



薬草ひとっ  
いがですか？  
Herb Merchant

English

## ~ STORY ~

You are an herb merchant with a store in front of a dungeon. Before diving into this dungeon, many adventurers buy medicinal herbs at your store. Business is thriving, and you have come with your rucksack packed with tons of herbs.

However, because there were too many items in the backpack, you weren't able to pack enough change! Is this what it means when they say clouds always follow sunshine?! Don't lose hope!

Manage your change well, pay taxes, survive the bandits, and earn more than all the other merchants!



## ~ CREDIT ~

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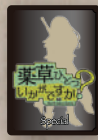
# CONTENTS



Customer Cards: 49



Special Cards: 20



Tax Collection Card: 1



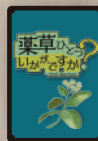
Column Cards: 3



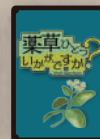
Hemp Bag Cards: 16



Empty Flask Cards: 12



Reserve Bag and Flask Cards: 4 each



Money Cards: 115



Reputation Track Cards: 4



Reputation Marker: 4



Reputation Chips: 25



Start Player Marker



Rulebook: English and Japanese

## CARD EXPLANATIONS

### 【 Customer Cards 】

#### Herb price and Illustration

This is the price and illustration of the herb that the customer is trying to buy.

#### The money that the customer will pay with

This is the denomination amount that the customer will pay with. The difference between this amount and the herb price is the change that the player pays back.

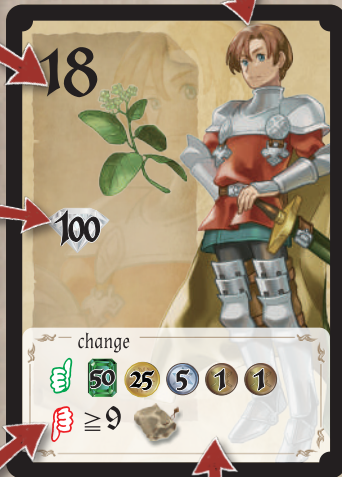
#### Reputation Icons

These icons will change your reputation depending on what denominations you use for change.

👍 If you can pay according to the change listed on the right, you will gain a reputation point.

👎 If you pay using a number of cards equal or higher than the number listed, you will lose a reputation point.

#### Customer Illustration



#### Change Box

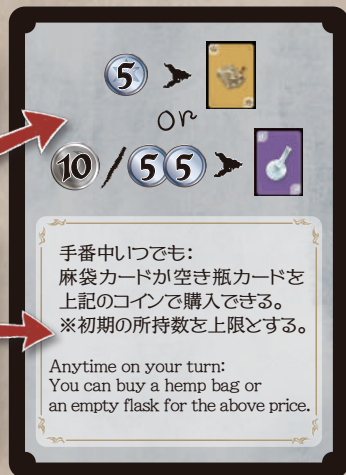
This shows the amount of change that should be paid. Any containers that the customer needs are also displayed.

### 【 Special Cards 】

These are the icon that explain this card's effect.

This shows this card's effect. It is written in Japanese and English.

Special cards are usable only once.



手番中いつでも:  
麻袋カードが空き瓶カードを上記のコインで購入できる。  
※初期の所持数を上限とする。

Anytime on your turn:  
You can buy a hemp bag or an empty flask for the above price.

1. The player who traveled the farthest to get to this current location receives the start player marker.

2. Each player receives one reputation track card and one reputation marker. Place the marker on the 0 space of the reputation track.

3. Give each player the following currency:  
50 gold x 1 card  
25 gold x 1 card  
10 gold x 1 card  
5 gold x 2 cards  
1 gold x 5 cards  
(total 100 gold)
- The remaining currency cards form the bank and are placed within easy reach of all players.

4. Deal each player 4 hemp bag cards and 3 empty flask card. Deal a reserve hemp bag card and a reserve empty flask card face up in front of each player.

# SETUP



5. Shuffle the customer cards and special cards separately. Place these two decks face-down on the table. Place the remaining reputation chips near the bank.

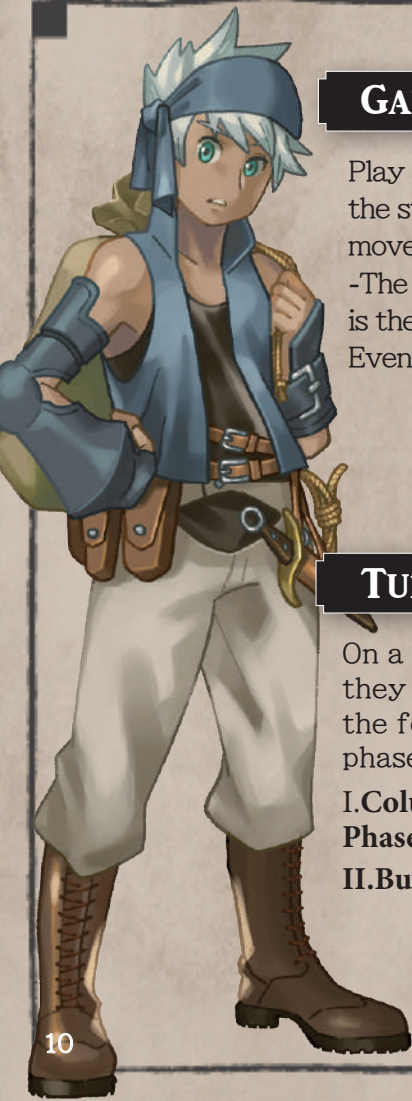
6. In a four-player game:  
The tax collection card  
should be the 25th card in  
the customer deck.

