

# *Rulebook*

# **Trade and Triumph**



**Paragon Games**

In Trade and Triumph, you will embark on a journey as a trader along ancient trade routes.

You will travel through unique regions and be presented with many choices.

Will you outwit rivals with sharp trades or shape your success through influence?

## Contents

### 150 Cards



60 Influence  
(2 of each card)



60 Trade  
(2 of each card)



30 Specialty

### 100 Tokens

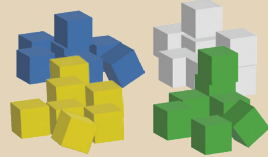


Victory Points



Gold

### 12 Upgrade Gems 28 Trade Resources



## Game Setup

Place the game board within reach of all players. Create a supply of Trade Resources near the board. Shuffle the Influence, Trade and Specialty decks separately and place them near the board, leaving room for three separate discard piles.

Each player takes the following:

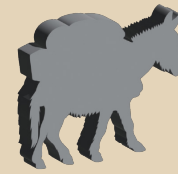
- The Trader of their choice
- The matching Upgrade Board and 3 Gems
- 5 Gold
- Draw 2 Influence Cards and 2 Trade Cards

Place the selected Traders in the City to begin their journey for fame and fortune.

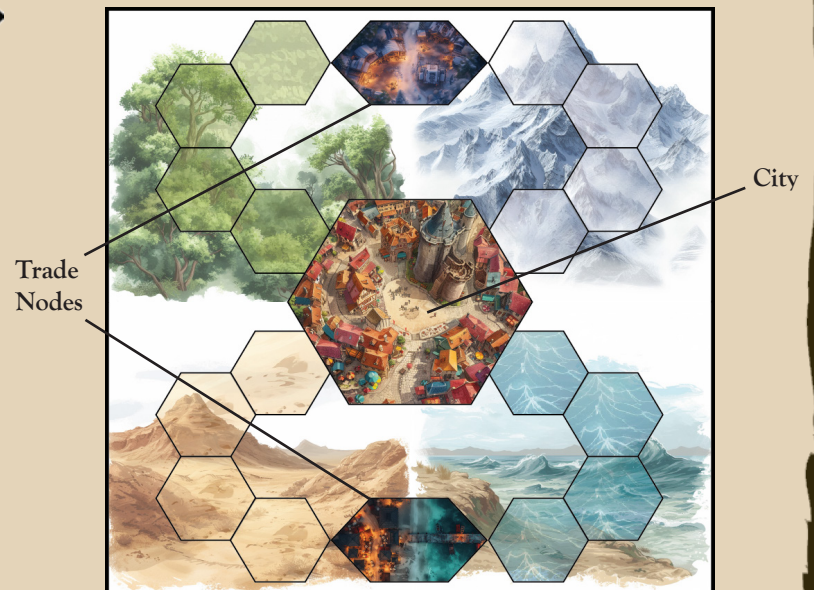
### 4 Upgrade Boards



### 4 Traders



### 1 Game Board



## Game Overview

The game features 150 cards, spread across three distinct decks that shape your path to victory.

Along with these cards, the game board represents trade routes.

Gold is the currency of your trade empire, essential for transactions and strategic moves.

Navigate the board and utilize your cards skillfully, as every decision brings you closer to victory.

To win the game you must accumulate 20 victory points.

## The Cards

Gameplay is centered around three key decks: the Trade Deck, the Influence Deck, and the Specialty Deck.

Balancing your draws from these decks and deciding when to invest in the Specialty Deck is critical to your strategy and success.

### Trade Cards

Trade cards are played face-down in front of you and are only revealed when your trader reaches the end of a trade route.

Trade cards are your primary source of gold and will tell you how much gold you receive when they are revealed. Some trade cards offer bonus payments depending on which region your trader traveled through. Not all trade cards payout gold, some have other effects.



#### TIP

Trade cards are always played face-down and only revealed when you complete a trade route.

### Influence Cards

Influence cards cost gold to play. Some influence cards are "Eternal" which means the card remains out in front of you for the remainder of the game. Others provide an instant effect.



#### TIP

Eternal card effects do not count as a play for your turn. They may be used every turn if applicable. The card effects may NOT be used when first played. You must wait until your next turn to apply the card effects.

### Specialty Cards

Specialty cards cost 10 gold to draw. These cards can provide powerful effects and can also reward you with victory points.

#### TIP

If you choose to pay 10 gold to draw from the specialty deck, it still counts as a draw for your turn. Specialty cards are played face-up and the card effects are applied immediately.



