

# MERCHANTS™

A Reiner Knizia Game

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Release: Available

## LORDS OF THE SEAS

The 16th and 17th centuries open a new era in trade. The Americas are newly colonized, and large merchant-vessels ply the sea lanes, bringing resources back to a desperate England. Lead one of four emerging families destined to control this swelling market. **Be bold, and realize the biggest profit!**

**Series/Type:** Family Card Game

Every player starts with three Good Cards, two Ship Cards and one Goods Token on each ship corresponding to one of six Goods Cards in the game: Indigo, Fur, Corn, Lumber, Fish and Cotton. Every turn a player may draw or play various cards. This can change Goods Tokens on player's Ship Cards, the face-up Goods Cards on the playing area, trigger scoring, and so on. During scoring, if players have Goods Tokens on their Ship Cards matching the color of the face-up Goods Cards on the playing area they will receive Coins. The game ends as soon as the deck of Goods Cards runs out. The player who has the most coins wins.

### Selling Points:

- A game by world-famous designer Reiner Knizia.
- Exceptionally quick to learn—all rules are on the packaging.
- Great depth of play for excellent replayability.
- Resource trading game in the grand German boardgame style.

### Target Market:

- Anyone that enjoys German-style boardgames.
- Anyone looking for a quick-to-learn, fun-to-play game.

### Contents:

- 60 Goods Cards
- 30 Goods Tokens
- 20 Special Cards
- 60 Coins

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