- In a three-player game:  
Randomly remove 11 customer cards and return them to the box before creating the final customer deck. The tax collection card should be the 20th card in the deck.

- In a two-player game:  
Randomly remove 23 customer cards and return them to the box before creating the final customer deck. The tax collector card should be the 14th card in the deck.

7. Arrange three column cards as shown in the figure on the left, and provide sufficient space below each card. At the start of the game, place one customer card face-down below each column card. 9

Preparation is now complete  
and we can begin selling herbs!



## GAME FLOW

Play starts from the start player and moves clockwise.

-The one exception is the Tax Collection Event.

## TURN FLOW

On a player's turn, they will conduct the following 2 phases.

**I.Column Selection Phase**

**II.Buy Phase**

## I.COLUMN SELECTION PHASE

Each customer and special card placed on to the table belongs to one of the three column cards (henceforth called a column). The active player starts from the leftmost column.

### ① Confirm

Reveal the face-down cards in the column.

### ② Transition to buying

After confirming all face down customer cards and special cards in the column, you may choose to earn these cards and immediately enter the buy phase.

However, you may also choose to pass on this column. If you pass on the column, it must be "supplied". You may then move to the next column by repeating Confirm.

## ◇ Supplying a column ◇

The column cards show the order for supplying.

- If no cards exist in the column, the top customer card from the customer deck is placed.
  - If one customer card already exists in the column, place a special card beneath the customer card.
  - If there is a customer card and a special card in the column, place a second customer card beneath the special card.
  - If all 3 cards are already in the column (customer card / special card / customer card), put one reputation chip from the bank on the special card.
- All cards are to be placed face down.

### ~ Example Diagram ~

- ① First, turn over the card in the leftmost column.  
→ I don't like it, so I have to supply the column with a special card. Go to the next column.
- ② Turn over the card in the center column.  
→ I don't have the correct amount of change to give the customer, so I place a reputation chip on the special card, and move to the final column.
- ③ Turn over the special card in the rightmost column.  
I decide to trade with this column. Enter the buy phase.

Put simply, each player is given three chances to trade this being the left, middle, and right column. However, once you decide to go to the next column, you are unable to return to a previous column to trade, even if a previous column would have been better for the player.



The question a player always faces is whether to do business with customers in the current column or take a chance on the next column. However, if you go through all three columns and still don't want to trade, you can take one more final chance. If you choose not to trade with the third column, supply the third column as previously explained and then draw the top customer card from the customer deck. You may choose to trade with this customer. Otherwise, you must send them home. (See sending customers home.)

## II.BUY PHASE

For the purpose of making a profit with customers, conduct these actions in the following order.

- ① Use reputation chips
- ② Gain the special card
- ③ Respond to customer(s)
- ④ Supply the column



### ① Use reputation chips

(If none in the column, skip this step)

A reputation chip can be used for the following two purposes:

A. Gain a 1 gold card from the bank.

B. Raise your reputation by one on the reputation track. Reputation chips cannot be held and are used immediately.

### ② Gain the special card

(If there isn't a special card in the column, skip this step) Gain the special card and put it faceup in front of you.

The card will indicate when it can be used. A player can use these cards immediately or on future turns, provided that the timing is applicable.

All special cards can only be used once and are discarded upon use.

Furthermore, some cards have "immediately" written on them. These cards are not kept by the player and can only be used immediately upon and discarded immediately upon gaining the card.

### ③ Respond to customer(s)

The player must choose one of the following choices:

#### A. Make a trade

Receive gold from the customer. The gold written on each customer card is the amount that customer will pay to you as the merchant. This gold is received from the bank. You **MUST** take the exact denominations as written on the card. So, if the customer card shows a 25 gold symbol, you must take a 25 gold card from the bank. Finally, give the customer their change, as displayed on the customer card, with the money you have. If "no change" is written on the card, then obviously, no change needs to be given to that customer.

At the bottom of each customer card, you will find the simplest way to give change to each customer using the least amount of gold cards.

However, it is okay to pay in different combinations of change, so long as the value is correct. (For example, when giving change of 27 gold, it would be okay to give any of the following combinations: 10 10 5 1 1 or 25 1 1 etc.) All change is returned to the bank.

At this time, your reputation points may go up or down.








This depends on whether you gave the exact amount of change written on the customer card or not. (See Reputation Track for more details.)

