



MERCHANTS of MUZIRIS





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Muziris was a bustling port town on ancient India's coast. In ***Merchants of Muziris***, a card game for 2-4; players, each player takes on the role of merchant gathering produce to sell on their stands. Use character cards to acquire and sell produce, draw cards, or use special abilities. At the end of the game, bonuses are awarded and the player with the most coins wins!

Credits and Thanks:

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Developers: Chris Hamm, Travis R. Chance

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Components



3 standard character cards



4 market cards



5 character cards



84 produce cards



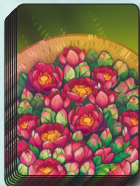
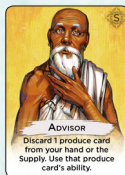
25 - 1 value coins
15 - 5 value coins
10 - 10 value coins



4 action selection markers
1 First Player action selection marker
1 First Player reminder token

Setup

- 1** Place the 3 standard character cards (Advisor, Customer, Merchant) faceup in the middle of the play area.
- 2** Shuffle the special characters and randomly select a number special characters to use that is equal to the player count minus one (e.g. in a three player game 2 special characters will be used). Return all unused special characters to the box.
- 3** Shuffle together all of the produce cards and deal 2 produce cards to each player facedown, forming the players' hands (cards in a player's hand are kept secret).
- 4** Deal 4 produce cards faceup in the middle of the play area, forming the Supply. Place the remaining produce cards in a facedown deck next to the Supply.
- 5** Shuffle the market cards and randomly select one to use for this game, returning the remaining market cards to the box.
- 6** Assign each player 1 action token in a player color (red, blue, yellow, green).
- 7** Assign the player who last ate a Mango to be the First Player for the game's first round. Give the First Player the white First Player action selection token with the 1 on it and the First Player reminder token.
- 8** Give all players other than the First Player 1 coin from the supply.
- 9** Place the coins near the play area forming the supply.



Key Concepts

Produce cards: Represent a type of produce with which you can make orders using 1-3 copies of the same type. The Set Score at the top of each produce card indicates the number of coins you receive when making an order with that type of produce card. The number to the right of the icon indicates the total number produce cards of that type in the produce deck. Each produce card also features an ability at the bottom of the card.



You must discard down to 10 produce cards in hand at the end of your turn.

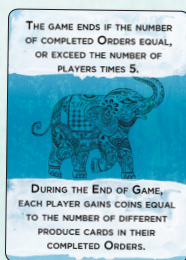
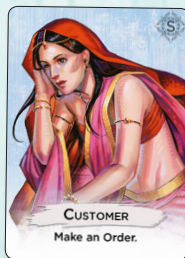
Supply: A selection of faceup produce cards in the middle of the play area that you can interact with through the abilities on character cards and produce cards. The Supply is refilled to a total of 4 produce cards at the end of each round.

Order: 1-3 copies of a produce card granting coins equal to the value shown on the top of that produce card for an Order of that size. After making an order, place one produce card from your Order faceup in your play area and the remainder in the discard pile.

Action Selection markers: Tokens placed on character cards to resolve the ability of the character card and indicate that it is unavailable to other players this round.



Character cards: Represent characters whose actions you can use to acquire and use the abilities on produce cards. When you use a character, place an action selection marker on its character card, claim any coins on the character, and resolve its action text. There are 3 standard characters (Merchant, Customer, and Advisor) and several special characters with a variety of unique actions for players to choose from.



Market card: The top portion of the card determines the condition that will trigger the End of Game. The bottom portion of the card describes the manner by which players can earn Bonus coins during the End of Game.



Coins: The reward you earn for making orders, using certain produce card abilities, and meeting certain market card conditions. The player with the most coins at the end of the game wins.





Merchants of Muziris is played over a series of rounds until the End of Game condition on the market card has been met. Each round, players will take turns selecting and using the abilities of characters to acquire and sell produce, draw cards, or use special abilities with the overarching goal to gain more coins.

Rounds & Turns

Gameplay in Merchants of Muziris is resolved in rounds consisting of individual player turns. On their turn, players select and activate characters until they have used all of their action tokens. Only characters without an action selection marker on them can be activated during a player's turn and each time you select a character, place 1 action selection marker on them, take any coins on their character card, and resolve their ability. The First Player begins each round by placing and resolving their 2 action selection markers, one at a time. Once the First Player's turn is over, play proceeds in clockwise order, with each remaining player activating one character with their single action token. The round ends when all players have assigned their action selection marker(s) to characters and resolved their abilities.

NOTE: If during a turn the produce card deck is exhausted, shuffle all cards in the discard pile together to form a new deck.

NOTE: As each player completes their turn, check to see if the End of Game condition on the market card has been met. If so, the player whose turn just ended takes the market card to indicate this round is the final round of the game. Then, all players with unused action tokens continue play in turn order with one rule change: **once the End of Game is triggered players may choose characters that already have action tokens on them.**

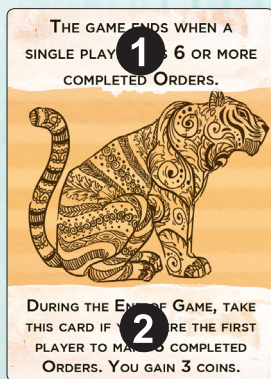


End of Round

Check to see if the End of Game condition on the market card has been met **1**. If so, immediately proceed to the End of Game. If not, follow the steps below to begin a new round:

- Add 1 coin to each character without an action token on it.
- The player to the left of the First Player takes their action selection marker, the First Player action selection marker, and the First Player reminder token. All other players take back the action selection marker in their color, so that none remain on the characters.
- Add produce cards from the top of the deck faceup to the Supply until it contains 4 produce cards (if the Supply already contains 4 produce cards, none are added).

Note: Produce cards are only added to the Supply during the End of Round unless specifically directed by an ability.



End of Game

Each player gains coins according the Bonus on the market card **2**. The player with the most coins wins the game. In the event of a tie, the tied player that earned the most coins from the market Bonus wins. Any players still tied share the victory.

Example of Play

Blue is the First Player this round. For their first action they select the Merchant ❶ taking the Banana from the supply adding it to their hand. For their second action they select the Customer ❷ making an Order from the 2 Banana cards in their hand. Blue will take 2 coins from the supply ❸ for the Order consisting of 2 Banana cards. They place 1 Banana from the order faceup on the table as a reminder that they have completed an order. Play passes to the red player who will select the Advisor ❹ discarding Cinnamon from the Supply to use the ability of Cinnamon, adding the 2 Cucumber from the Supply to their hand ❺.

The round is now over, the end of game condition has not been met so the game will continue. A coin is placed on the Beggar ❻ and the players reclaim their action selection markers. The supply is refilled and the First Player reminder token and First Player action selection marker is passed to the red player.

