Number of players: 2 - 5
Age: 12+
Lenght: 90 - 120 minutes

Hermagor

Author: Emanuele Ornella
Artwork: Czarné
Layout: Emanuele Ornella

COMPONENTS

- A game board (showing the Map, the Price Table, & the General Market)
- 30 Tiles (20 Products , 4 Specials, 6 Actions, 1 Start Player)
- 8 Price Indicators
- 105 Trade Stations (wooden houses) in 5 colors
- 45 Production Buildings (wooden disks) in 5 colors
- 5 Merchants (wooden cylinders) in 5 Colors
- 20 Buyers (wooden cylinders) in 5 colors
- 1 linen bag
- 120 Banknotes (in different values 1, 2, 5, 10, and 20)

OVERVIEW

Map

Hermagor, the city, is at the centre of the map (A). The map is divided into Regions. (B) Between Regions there are Roads. (C) Roads link Villages. (D)
Against each Village is depicted the product that can be sold there. On each Road is stated the cost to use that Road. Inside each Region it is depicted one or more Production Buildings (E) or the Nobility icon (F). There is also the Principal Route (G) that passes through 8 Villages and Hermagon city. There are 3 Dukedoms bordered by the rivers.

Products and Production Buildings

In the game there are 8 different Products that are traded. Each Product is related to a Production Building (that is the source of that product). The following table shows them.

Product	Production Building	Product	Production Building
Maize	Maize Field	Salt	Salt Mine
Amulet	Clairvoyant Tent	Books	Library
Weapons	Blacksmith	Blessing	Church
Dragon's Egg	Dragon Valley	Relic	Graveyard

General Market

There are 4x5 = 20 square booth spaces on which will be placed the Tiles.
Pictures on the spaces are only ornamental (no different functions on the game).
There are 4 horizontal and 3 vertical corridors where are depicted some numbers on which can be placed the Buyers (wooden cylinders).

Price table

It is divided into 3 parts.
- the Production Building side (I) where players place their wooden discs when complete a Region (green numbers 5,3,1,0)
- the Product Price side (J) where the Price Indicator (with an arrow) shows the current value of the product during the course of the play (black large numbers 5,6,7,8,9,10) and at the end shows the value of the Production Building (red small numbers 0,1,3,6,8,9)
- the Nobilty row where players place their wooden discs when complete a Region with the 'H' flag (values from 3 to 8) (H)

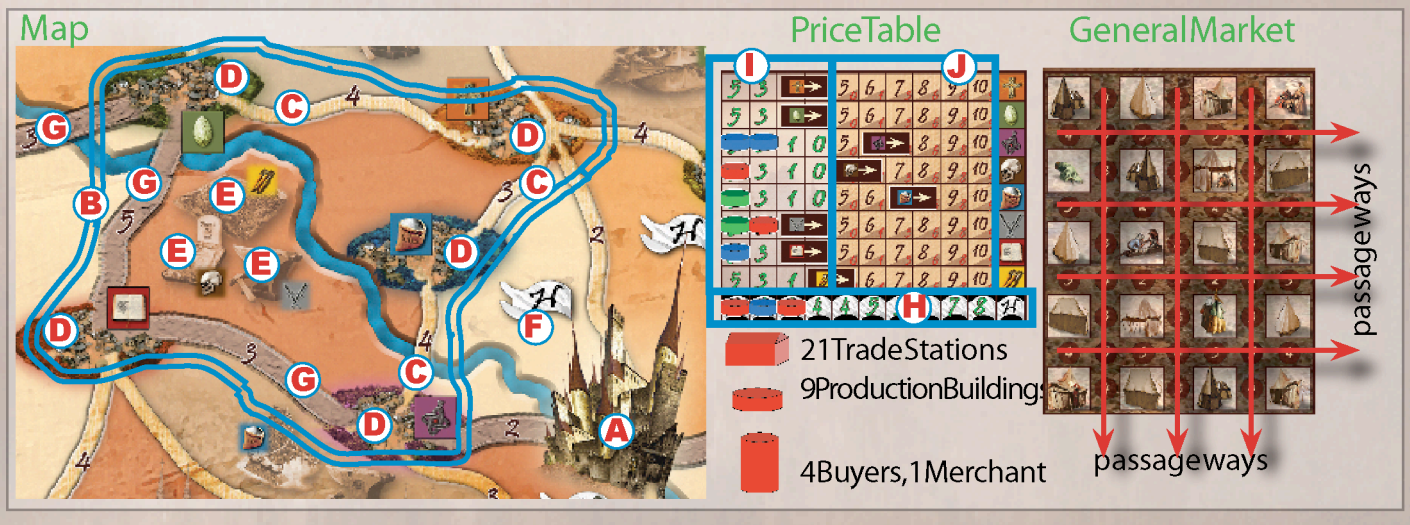
Each row (except the Nobilty row) is related to a product and a Production Building as indicated above.