## The Trade Routes

The game board consists of 8 trade routes throughout 4 unique regions (forest, mountain, desert, ocean). Routes lead to trade nodes and back to the city. Each turn, you will move your trader 1 space along a trade route. Once you choose a route, you must continue along it until you complete it. When your trader reaches a trade node, you will immediately take 1 trade resource and reveal your trade cards, applying their effects immediately. You may also choose to sell any amount of cards in your hand here for 1 gold each. You may do this at any point in your turn. From there, you must return to the city. On the way back, you may either pass through the node to the other region, or you may turn around and head back through the region that you traveled through.



### Trade Nodes

Take 1 resource cube  
Reveal trade cards



\*Optional - Sell cards in your hand for 1 gold each

### Trade Resources

Every time you reach a trade node, you receive a trade resource. The trade resource you get is determined by the route you travel through to reach the node.

Green = Forest  
White = Mountain  
Yellow = Desert  
Blue = Ocean

#### TIP

Some cards provide benefits when in specific regions. Trade nodes count as both regions they are attached to.

Trade resources may be sold at the city for 1 victory point. If you have 1 of each unique trade resource, you may sell 4 trade resources for 6 victory points. There is no limit to how many resources you may hold onto at a given time.

### The City

Every time your trader reaches the city, you will reveal your trade cards and apply their effects immediately. At the city, you may also choose to sell your trade resources for victory points at any point during your turn. You may sell as many resources as you would like, or none at all. Each trade resource sells for 1 victory point. If you have one of each type of trade resource, you may trade them in for 6 victory points. You may also choose to sell any amount of cards in your hand here for 2 gold each. You may do this at any point in your turn. There is no limit on how many resources you may have at a given time.

#### TIP

If your trader is forced into a trade node or the city by another player, your trader does not reveal trade cards or gain trade resources. Next turn should be treated as if you were traveling along a route, not completing one.



#### TIP

When selling cards, discard them to the appropriate discard pile.

### The City

Reveal trade cards

Sell trade resources for victory points

\*Optional - Sell cards in your hand for 2 gold each

\*\*\*Note

If your movement is upgraded and you were to pass over a trade node or the city, finish off your movement first, then treat the end of the route as normal.

## Upgrade Boards

Every player begins the game with an upgrade board with 3 gem pieces on the leftmost squares of the card. During a player's turn, you may choose to spend the required gold (shown on the upgrade card) to permanently apply upgrades of your choice.



Allows your trader to **move** additional spaces each turn.



Allows you to **draw** additional cards each turn.



Allows you to **play** additional cards or perform additional upgrades each turn.

- Any time you decide to upgrade, it counts as a play for your turn.
- All upgrades come into effect on the next turn.
- You must upgrade in order from left to right.
- When upgrading your draw, you may draw a maximum of 1 card from each deck. You cannot draw more than one card from the same deck per turn.
- All upgrades represent the maximum number of actions you can take, but you are not required to use the full extent of your upgraded abilities if you choose not to. For example, if you have upgraded your movement ability to move up to 3 spaces, you may choose to move fewer spaces if desired.

### TIP

If you choose to upgrade, it counts as playing a card for your turn.


If you have 1 play per turn and choose to upgrade to 2 plays per turn, your turn immediately ends, as the upgrade counts as your play for that turn. On your next turn, you will have 2 plays. If you chose to upgrade again, you will have 1 play remaining for that turn.

## Game Rules

The last person who traded something goes first. Play then proceeds clockwise. Each turn, players do the following in order:

- Move your trader on a trade route in the direction of your choice. (once you've chosen a region, you must complete the trade route you're on before you choose a new direction). You may move 1 to 3 spaces depending on your movement upgrades.
- Draw one card from the deck of your choice (if you choose to draw from the specialty deck, you must pay 10 gold.)
- If you have any eternal cards in play, you may use their effects at any time during your turn, unless the card states otherwise.
- Finally, you may perform one of the following:
  - Play one card from your hand OR
  - Perform one Upgrade OR
  - Do nothing, then

End your turn.

\*\*\*Note: The  upgrade allows you to perform more of these actions.

\*\*\*Note: *If you have more than 7 cards in your hand at the end of your turn, you must discard cards until you have 7 in your hand.*  
(put a card from your hand to the discard pile)

### TIP

Referencing your upgrade board can be helpful when remembering what to do on your turn. Follow the symbols on the upgrade board from top to bottom each turn.

Move, Draw, Play

## End of the Game

When a player reaches 20 victory points, the game end is triggered. The current round is completed so that all players have had an equal number of turns.

### Determining the winner:

The player with the highest number of victory points is declared the winner.

### Tie-breaker conditions (in order):

- If there is a tie for victory points, the tied player with the most gold wins.
- If there is still a tie after considering gold, the tied player with the least upgrades wins.
- If players are still tied after considering upgrades, the tied players share the victory.