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 ¼ 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.