LUMBER TRADER

2-4 | **20-30**

COMPONENTS: 35 LUMBER CHIPS (7 OF EACH)
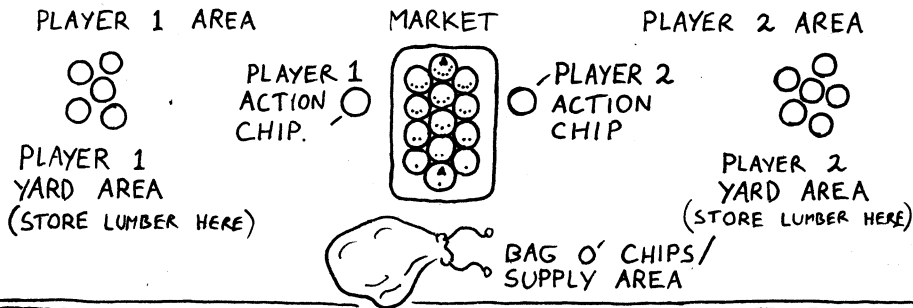8 SCORE DICE (2 PER PLAYER)
1 MARKET BOARD

SETUP: PLACE ALL LUMBER CHIPS IN BAG & SHAKE.

- DRAW 4 RANDOM LUMBER CHIPS FROM BAG/SUPPLY AND PLACE FACE-UP BETWEEN PLAYERS (DRAFT AREA).
- STARTING WITH A RANDOM PLAYER* AND MOVING CLOCKWISE, EACH PLAYER TAKE 1 CHIP AT A TIME UNTIL EACH PLAYER HAS 4 LUMBER CHIPS.
- EACH PLAYER TAKE A PAIR OF SCORING DICE (SET TO 2 $).
 * STARTING PLAYER SET SCORE DICE TO 1 $.

GAMEPLAY: THIS GAME IS PLAYED OVER THE COURSE OF SEVERAL ROUNDS.

- EACH ROUND CONSISTS OF 4 PHASES:
  1) SELECT ACTION: SET ASIDE ONE OF YOUR CHIPS TO DETERMINE YOUR TURN ORDER/ACTION FOR THE ROUND.
  2) STOCK MARKET: PLACE 3 RANDOM CHIPS IN MARKET.
  3) SELL: SELL YOUR LUMBER CHIPS TO MARKET.
  4) BUY: BUY LUMBER CHIPS FROM MARKET.

EXAMPLE OF 2 PLAYER GAME:

PLAYER 1 AREA   MARKET   PLAYER 2 AREA

PLAYER 1 ACTION CHIP.   PLAYER 2 ACTION CHIP

PLAYER 1 YARD AREA (store lumber here)

PLAYER 2 YARD AREA (store lumber here)

BAG O' CHIPS / SUPPLY AREA

1) SELECT ACTION: CHOOSE ONE OF YOUR LUMBER CHIPS TO SERVE AS YOUR ACTION CHIP FOR THE ROUND.

- ACTION CHIP DETERMINES TURN ORDER AND SPECIAL ACTION YOU MAY USE THIS ROUND.
- AFTER SELECTING YOUR ACTION CHIP, PLACE IT FACE DOWN NEXT TO THE MARKET.
- AFTER ALL PLAYERS HAVE PLACED THEIR ACTION CHIPS, FLIP THE ACTION CHIPS FACE-UP TO REVEAL.
- YOU CAN'T SELL THE ACTION CHIP THAT YOU ARE USING THIS ROUND.
- YOUR ACTION CHIP WILL RETURN TO YOUR YARD AREA AT END OF ROUND.

