

Dale of Merchants Collection

Objective: Players race to be the first person to complete the 8 stacks of their merchant stall.

Setup

1. Select a number of Animalfolk decks equal to the number of players plus one and take the chosen decks from the box.
 - Deck Selection cards have been included with the game to help choose decks or randomise setup.
 - Low complexity decks are recommended for a player's first few games.
 - Decks from any other *Dale of Merchants* titles can be freely used in conjunction with *Dale of Merchants Collection*.
2. **Trap Cards:** If choosing to use the optional Trap cards in the game, follow these steps:
 - i) Each player takes a Colour card and places it in front of them.
 - ii) Choose a combination of Trap cards to be included in the game (a maximum of 2 Trap cards is recommended).
 - iii) Each player takes a set of the chosen Trap cards in the colour that matches their Colour card.
 - iv) Return any unused Trap cards to the box.
3. **Character Cards:** If choosing to use the optional Character cards, follow these steps:
 - i) Shuffle the desired Character cards together and deal 2 face-down Character cards to each player.
 - ii) Each player chooses a Character card that they will use during the game.
 - iii) Once each player has chosen their Character card, each player reveals their chosen card and places it front of them, face-up.
 - iv) If a player's Character card has any additional components listed in the top left-hand corner of the card, they take the listed components from the box.
 - v) Return any unused Character cards to the box.
 - vi) If any of the Character cards have the keyword **setup**, the owner of that card follows those instructions, when appropriate.
 - If a player's Character card lists Specialty cards that are not mentioned in its setup instructions, the player places those cards face-up near them on the table, separate from their other cards, with the exception of large Specialty cards, which are placed face-up next to their Character card.
4. Place the Market board in the middle of the table.

5. If any of the chosen Animalfolk decks or Character cards use Gold () or Tokens (), place them below the Market board to form the Bank and Supply respectively.
6. Each player forms their starting deck by taking a '1' value card from each of the chosen Animalfolk decks and then adds Junk cards to their deck until it has a total of 10 cards.
 - Any remaining '1' value Animalfolk cards that were not placed into players starting decks are returned to the box.
 - If playing with Trap cards, players shuffle their Trap cards into their starting deck; Trap cards do not count towards the 10 card total of a player's starting deck.
7. The remaining Animalfolk cards valued 2 – 5 are shuffled into a face-down pile and placed to the left of the Market board to form the Market deck.
8. Draw 5 cards from the Market deck and place one face-up card on each of the spaces of the Market board, filling from right to left.
9. The remaining Junk cards are placed near the Bank and Supply to form the Junk pile.
10. Each player thoroughly shuffles their starting deck into a face-down pile and draws 5 cards from their deck to form their starting hand.
11. Randomly select a starting player to take the first turn of the game.
 - If multiple games are played back-to-back, the starting for the next game should be a player that did not win the previous game.

End of Game

When a player builds their 8th and final stack in their Merchant Stall, the game ends immediately with that player winning the game.

Character Cards: If playing with Character cards, some Character cards effects may make a player ineligible to win the game until they get rid of a condition that prevents victory; in these instances, if the player has 8 stacks and then gets rid of the condition preventing them from winning, they win the game immediately.

- If such a condition exists, the player can still build their 8th stack, but it will not trigger the end of the game.

4 Player Team Game: If playing a 4-player team game, the end of game win condition is increased from 8 to 10 stacks; the first team to complete their 10th stack wins the game.

Cards

Animalfolk Cards: Animalfolk cards are the primary type of cards that make up players decks and that are played in *Dale of Merchants*.

- Each Animalfolk deck has 15 cards ranging in value from 1 – 5.
- The effects on a card are always resolved in the order in which they are written.



Value: The base cost to purchase the card from the Market and the amount the card is worth when discarding it to purchase another card.

Bonus Action Icon (+): A card with a Bonus Action icon allows the player to perform another action after playing it for its Technique action; bonus actions are not awarded when a card is used for any other reason.

Game Icon: Indicates which *Dale of Merchants* set (game) the card is from.

Animalfolk cards come in two types, Technique and Passive:

Technique Cards: Technique cards can be played for their Technique action.

- A Bonus Action icon on a Technique card rewards a player with a bonus action after using the card for its Technique action.

Passive Cards: Most Passive cards have effects that apply when the card is in its owner's hand.

- Some Passive cards can also provide their effects elsewhere, if their text states so.
- When a player wants to use a Passive card, they show the card to the other players and then fully resolve its effects before returning it to where it was (*i.e. it is not discarded when the passive effect is used*).



