Ancient Greek Economy Card Game

Before you begin:

- 1. This game works best with 3-6 players
- 2. Choose a "profits dealer" to deal out the profits at each turn (pink squares)
- 3. Make a pile of **blue export** cards and a pile of **yellow import** card, shuffled and faced down.

How to win:

The object of the game is to collect all four yellow import cards: cheese, perfume, barley, ivory

How to play:

Collecting Export Cards:

Youngest player get to start, then the turns go clockwise around the group.

First round: Each player picks up a **blue export** card and places it face up, in front of them.

Second & Third Round: Collect 1 profit for each blue export card you have (the profit you will collect is written at the bottom of the blue export card), then pick up another blue export card.

You can only have a maximum of 3 cards in front of you at a time, you can either:

- 1. Keep all three cards, and collect the 3 profits corresponding with all three cards
- Trade one of your cards with another player if they agree to do so (you cannot collect profits on a card during the round you trade it, or receive it from a trade)
- 3. Put one of your cards at the bottom of the **blue export** deck and pick one from the top of the deck

(you cannot collect profits on a card during the round you put it at the bottom of the deck, or on a card during the round you collect it)

Ax profit = 1 lumber per turn, per card (you can trade 6 lumber for 1 ship)

Clay profit = 1 clay pot per turn, per card

Grapes profit = 1 liter of wine per turn, per card

Olive tree profit = 1 liter of olive oil per turn, per card

Bronze profit = 1 coin per turn, per card

Collecting Ships:

Once a player has collected 6 lumber profits, they may trade them with the profits dealer for a ship.

Collecting Import Cards:

A player with a ship may pick up one card from either the **blue export** deck OR the **yellow import** deck.

Each **yellow import** card costs a specified profit (named at the bottom of the **yellow import** card). In order to keep the **yellow import** card picked up, the player must pay the profits dealer the profits required:

Cheese from Sicily trade 3 coins

Perfume from Arabia trade 1 liter of wine & 1 clay pot Barley from Egypt trade 1 liter of olive oil & 1 clay pot

Ivory from Ethiopia trade 5 coins

To keep you on your feet, there are two "chance" cards that can be picked up in the yellow import cards pile:

Angry Neptune Card You must return one ship to the profits dealer.

Army Card Use one time to capture any yellow import or blue export card

from another player (can be used at any point in the game – after it is used, it must be placed at the bottom of the yellow import

card pile).

^{*}Players need to own a ship before they can collect from the yellow import card deck.

^{*}Ships can last the entire game unless you pick up an "Angry Neptune Card", then your ship must be returned to the profits dealer.

^{*}Players may own more than one ship, but they can only pick up one card per a turn from either the export OR import card decks. (Although no cards may be chosen if the player decides to use their turn trade cards with another player)

^{*}Import cards may be traded for other import cards if the other player agrees

^{*}Each player can only have 3 blue export cards at a time; however they may have as many yellow import cards as they can get. Once a player has minimum one of each of the yellow import cards, they win the game!



























































































































