TURN ORDER & ACTION CHIP ABILITIES:

TURN ORDER		
①		AFTER SELLING, FOR EACH MATCHING PAIR OF CHIPS IN YOUR YARD, DRAW 1 CHIP FROM BAG/SUPPLY. (PLACE IN YARD AREA)
②		WHEN STOCKING MARKET, DRAW 4 CHIPS FROM BAG, THEN ADD 3 OF THEM TO MARKET (RETURN 4TH CHIP TO BAG)
③	+1 $	WHEN SELLING, TAKE 1 EXTRA $ FOR EACH CHIP YOU SELL THIS ROUND.
④	$	WHEN SELLING, YOU MAY SELL 2 TYPES OF LUMBER INSTEAD OF 1.
⑤		AFTER SELLING, TAKE 1 RANDOM LUMBER CHIP FROM BAG/SUPPLY.

✳ IF 2 OR MORE PLAYERS CHOOSE ② NONE USE ITS ABILITY.

2) STOCK MARKET: DRAW 3 RANDOM LUMBER CHIPS FROM BAG AND ADD THEM TO MARKET.

- DRAW AND ADD LUMBER CHIPS TO MARKET 1 AT A TIME.
- DRAW 1 LUMBER CHIP AND PLACE IT IN THE LOWEST EMPTY CELL IN THE COLUMN CONTAINING THAT LUMBER TYPE.
- IF YOU DRAW A LUMBER CHIP OF A TYPE THAT IS NOT ALREADY IN THE MARKET, PLACE IT IN THE BOTTOM CELL OF THE LEFT-MOST EMPTY COLUMN.
- ⊘ NEVER ADD MORE THAN 3 CHIPS DURING THIS PHASE.
- ⊘ NEVER PLACE THE SAME TYPE OF CHIP IN MULTIPLE COLUMNS.

THE MARKET: THE MARKET CONSISTS OF 3 COLUMNS.

I   II   III
COLUMNS
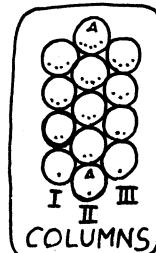
- EACH COLUMN CAN CONTAIN ONLY 1 TYPE OF LUMBER AT A TIME.
- EACH CELL (CIRCLE) HAS DOTS TO INDICATE PRICE (1-5 $).
- THE TOP AND BOTTOM CELL IN COLUMN II ARE NOT USED IN 2 PLAYER GAME. (INDICATED BY △)

- ⊘ NEVER PLACE DIFFERENT TYPES OF LUMBER IN THE SAME COLUMN.
- ⊘ NEVER PLACE THE SAME TYPE OF LUMBER CHIP IN 2 OR MORE DIFFERENT COLUMNS.
- ⊘ IF A COLUMN IS FULL, NO MORE LUMBER CHIPS OF THAT TYPE CAN BE SOLD THIS ROUND.

3) SELL:

EACH PLAYER GETS 1 TURN TO SELL LUMBER CHIPS TO MARKET DURING THIS PHASE.

TURN ORDER: DEPENDS ON ACTION CHIPS.
- IF 2 OR MORE PLAYERS CHOSE SAME ACTION CHIP, PLAYER WITH LESS $ SELLS FIRST.
  (IF STILL TIED, FLIP A COIN/DECIDE RANDOMLY)

ON PLAYER'S TURN, PLAYER CAN SELL LUMBER CHIPS OF **1** TYPE TO THE MARKET.
PLAYER MAY SELL ANY NUMBER OF CHIPS OF THAT TYPE ON HER/HIS TURN.
- WHEN SELLING LUMBER, PLACE EACH CHIP ON THE LOWEST EMPTY CELL OF THE COLUMN CONTAINING THAT TYPE OF LUMBER CHIP.

- IF A COLUMN IS EMPTY, PLAYER MAY PLACE A CHIP OF ANY TYPE IN THE BOTTOM CELL OF THAT COLUMN.

- FOR EACH LUMBER CHIP YOU SELL, COLLECT $ EQUAL TO THE NUMBER OF DOTS IN THE CELL YOU PLACED IT IN (USE SCORE DICE TO KEEP TRACK).

AFTER EACH PLAYER HAS HAD **A** TURN SELLING, BEGIN PHASE 4

4) BUY: PLAYERS TAKE TURNS BUYING CHIPS FROM MARKET.