Junk Cards: Junk cards are primarily used to purchase new Animalfolk cards from the Market.



Deck Selection Cards: Deck Selection cards are optional cards that can be used to help compare decks and choose the desired Animalfolk decks, or randomised their selection during setup.

Character Cards

Character cards are a game variant in which each player receives a Character card at the start of the game that grants them a unique power that dramatically influences gameplay.

- Character cards are only recommended for experienced players.
- A few Character cards have a banner in the top right-hand corner which indicates they need a teammate; these characters can only be used when playing the 4 Player Team Rules variant of the game.
- Cards that refer to Opponents () refer to all other players that are not on the player's team.
- If a Character or Specialty card effect activates an action, the player resolves that action; it will count as that player's action for the turn. A Technique action can award a bonus action as per normal.
- Character cards that use the dice found in other games in the *Dale of Merchants* series can only be used if those games are on hand.



Complexity: Each Character card shows a colour that indicates its complexity: green – easy, yellow – intermediate, and red – hard.

Additional Requirements: Additional components required when playing the character.

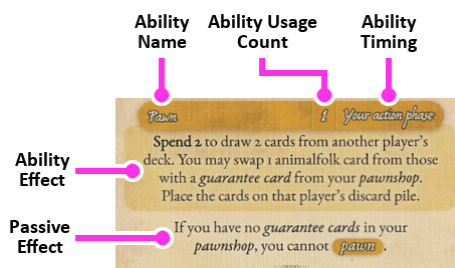
Game Icon: Indicates which *Dale of Merchants* set (game) the card is from.

Ability Effect: The effect of the ability.

Ability Usage Count: The number of times the ability can be used during a single turn.

Ability Timing: When the player can use the ability; abilities cannot be used in the middle of resolving another effect.

Passive Effects: Passive effects apply while the Character card is in play



Specialty Cards: Some Character cards have unique Specialty cards that go along with them. Each Specialty card has different uses which are explained on the corresponding Character card or Specialty card itself.

- Each Specialty card has a Name Tag () with the name of the Character card it belongs to.
- Some Specialty cards are shuffled into players' decks and function in a similar manner to Animalfolk Technique cards; these cards have a specific owner and can never be used to build a stack in a player's Merchant Stall.
- Specialty cards that are not in a player's hand, deck, or discard pile cannot be stolen from their owner by any means.
- Specialty cards that are set aside during setup are considered to be at their owner's disposal; their use is always explained on the Character card or on the Specialty card.



Trap Cards

Trap cards are a game variant that can be included into a game to add more interaction between players.

- Trap cards are only recommended for experienced players.
- Each Trap card comes in 4 different colours, one colour for each player; the colour of a Trap card indicates which player it belongs to.
- Trap cards can alternatively be used to purchase cards from the Market.
- Trap cards can never be used to build a stack in a player's Merchant Stall.



Using Trap Cards: A Trap card can be played onto another player's discard pile and will trigger an effect when placed into the hand of a player that is not its owner.

4 Player Team Rules

4 Player Team Rules is a game variant in which players can split into two teams of two players.

- 4 Player Team Rules is only recommended for experienced players.
- 4 Animalfolk decks are used in this variant instead of 5.
- Team players are to sit opposite each other so that each player has an opponent to their left and right; players on the same team can never have back-to-back turns.
- *Dale of Merchants Collection* only comes with 20 *Junk* cards, 24 are needed for this variant; if there are no other *Dale of Merchants* games to provide additional *Junk* cards, it is recommended players use 4 '1' value cards from a single unused Animalfolk deck as a substitute.

Changes to Normal Rules: Players that share a team also share a single Market Stall between them.

- The number of stacks needed to win the game is increased from 8 to 10; the values of cards required for each stack range from 1 – 10.
- All communication between players on the same team is to be public.
- Cards that refer to Opponents () refer to all other players that are not on a players team.
- Players only refill their hand during the Clean Up Phase of their own turn.
- When a player builds a stack in their team's Merchant Stall, their teammate can help by contributing one or more cards to the stack, however, the active player building the stack must contribute at least 1 card to the stack.
- Once a team builds their 10th and final stack in their Merchant Stall, they win the game immediately providing neither player has a Character card with a condition that prevents them from winning.

Keywords

All keywords with the exception of *alert* are presented in **bold** in a card's effect text.

Alert (): When a card with an **alert** is placed into the hand of a player that is not the owner, they resolve the card's effects immediately.

