

## FAMILY TRADE

### English rules

2–4 players

about 30 minutes

for ages 6 and above

### To start with

FAMILY TRADE is a money trading based games for 2–4 players, playable from ages 6 and up to adult.

There are three rulesets, so three ways to play. During the game, cards will be dealt, and players should try to collect cards with the same picture. Three identical cards counts as one set, and the player who first collects a given amount of sets (depending on which rules you're playing with), will gain money according to the market.

And, naturally, the player with most money at the end wins.

### Setup

\* Each player should get ten 10,000 bills, and eight 50,000 bills (totalling 500,000 for each player). However, when playing "Battle Royale", no bills are distributed at start.

\* Put out the playmat and the bills.

\* Shuffle the trade cards to a face down deck.

\* When playing "Market Making", set up the chips.

Determine dealer in any suitable way. This concludes setup.

## 1. Market making

### Rules

First, the dealer rolls all the trade dice, and places the chips on the market table, to indicate the value for each item. The first player to collect three (3) sets, will gain the money for all three of the items indicated by his sets. However, before scoring, the player may reroll one trade die if he wants.

Also, by discarding one "Market Make" card, a player can increase or decrease the value of one item by 1 step.

This game is played so that the dealer role has gone 2 laps around the table (each player has been dealer at least twice). The player with most money after this amount of games, wins.

### How to play

1: The dealer rolls all 8 trade dice. The die result is the value of a set of that item.

Place a chip on the market table to indicate its value. If you want, between games, you can either reroll the entire market, or decide to just let the market stay from one game to the next.

2: Deal out trade cards so that all players have 8 cards in hand.

3: Starting with the dealer, and clockwise, each player first draws the top card of the deck, and then (unless he goes out) discards one card before him, onto the "Card Dump".

4: If a player is just one card from going out (having 3 sets), he puts his eight cards (hand cards) face down and announces "one to go!". This player can no longer discard any of these cards. Announcing "one to go" is mandatory!

\* Note: One exception to the mandatory announcing is if you get a starting hand that is one to go. In that situation, you can actually go out without announcing "one to go".

5: Once a player is "one to go", and a card is discarded that lets him go out, he may immediately take it and go out, without waiting for his turn.

6: Once a player has three sets, he announces "done!" and shows his cards to all. (Please note that you can't go out as long as you have a Market Make card in hand.) Then, the player rerolls the value of one item if he wants – it's not mandatory.

7: Add up the total value of the sets in hand. What then happens with the money, depends on whether the total is positive or negative, and from where the player got his final card.

Table

Card origin / Total sum	Positive	Negative
Deck	Take from bank	Place in Jackpot
Other player	Take from that player	Give to that player

Note: Money in the Jackpot is taken by the next player who goes out with a positive amount.

8: The player to the left of the dealer is the new dealer. HOWEVER, if the player who went out was the dealer, then he continues being the dealer. If the dealer goes out on his second deal, his points are doubled; if he goes out on his third deal, his points are tripled, and so on. The limit for this is being dealer 10 times – no one can be dealer 11 times in a row, so in that case, the dealer role shifts to the left.

9: When the dealer role has gone two laps (everyone has been dealer at least twice), the game ends, and the player with most points wins.

#### Other rules

If a player goes out with 9 identical cards, his points are always 600,000, regardless of price and final card origin.

If a player announces "done" and has not gone out, he must pay 100,000 to the Jackpot as penalty.

If a player does not have enough money, he takes the bills to pay and uses the loan equivalent to the amount.

## 2. God of the market

### Rules

The flow of this game is almost the same as that of "Market Making", with the important difference that the player who goes out rolls the trade dice for all his items, and will gain money accordingly. Money is distributed in the same way as for Market Making.

### **3. Battle Royale Market**

#### **Rules**

This is a speed contest, about who first gets a set (three-card). The player who goes out, rolls the trade die for the item he went out with, and gains money accordingly. The cards the player had in hand (and all hand cards for all other players) are put out of the game. When the deck is empty, the discards are shuffled and reused. Round after round is played until either the deck runs out, or any type of the bills (10,000 or 50,000) runs out. The player with the most money at the end of the game wins.

#### **How to play**

- 1: From the dealer and clockwise, players draw one card to their hand, in order, until they have 2 cards in hand. Please note that players start with no money.
- 2: From the dealer and clockwise, players draw one card and discard one cards, in order.
- 3: A player can go out either by drawing from the deck or by taking the discard. (Unlike the other rules, there is no need to state "one to go!" or put down your cards face down.) When a player goes out, he announces "done!" and shows his cards.
- 4: The player who went out rolls the corresponding trade die and determines the value, getting the amount from the bank if positive, and paying to the bank if negative. If the player doesn't have enough money to pay, he uses a loan.
- 5: The cards the winning player had, and all other player's hand cards, are removed from the game. Place them on the playmat.
- 6: If the deck runs out, shuffle the discards to form a new deck.

#### **NOTE**

Contains small parts. Keep away from children under 3 years of age.