TURN ORDER: PLAYER W/ LEAST $ BUYS FIRST, IF TIED, PLAYER W/ FEWEST CHIPS BUYS FIRST. IF STILL TIED, FLIP A COIN/DECIDE RANDOMLY.

ON PLAYER'S TURN, PLAYER MAY BUY 1 CHIP FROM MARKET BY PAYING THE NUMBER OF DOTS ON THE CELL IT IS IN. (USE SCORE DICE TO KEEP TRACK)
- PLAYER MAY ONLY BUY 1 CHIP AT A TIME.
- PLAYERS TAKE TURNS BUYING CHIPS FROM MARKET UNTIL NO PLAYER WANTS TO BUY ANYTHING.

RETURN ANY UNSOLD CHIPS TO BAG/SUPPLY AREA.

END OF ROUND: RETURN ACTION CHIP TO YOUR YARD.

- IF ANY PLAYER HAS 20$ OR MORE, GAME ENDS. MOST $ WINS.
- IF NOBODY HAS 20$ OR MORE, PLAY ANOTHER ROUND.

OVERVIEW & OPTIONS

SETUP: SHAKE UP ALL LUMBER CHIPS IN BAG/SHUFFLE CHIPS.
- EACH PLAYER TAKE A PAIR OF SCORING DICE (SET TO ∅)
- PLACE 4 LUMBER CHIPS PER PLAYER ON TABLE (DRAFT AREA)
- STARTING WITH A RANDOM PLAYER, AND MOVING CLOCKWISE, PLAYERS TAKE TURNS DRAFTING 1 CHIP AT A TIME UNTIL EACH PLAYER HAS 4 CHIPS.

GAMEPLAY: EACH ROUND CONSISTS OF 4 PHASES.
1) **SELECT ACTION:** CHOOSE ONE OF YOUR LUMBER CHIPS TO SERVE AS YOUR ACTION CHIP FOR THE ROUND. ACTION CHIP DICTATES TURN ORDER AND ABILITY FOR THE ROUND.
2) **STOCK MARKET:** DRAW 3 LUMBER CHIPS AND ADD TO MARKET. (DETERMINES DEMAND AND STARTING PRICES).
3) **SELL:** SELL YOUR LUMBER CHIPS TO MARKET FOR $. SELL 1 TYPE OF LUMBER CHIP TO MARKET.
4) **BUY:** BUY LUMBER CHIPS FROM MARKET WITH YOUR $

ⓢ ACTION CHIP ABILITIES & TURN ORDER ⓢ

TURN ORDER		
🍁	①	FOR EACH PAIR OF MATCHING CHIPS IN YARD, TAKE 1 CHIP FROM BAG.
🍁	②	WHEN STOCKING MARKET, DRAW 4 CHIPS THEN ADD 3 OF THEM TO MARKET.
🍃	③ +1 $	WHEN SELLING, TAKE 1 EXTRA $ FOR EACH CHIP YOU SELL.
🍃	④	WHEN SELLING, YOU MAY SELL 2 TYPES INSTEAD OF 1.
🍃	⑤	AFTER SELLING, TAKE 1 RANDOM CHIP FROM BAG/SUPPLY.

AT END OF EACH ROUND, RETURN ACTION CHIP TO YOUR YARD.

ENDGAME & SCORING: GAME ENDS AT END OF ANY ROUND IN WHICH ANY PLAYER HAS 20$ OR MORE (MOST $ WINS)
OR
AT THE END OF ANY ROUND IN WHICH THERE ARE NOT ENOUGH CHIPS (3) TO STOCK THE MARKET. (MOST $ WINS)

OPTIONS:
- **HIDDEN YARDS:** KEEP THE CHIPS IN YOUR YARD HIDDEN FROM OTHER PLAYERS. (USE SCREEN OR KEEP FACE-DOWN)

- **LONGER GAME:** ENDGAME IS TRIGGERED WHEN A PLAYER GETS 30$ (INSTEAD OF 20$).

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