Product Tiles

There are two kinds of Product Tiles.
- Single product Tiles: these depict only one product. They also carry an 'arrow' that permits an increase in the price of that product
- Double product Tiles: These depict two products
Each Tile also has a number from 1 to 20, which is used to determine the new Start Player during Phase 2.

Other Tiles

	Start Player Tile Indicates the start player



	Action Tiles Indicatesthenumberofactionswillbeperformedin Phase3. (The "6" Action Tile is used for variants)
	Floating Market (special tile) Theplayercanimmediatelyincreasethepriceofachosen product by one step. This Tile is then discarded
	Shortcut (special tile) Theplayercanperformanaction"MoveandSell"payingonly halfofthetravelcost.ThisTileisusedonlyonceduringPhase3then discarded.(NOTE:Youcannotusethistileifcarryingouta"Move without Selling")
	Black Market (special tile) WhenaplayersellstoaVillageanyotherplayerswithaTradeSta-tiontheredonotreceiveanyincomefromtheBank.Thiseffectpersists for the entire Phase 3
	Good Deal (special tile) TheplayerwhowinsthisTileimmediatelygains5Cashand discard this Tile.

SETUP

- Sort the the Banknotes by value to form the Bank next to the board.
-. All the Price Indicators are placed to show the value "5" for each product. In this way the "1" and "0" green numbers are hidden by these arrows (the direction of the arrow must be from left ot right).
-. All the wooden houses (Trade Stations) of all colors are placed on the common Supply next to the board.
-The following Action Tiles are used depending upon the number of players.
  - in 2 or 3 players: 3, 4, 4, 5 and 5
  - in 4 players: 4, 4, 5 and 5
  - in 5 players: 3, 4, 5 and 5

Shuffle the used Action Tiles and place them on a stack (face down).
- In a 2 or 3 player game remove Tiles with numbers 17,18,19 and 20. All the remaining Product Tiles and the Special Tiles are mixed in the bag.
- Each player chooses a color and places one wooden cylinder (his Merchant) on Hermagor city. Then he takes all the other 4 cylinders (the Buyers), all the discs (the Production Buildings) and 20 Cash. During the game Banknotes can be keep hidden.
- Randomly choose a Start Player and give him/her the Start Player Tile.

TURN

Phase 1: Buying in the General Market

Theme. Each Monday morning on the main square beside the Castle of Hermagorn City there is a Market. Here all the Merchants are gathered, trying to obtain the best products at the best price and also to acquire business information

Setup

The General Market is filled by Tiles randomly drawn from the Bag. With 5 players all of the 20 booths are filled. With 4 players the row on top is not filled, while with 2 or 3 players both the rows on top and on bottom are not filled.
Fill the spaces starting from the upper left to the bottom right.
Any Tile still present from the previous turn remains where it is.
A new Action Tile is turned face up. The number depicted is the number of actions permitted to each player on Phase 3. Each player then immediately takes from the common Supply that number of Trade Stations in his colour.

Turn: Go to the market

Starting from the Start Player and proceeding in clockwise order each player places one Buyer on the Market either on top of an unoccupied Tile or on an unoccupied number in the passage ways. The player has to pay to the Bank 2 Cash if he placed his cylinders on top of a Tile, or the amount of Cash depicted on the location in the passage way.

End of the phase

When all the players have placed all their 4 Buyers this Phase is over.

Phase 2: Get ready for the travelling

Theme. Whilst some merchants are busy preparing to travel to the villages others linger in the passage ways endeavouring to obtain information that they can convert to their profit.

Turn: Passage way 'buzz'

Each player checks his own Buyers in the passage ways (this excludes any Buyers that have been placed on the top of Tiles).