- Simply seeing a card with an **alert** does not trigger the **alert**.
- The owner of a card with an **alert** on it cannot resolve the **alert** of their own card.

Finish: When a player plays a Technique card that has the keyword **finish**, they place it into their schedule and resolve any effects in the card's text that precede **finish**; the card stays in player's schedule afterwards.

- During a player's Action Phase, they may **spend** the amount listed after **finish** to resolve any effects that come after the keyword **finish** and then place the card into their discard pile; this does not count as an action.

Return: The keyword **return** is often on cards that have a specific owner. When resolving the **return** component of the card, the player places it on top of its owner's deck; the owner of the card will be specified in the Name Tag () below the card name.

Reusable: A **reusable** Technique card is a specific type of Technique card that a player always places into their discard pile after it has been fully resolved.

- If there is an option for the card to go anywhere else, it is not **reusable**.

Setup: If a Character card has the keyword **setup**, the owner of the character follows the instructions that follow the keyword during the game setup as appropriate.

Spend: Before a player plays a Technique card or uses an effect with the keyword **spend**, they must first pay the amount listed after **spend**, in any

combination of cards from their hand and Gold ().

- Each **spend** must be paid for separately, a player cannot combine the **spend** costs of separate cards or abilities.
- Paying for a **spend** follows the same rules as purchasing a card from the Market.
- **Spend x** is a **spend** followed by a range of values that specify the amount the player can **spend**; the amount the player **spends** is up to them, providing that it is within that range, and determines the value of **x** for the effect.

Store: When a player plays a Technique card or uses an effect with the keyword **store**, the player places cards they wish to store face-down on the card with the keyword.

- **Stored** cards cannot be targeted by any effects other than those from the card they are **stored** on.
- A player may look at their own **stored** cards at any time.

Throw Away: When a player is to **throw away** a card, the location the card is sent to is determined by its type:

Animalfolk: Market discard pile

Junk Card: Junk pile

Specialty/Trap: Owner's discard pile

Rules Contradictions: If the text on a card contradicts the rules of the game, the text on the card takes precedence.

Discard Piles: All discard piles are face-up and may be inspected by any player at any time.

- A player may not reorder the cards in a discard pile when looking through it.

Empty Deck: If a deck runs out and player needs to draw a card from it, shuffle the corresponding discard pile into a new face-down pile to form a new deck.

- This applies to both player and the Market decks.
- Searching a deck that has no cards in it does not trigger the formation of a new deck.

Running Out of Junk Cards: The number of cards in the Junk pile is considered to be unlimited; in the case that the Junk pile runs out, players can use cards from an Animalfolk deck that is not in play as a substitute for *Junk* cards.

Gold (🪙): The *Wealthy Tuataras* Animalfolk deck and many Character cards supply players with Gold; Gold can be used to purchase new Animalfolk cards from the Market and to pay for the costs of **spend** and **finish** keyword effects.

- Player's keep any Gold they have between turns; there is no limit to the amount of Gold they can possess.
- When spending Gold, a single Gold Coin is worth 1 and a large Coin is worth 5 towards the purchase; Gold is placed into the Bank after used.
- The number of Gold is not limited by the number of physical components included with in game; if the Bank runs out, something else should be used as a substitute.

Tokens (🌐): Many Character cards use Tokens; Tokens are used to keep track of various effects.

- When an effect adds Tokens, the player takes the Tokens from the Supply and when it removes them, the player returns the Tokens to the Supply.
- The number of Tokens is not limited by the number of physical components included in the game; if the Supply runs out, something else should be used as a substitute.

Clock: The Mongoose and Bat Animalfolk decks use the Clock (🕒); if either are included during setup, the Clock is placed on the table for use during the game to track the time of day.

- At the beginning of the game, the Clock hand starts on the first Day (☀️) space (◆) of the clock.
- Most effects in the Mongoose and Bat decks depend on the position of the hand on the Clock; these effects have Day (☀️) and Night (🌙) parts, each of which are only in effect if the Clock hand is in the corresponding region of the Clock at the moment the card is played.
- The hand of the Clock is advanced one space (◆) clockwise after any player plays a Technique card for its technique and has resolved its immediate effects.

Guessing Effect: If an effect lets a player guess a card, they show the card to everyone so that they can confirm the result.

Turn Order (Single player turns in clockwise order)

1. **Action Phase:** The active player performs one of the four following actions:

Technique Action: The player plays one Technique card from their hand by placing the card in front of them and then resolving the effects described on the card.

