

Main Game Dynamics

Chance

- There is an element of chance in every attacking, selling and trading action done by the players in which the player has to roll different dice more than once.
- There is also an element of chance when the market price-card is randomly drawn from a pile at the beginning of each round.

Player-Interaction

- Players can choose actions which have effects on other players such as sabotaging their structures for two rounds, robbing them of their goods or damaging their structures.
- Players can also mutually decide to trade goods with each other.
- Players can promote other players or get promoted.

Decision-Making

- In each turn, the player needs to decide among various actions: to produce goods; to attack other players; to sell goods; or to trade goods with other players. This needs to be done while considering the changing market prices of goods in each round and with goals of making as much money as possible for building or levelling up structures and gaining as many fame tokens as possible to win the game.
- Players need to decide whether to wait for the goods to be sold in a round having higher prices for that good or to avoid the risk of getting robbed and sell them at a lower price considering the conditions of other players.
- Players need to decide which good to produce and build structures for, i.e., whether to go for higher rewards with higher probabilities of failure or go with smaller rewards with higher probabilities like deciding between selling in the opposite market or the adjacent markets
- Players need to strategically decide locations where to build particular structures considering other players' interests.

Resource-Management

Players need to manage their goods and money strategically.

- They need to manage money for building and levelling up structures.
- They need to manage production and selling of goods to make money.