EXAMPLE.forpassageway'buzz'sccore



Total1+1+1+10=13
Total 3+1=4
Total 1+1=2
10
1
3

EXAMPLE. for Tile acquire

A Green wins for majority
B, C, D Red wins for majority
E Blue wins because he has the Buyer on top of the Tile and breaks the tie with the Red and the Green
F Red wins for majority
G Blue and Red are in tie (both with 2 Buyers) but Blue wins because he has 1 Buyer on the edge and 1 on the corner while Red has 2 on the corners
H Blue and Red are perfectly in ties o the Tile stays on the Market
I Green wins for majority
J stays there because no Buyers are trying to acquire it
K, L Blue wins for majority

For each line (horizontal and vertical) players gains from the Bank 1 Cash if they have only one Buyer in that line, 3 Cash if they have two Buyers, 6 cash if they have three buyers, or 10 cash if they have four Buyers.
Note that a Buyer placed at a junction of two passage ways is counted twice, once for each passage way.
See the "EXAMPLE. for passage way 'buzz' sccore".

Turn: Acquire Products
Each Tile on the Market is checked one at a time starting from the Tile upper left to the Tile bottom right. A Tile is acquired by the player who has the largest number of Buyers concentrated on that Tile. There are up to 8 possible places near the Tile and 1 on top of it where Buyers can stand. All of them are counted.

If a player has the majority of Buyers (more Buyers than any other single player) concentrated on that particular Tile that player acquires it (examples are A, B, C, D).

In case of tie among players the following rules apply:
- if one of the tied players has a Buyer directly on the Tile, that player acquires the Tile (for example E);
- if no player has a Buyer on top of the Tile it is taken by the player (among the tied players) who has the most buyers at the edges of the Tile (NOT at the corners) (for example G);
If still tied, nobody acquires the Tile and it remains on the market until the following turn (for example H).
If a Tile has no Buyers near or on top this Tile remains on the market until the following turn (for example J).

The player who wins a Tile places it in front of himself face up on the table so that everyone can see it.

If the Tile is a "single product" Tile, which also depicts an arrow the player who wins it has the option to increase by 1 the value of that product. If he chooses to do so the Price Indicator is moved to the right by 1 square on the Price Table. NOTE: The player must make this decision immediately upon acquiring the tile.

End of phase
When all the Tiles have been taken from the market (apart from those that were not successfully acquired) the Phase is over.
If a player has no Product Tiles (only Special Tiles or no Tiles at all) he can randomly draw one Tile from the bag until he finds one Product Tile.
The player with the Tile showing the lower number immediately decide who is the new Start Player that gets the "Start Player" Tile. (NOTE: this rule is not used in the Variant of the Revenue Officer)

Phase 3 : Selling to the Villages
Theme.Merchants travel from Village to Village in order to sell products. When successful they will build Trade Stations there in the hope of future income. At the same time Merchants will try to build Production Buildings in the regions.

Turn: Actions
Each player in clockwise order, starting from the Start Player, performs one action.Each player perform one action, then the player to the left performs one action and so on until all the Trade Stations are over. For each action one Trade Station is used. Possible actions are:

- Movement with selling. The Merchant can be moved to any Village where there is not yet one of his own Trade Stations. The player pays to the Bank the travel cost on the roads used. Then the player sells a Product (see Selling). EXAMPLE: Movement with selling A
It is not allowed to sell first and then move afterwards.

- Selling without movement. If the Merchant is on a Village where is not present any Trade Station of that player he can sell a Product (see Selling).

- Movement without selling. The Merchant can be moved to any Village where there is not yet one of his own Trade Station. The player pays to the Bank only half (rounded down) of the total travel cost indicated on the roads used. The player then returns one of his unused Trade Stations to the common Supply whitout selling anything.
(NOTE: Because he does not sell he does not place one of his own Trade Stations there nor does any other player who already has a Trade Station there receive any cash from the bank)

EXAMPLE: Movement with selling
-TheRedplayermoveshisMerchant(cylinder) throughroad A thatcosts5+3Cash:hepays8 Cash to the Bank.
-TheMerchantstopsontheVillage B wherehe cansellanAmulet:theRedplayergains7Cashfromthe Bankbecausethisisthecurrentpriceof A Cultes
-GreenandBlueplayerstake1CasheachfromtheBank because they have a Trade Station on that Village.
-TheRedplayerplacesaTradeStation D onthatVillage. Doing so he completes 2 Regions.



