

Barter: Discussion of Monarch

Barter is a game set in the medieval era where players each rule over a country as its Monarch. There have been problems in both kingdoms relating to the kingdom's commodities. As Monarchs it is your job to supply your kingdom with the materials needed, at any cost. As such, the players are tasked with completing a trade deal and securing enough commodities to sustain your kingdom's need.

The objective of the game is to secure enough commodities to sustain your kingdom at the end of the trade deal.

Components:

2 king cards both are double sided (name side, Stat side)

2 D6

Setup: Both players choose one king card, hopefully not looking at the stats written on the back, and choose a D6. Players place the card in front of them with the name face up. Place the D6 next to the paper to be used later in the game. There is no start player.

Starting the Game:

To start the game players have free rein to begin discussions, using the stats on the back of their king card to attempt to achieve their goals. This discussion can be as long or as short as the players want.

Beyond starting the game: Once discussion begins players attempt to reach a deal as to how many commodities they are trading for the other players commodities. Once a decision has been reached players reveal on their D6, at the same time (by showing one of the numbers face up) how much material they will be trading. When revealing begins players resolve commodities in order of Silk, Iron, Bread and then Gold. The minimum a player can trade is 0 and the maximum is 6. After Gold is resolved the game ends, if there are no challenges to be made.

Winning and Losing the Game:

To determine who won the game compare the amount of goals, as stated on the back of the card, each player reached. The players with the most goals reached wins. If both players reach the same amount of goals both players win.

Additional Instructions:

Lying:

If a player lies (by saying they would give X materials but they actually only gave Y) then the other player can challenge them. To challenge both players roll their die and if the player that challenged rolled higher they get what the other player originally offered plus one of that material. If the player originally offered the maximum of a commodities take the plus one from the next commodity to be resolved.

Example of Play:

Bill: Hey Michael, I will give you 4 bread if you give me 2 gold and 3 silk.

Michael: I can't give you 3 silk. How about 4 gold.

Bill: I really need that silk, how about if I offer you 4 bread and 3 iron.

Play continues until the players settle on a final decision.

Credits:

Thanks to the following people this game was able to be produced.

Game concept: Zach Zohar

Artwork: Zach Zohar

Legal

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