

Points and Rules for

Barter/Currency Game

- Each “merchant” starts with 20 Energy Points at the beginning of both the Bartering and the Currency trading activities.
- Record all transactions on Bartering or Currency Checklist! Be accurate.
- Keep all trade goods icons in an envelope with your name, and the name of your province
- The goal is to trade all your surplus items, and acquire items from all the other merchants.
- You may acquire goods, then trade them in another deal for other items (barter), or for a profit (currency).
- Work out your best deal
- **Subtract (1) one energy point** for every 5 floor tiles you travel across land
- **Subtract (2) two energy points** for every 5 floor tiles across water
- **Add (1) energy point** for each merchant/province you complete a trade with
- ***Add (5) five Bonus energy points** if you successfully trade with all the other merchants/provinces.
- After every (10) squares travelled, get a “Risk Card”. You may gain points or trade advantages...or lose points, cargo. Deduct or Add energy points.
- If you lose trade goods (example: Lose $\frac{1}{4}$ of your food items), please record the items and quantity lost at the bottom of your Barter Checklist.
- **(5) Point Penalty – if you have any of your original trade goods at the end of the Bartering or Currency trading activity you lose 5 Points.**