Easterlies

A trading game by Victor Dong and Benjamin Tran

Up to 4 players

Materials:

- Deck of Action cards
- Deck of Resource cards
- Board
- Unique playing pieces for each player
- Counters (for convenience)
- Paper and pencil (for convenience)

Instructions

Players decide where to start, out of 4 locations: New York, San Francisco, Cape Town, and Shanghai. Each player starts in the same city. Every player starts with $1500. Then, players decide play order by dice roll. On each turn, a player must travel to a new destination, linked to their current one. However, every path has a travel cost. The player decides where to travel, and then draws an action card. Action cards are modifiers that dictate what happens during their trip. They may be good or bad, and may take place either immediately, or whenever they arrive at their destination.

Action cards are labelled "Land" or "Ocean", which dictates when they take effect. If a card is drawn and its action is unable to be completed, it is shuffled back into the deck and nothing happens.

They are also labelled "Local" or "Area". A Local action only happens to those who draw the card. An Area card persists throughout the trade route for a set number of turns.

Once a player has travelled to their new destination, they may choose to buy and sell, **or** take out a loan.

Buying and selling

If a player decides to buy or sell in a town, set up the market. Deal one of each resource (gold, oil, cotton) onto the 3 slots (orange circles). Keep dealing and shuffling until there are one of each resource on the slots. The three numbers on the resource card are the price per unit; a Slot 1 resource uses the first number, a Slot 2 resource uses the second, and a Slot 3 resource uses the last number. The only exceptions are the cities of Baghdad (illustrated by the black dot and line), Delhi (the tan dot and line), and Lima (the gold dot and line). At those three places, special resource cards are dealt out at Slot 1 (oil for Baghdad, gold for Lima, cotton for Delhi).

Slot 2 and Slot 3 of those cities are filled as usual. A player then completes his transactions (1 each of buying and selling). A player may carry a maximum of 20 cotton, 12 oil, and 8 gold.

Haggling

At a market, a player may try to haggle the price of goods. To do so, the player must call even, or odd. The die is then rolled; if the die matches what the player called, then a chosen good's price is lowered:
- 5 for cotton,
- 15 for oil,
- 30 for gold.
- An artifact's value **cannot** be haggled.

A player may choose to make a riskier move. Another way to haggle is to call a number. If the die shows the number, the price of a chosen good is slashed by half. If the haggle fails, the market takes offense to your haggling and raises the price of all the goods by 30 for the round.

Artifacts

Instead of a resource, an Artifact card may be dealt in the market. The artifact does not have a listed price; instead, to determine the price of an artifact, call even or odd, and then roll the die. If the call is correct (player calls even, rolls even) the price of the artifact is the number rolled times 10. If the call is incorrect, the price is the number rolled times 100. However, artifacts are not exactly resources. A player may sell their artifact in any market. A player may sell their artifact to a player (see player trading for more detail). Or a player may keep their artifact card(s) until the end of the game. If a player keeps their artifact cards until the end of the game, the player may draw a card from the Appraisal deck for each artifact they have. Appraisal cards have monetary values that you can add to your final money count.

Fleets

At any point in the game, when a player has enough money, they may purchase an additional fleet; simply pay $1000 and take another unused game piece. The benefit of a fleet is that they may travel together or separately; when separate, the player controlling the fleets is allowed to make as many turns as fleets they have. When travelling together, the amount of goods that can be carried is multiplied by the number of fleets they own, as well as an additional bonus:
- 3 extra cotton per ship
- 2 extra oil per ship
- 1 extra gold per ship

If a player with a fleet enters a city where another player already has a fleet, the person who has less fleets in the city is not allowed to do anything in that city

Player trading

Players who meet up at the same city have the option to trade each other instead of trading the market. They may negotiate both the amount and price for the goods they try to trade.

Loans

A player may decide to take out a loan; loans can only be taken out $500 at a time, but the player may take out any amount of loans as they wish. The player must return back to the city from which the loan was taken and pay back $600, within 8 rounds

Winning and Losing

Winning and Losing are decided upon by the players; they may set a time limit, a money limit, or a turn limit. They may decide to set a condition, like circumnavigating the world once. Or twice. There can be a set limit on the number of loans they are allowed to take. Some basic win and loss conditions follow:

- Win: Earn the most money in 30 rounds
- Win: Has $10000 first
- Win: Most money in 30 minutes.
- Loss: Must take out 5 loans (or they are bankrupt)
- Loss: Bankrupted