Scoring

Players gain 1 point for each Trader tile **AND** 1 point for each Small Goods Crate they have (and 3 points for each Large Goods Crate). All Trader tiles are discarded from play at the end of each Epoch, and all Goods Crates located on players' Docks boards are returned to the supply, available again for the next Epoch.

Credits

Game Design: Dr Reiner Knizia

Graphic Design & Illustration: Ian O'Toole

Rulebook Editing: Jon Healey

Production & Development:

Chad Elkins and Cameron Art

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