

FAIR TRADE

A Game of Fair Production and Fair
Consumption



for 2-6 players (playing time 30 min)

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Nova Suecia Games

<http://www.novasuecia.se>

Version 1.3

1. Objective

You play both a farmer, investing in fair production, and a trader buying fairly produced goods. The higher your farmer bids, the higher your trader payments you will earn. The higher your trader bids, the more fair trade markers you will earn. Most fair trade markers wins.

2. Components

- 6 sets of bid cards numbered 1 to 13
- 12 market cards
- 6 player markers
- 72 markers with a coin value on one side and a fair trade value on the other
- 1 farmer marker and 1 trader marker



3. Setup

1. Give each player 1 set of bid cards and 1 player marker.
2. Give each player 2x1-coins, 2x2-coins and 2x5-coins.
3. Give the oldest player the farmer marker and the player to his or her right the trader marker.
4. Shuffle the market cards. Draw and place 1 card to the left of the drawing deck ("the current market") and 1 card to the right ("the future market").
5. Each player places 2 bid cards next to the future market face up. They are unavailable the first round.

Current market



Deck



Future market



4. Course of the Game

Each round is played through 7 phases.

1. Each player selects 2 bid cards and places them next to each other face down. The left card is the "farmer bid" and the right card is the "trader bid".



2. Reveal the cards and arrange them in 2 rows next to the current market.



The farmer bids go the bottom row. Sort them from high to low. Break ties in clockwise order, starting from the farmer.



The trader bids go the top row. Sort them from high to low. Break ties in counterclockwise order, starting from the trader.

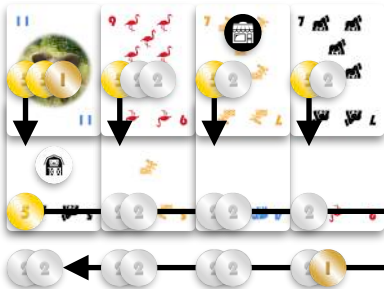
Trader bid (trader breaks ties counterclockwise).



Farmer bid (farmer breaks ties clockwise).


3. Pay the bids with coins.

- Pay farmer bids to the farmer cards. Then divide the total farmer bids equally among the farmer cards. Any remainders are given to the leftmost card or cards first.
- Pay trader bids to the farmer card directly beneath it.
- *If a player cannot pay, take the outstanding amount from the box and reduce the player's final score with the same amount.*



The highest trader bid goes to the highest farmer card and so on.

The total farmer bid (15) is divided into shares of 4/4/4/3.

4. Award each trader card with fair trade markers as per the market card.  Read the player count in the left column and the awarded fair trade markers in the top row.



For 4 players, the 1st card gets 5, the 2nd 4, the 3rd 1 and the 4th 0.

5. Take all the coins and fair trade markers from your bid cards. Discard

the current market card and draw a new one. This market card is now the new future market and the bid cards next to it are unavailable next round.

6. Take back the bid cards next to the old future market card. This market card is now the new current market.
7. Pass the farmer marker and the trade marker to the next player to the left, the holder of the farmer marker gets the trader marker. Start next round.

5. End of Game

When the last market card has been played (or the agreed number of market cards for a short game), the game ends.

The player with the most fair trade markers wins. In case of a tie, the player with the most coins wins.



Credits

Game design: Nicholas Hjelmberg

Artwork: Nicholas Hjelmberg

Production: The Game Crafter

Game testers: Stockholm Board-
game Design
Meetup

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