EXAMPLE: to complete Regions
-OneisthesmallRegionclosetoHermagorwiththeNobilty "H"flag:allthe3VillagessurroundingtheRegionhavea RedTradeStation(donotcareaboutHermagorCity).He placesoneProductionBuilding(disc) E onthe"4"squareof the Nobilty row. He gains 4 Cash from the Bank..
-TheotherRegionhasdepicted3ProductionBuildings:the Graveyard(Relic),theBlacksmith(Weapon),theMaize field(Maize).TheRedplayercannotchoosetheBlacksmith becausethereisnoroomontheWeaponrow (thereisthePriceIndicator).Sohechooses fortheGraveyardandplacesoneProduction Building(disc) F onthe"3"squareand gains 3 Cash.



- No actions.The Merchants stays where it is. However the player must return one of his unused Trade Stations to the common Supply.

NOTES on movement. The Merchant can pass through any Village or Hermagor city. He can travel through Villages already occupied by his own Trade Stations but he cannot stop on a Village where he has already built a Trade Station. More Merchants can stop on the same Village.
In any case it is forbidden to move after selling.

Selling
A player can sell a product if he has a Tile in front of him that depicts that product.
At each Village it is allowed to sell only one type of product (the one that is depicted by that Village on the map).
In order to sell, all the following condition must apply:
- the Merchant is in a Village (in Hermagor is not allowed to sell)
- the player does not already have a Trade Station in that Village. (It does not matter if there are Trade Stations there owned by other players)
- the player possesses a Tile showing the same product as depicted alongside the Village (NOTE: As long as a player has the Tile, the same product can be sold in more than one Village during the Phase)

As a result of selling:
- the player gains from the Bank the amount of Cash indicated by the current value of that product on the Price Table
- the player places a Trade Station (wooden house) on the Village
- each other player who already has a Trade Station on that Village: receives 1 Cash from the Bank (NOTE: not from the player who sold)

EXAMPLE: Movement with selling C

Production Buildings
When a Trade Station is built on a Village it can happen that one or more Regions are "completed", By this it is meant that all Villages surrounding a Region have a Trade Station belonging to that player.
If this is true the player takes one of his Production Building (wooden disc) and places it on a free square on the Production Buildings side of the Price Table (valued 5, 3, 1, 0). The Production Building can be placed only on the row corresponding to a Production Building depicted inside the "completed" Region. If the Region shows more than one such building the player can choose which. The Production Building is placed on the highest unoccupied value (from left to right).The player immediately gains the correspondant Cash (from 5 to 0). EXAMPLE: to complete Regions F
If the Price Indicator is hidding squares with "1" or "0" green numbers these squares are considered unavailable: no Production Building can be placed there (the player looses that opportunity).
If a player has no more Production Buildings he will not place these any more on the Price Table.

Nobility
If the player completes a Region that depicts a "H" Flag he places a Production Building (wooden disc) on the Nobility row. This must, conversely, be placed on the lowest number still unoccupied (from left to right again). The player immediately gains the correspondant Cash (from 3 to 8). E
EXAMPLE: to complete Regions E
NOTE about Hermagor city. In this city is not allowed to sell. This is only the starting position for the Merchants. So the small Regions with the "H" Flag close the the castle are considered completed if the 3 Villages surrounding them have Trade Stations (no need to have a Trade Station on Hermagor)

End of the phase
When all players have no more Trade Station available in front of them (no more actions available) the phase is over.
All the Tiles in front of the players are put back on the bag and shuffled.
If the Action Pile is not exhausted, a new Phase 1 begins.

END OF THE GAME and the WINNER
The game is over when there are no more Action Tiles to be turned face up in Phase 1. Follows the final income and the winner is the richest player. In case of a tie the player (among the tied players) with the most wooden discs on the Price Table wins. If there is still a tie the player (among the tied players) with the first (more to the left) wooden disc on the Nobilty row wins.

FINAL INCOME

EXAMPLE: final income



Red	Blue	Yellow	Green
6			
		0	
9	9		9
3		3	
		8	8
6			6
	8		
totals			
24	17	11	23

Copyright by Mind the Move 2006 (is a trade of Faeries Tree)
info@mindthemove.com
www.mindthemove.com

CREDITS
Stefano Rampazzo, Ignazio De Guglielmi, Massimiliano Zattera, Jay Tummelson, Jonny ...., Andrea Ligabue and 3M club DerekandBrendaCarver,GeorgeCrawshay,StephenNewell,JohnRansome, Francesco Pomponi, ...