- The effects on the card resolve in the order in which they are presented.
- If a player is unable to draw, take, or exchange the exact number of cards specified by an effect, the player performs the action with the largest number of cards possible.
- When a player needs to throw away multiple cards at the same time, they choose the order in which they are placed in the designated discard pile.
- After a Technique card has been fully resolved, the player places it on top of their discard pile unless told otherwise.

Schedule: The card stays in front of the player for the duration of its effect; cards in front of a player in this manner are referred to as a player's 'schedule'.

- Cards in a player's schedule are unaffected by others effects until they are resolved at which point they are discarded as per normal.
- If multiple effects in a player's schedule resolve at the same time, they choose the order in which they are resolved.

Clock (🕒): If the Clock is in play, advance the hand one space (♠) clockwise after resolving the immediate effects of the card.

Bonus Actions: if the card has a Bonus Action icon (✚) the player performs another action (Market, Technique, Stall, or Inventory) after resolving the immediate effects of the card just played and advancing the Clock hand, if applicable.

- The bonus action is always awarded on the turn the card is played, even if the card remains in the player's schedule and has delayed effects.
- If the player uses their bonus action to play another Technique card that has a Bonus Action icon, they may take an additional bonus action, and so on.

Inventory Action: The player discards any number of cards from their hand into their discard pile.

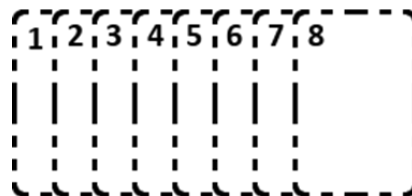
- A player can take this action to discard 0 cards.

Market Action: The player buys 1 card from the Market by paying its price with any combination of cards from their hand and Gold (💰).

- The cost of a card is equal to the value printed in the top left-hand corner of the card plus the potential added cost printed on the Market board, above the slot that the card occupies.
- When paying with cards, each card is worth the value printed in the top left-hand corner of the card. The player places the cards they use to purchase the card into their personal discard pile.
- When paying for a card, the player may overpay but all cards used in the payment must be necessary to reach the price *i.e. if a card costs 4, the player cannot pay with a 3, 2, and a 1 as either the 1 or 2 can be omitted to meet the 4 cost.*
- A player may purchase a card partially or completely with Gold; each Gold is worth 1 towards the cost and as such a player cannot overpay with it.
- If the card being purchased has a cost of '0' or less, the player may purchase it without discarding any cards or paying any Gold.
- The player puts purchased card straight into their hand.

Stall Action: The player builds 1 stack in their Merchant Stall.

- Each player is required to build 8 stacks in their Merchant Stall over the course of the game.
- Cards used to build a stack are no longer in the player's deck, and can no longer be used for their actions, or to buy cards.
- The stacks in a player's Merchant Stall must be built sequentially in ascending value from 1 – 8; the values of the cards in the first stack must add up to exactly 1, the values of the cards in the second stack must add up to exactly 2 etc.



Building a Stack: To build a stack, the player chooses any number of cards that belong to a single Animal-Folk set from their hand, whose values add up exactly to the required value of the stack, and place them in front of their stall.

- A stack cannot be built in parts; it must be built completely during a single action.
- The cards in stacks are placed face-up, with the values on all cards in each stack remaining visible.
- Some card effects can modify the value of a player's stack, or manipulate the cards within it; this is perfectly okay, the values and/or cards in a stack do not matter after the stack has been built.
- The required value of a player's next stack is determined by the number of stacks they have already built, not the combined values of cards within the previous stack.

2. **Clean Up Phase:** After the active player has completed their action(s), the player performs the following steps in order:

- Clean up is considered part of the active player's turn and as such they may use the passive effects provided by some cards.
 - The player should always reach their hand size by the end of the Clean Up Phase, even if cards are removed from their hand during it.
- i) **Refill Hand:** The active player draws cards from their deck into their hand one-by-one until they reach their hand size (the default hand size is 5 cards).
- If the number of cards in the player's hand exceeds their hand size when it is time to refill their hand, they do not discard any extra cards.
 - If the player's deck and discard pile run out at the same time and they still need to draw more cards to reach their hand size, they add *Junk* cards from the Junk pile to their hand until they reach their hand size; *Junk* cards are only added to a player's hand in this way during the Clean Up Phase.
- ii) **Slide Cards and Refill the Market:** The remaining cards on the Market board are moved to the rightmost empty slot, one by one, starting with the rightmost card. The empty spaces are refilled with cards from the top of the Market deck, filling from right to left.
- If when refilling the Market both the Market deck and Market discard piles are empty, the Market will only be partially filled.