Since these customers are making medicinal herbs and potions, they may need an empty pot or hemp bag to carry their herbs. This is also symbolized on the customer card. If a customer requires one of these containers, you will give them one of yours. (Warning: You have a limited supply of empty pots and hemp bags.) Some people bring their own containers, but many customers come empty-handed. When you need to give a customer an empty pot or hemp bag, discard the appropriate card from your hand. If a customer card doesn't show an empty pot or hemp bag symbol, then you do not need to discard one of yours. In order for a trade to be successful, both the amount of change and 'container' requirements must be met. If the trade cannot be completed, then you can only send the customer home (See option B).

### ◇ Containers ◇


If the player's hand of empty pot and hemp bag cards are completely discarded, that player no longer has any left in stock and cannot have any further trades with customers requiring a container. At the beginning of the game, each player has 4 hemp bag cards and 3 empty pot cards.


However, it is possible to purchase one more of each container. On your turn, you can purchase each of these spare containers at any time once per game.

When you purchase one of these containers, take the appropriate card into your hand. Each hemp bag card is   gold and the empty pot card is    gold.

### ◇ The Reputation Track ◇

It's always nice for customers to have their money in as few bills as possible (i.e. a 100 gold bill would be easier to carry than one hundred 1 gold bills.) Customers have two types of motivations that can fluctuate your reputation. The icon at the bottom left of the card, next to the minimum change icons, indicates a change in reputation.

: When you return change to the bank with the exact amount depicted on the customer card, gain one reputation point on the reputation track. The customer is pleased that their wallet is so light.

: If the number of cards used to give change is greater than or equal to the number indicated, lose one reputation point on the reputation track. The customer now has to enter the dungeon with a cumbersome wallet.

### B. Sending customers home

You may choose a column with a customer, despite not having the required change or container for a trade. If you can't trade or don't wish to trade with a customer for any reason, you can send them home by discarding them. Naturally, there is no transaction of money in this situation. However, if you send a customer home, it will hurt your reputation.

Each customer you send home will reduce your reputation by one on the reputation track. If two customer cards are in one column, you must always sell to the bottommost (newest) customer first. Once you have completed the entire process for the first customer card, you may then move on to the second customer card.

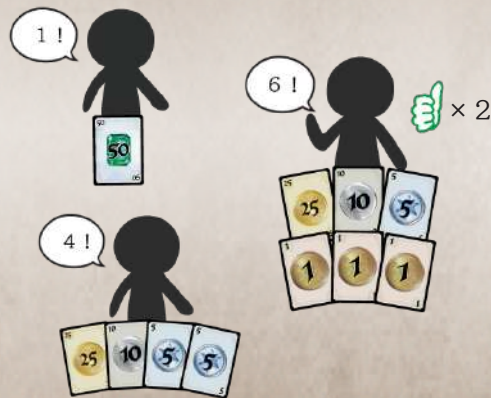
#### ④ Supply the column

The buy phase is completed once all customers have either A. traded or B. been sent home. These customer cards are discarded from the game. The column that you chose on your turn will now be empty. Replenish the column with one facedown customer card. (If you passed on all 3 columns and chose a customer from the customer card deck, then no column will need to be replenished.)



#### ◇ Event: Tax Collection ◇

The tax collection card is buried in the middle of the deck. When this card is revealed, pause the game immediately and perform tax collection. Tax collection is performed by all players at the same time. Each player will secretly gather 43 or more gold into their hand. All players will reveal their gold cards to each other at the same time. You can use any denominations you want to pay this tax, however the player paying with the largest number of GOLD CARDS will receive 2 reputation points. In case of a tie, the tied players receive 1 reputation point instead. Keep in mind that the reputation points do NOT go to the person paying the most gold. It goes to the person using the most gold cards to pay the tax. The gold used to pay the tax is paid to the bank by each player. A player will not receive any change if they overpaid! Discard the tax collection card. Play then returns to the active player.



## GAME END

When the final customer card is drawn from the customer deck, the end of the game is near. Continue playing the game as normal. If a customer card needs to be drawn, reshuffle the discarded customer cards and draw new cards as necessary. The game will end after an equal number of turns by all players. When the final player sitting next to the start player has finished their turn, the game is over.

### ◆ Game End Events (Thievery and Reputation Resolution)

The game is over, but there are two events that must occur first. This is always done in the order of thievery followed by reputation resolution.

#### ① Thievery Event

All players reveal their gold cards. The player with the largest number of GOLD CARDS among everyone will be attacked by thieves on the way home. (It's dangerous to carry a fat wallet!) Keep in mind that the thieves are not stealing from the player with the most gold, but rather the player with the most gold cards.

This player loses 60 gold to the bank. (From this point forward, the number of gold cards you hold will no longer be a problem. You can pay the 60 gold in any way you like and may receive change from the bank as well.)

\* If there are multiple players with the largest number of gold cards, all of these players will be attacked by thieves (each of these players will pay 60 gold).

\* In a two-player game, the player with the larger number of gold cards will lose 35 gold (not 60) to the thieves.



## ② Reputation Resolution

Each player then compares their reputation points located on the reputation track card.

In a four-player game:

The player with the lowest reputation pays 20 gold to the player with the highest reputation. The player with the third lowest reputation pays 10 gold to the player with the second highest reputation.

In a three-player game:

The player with the lowest reputation pays 20 gold to the player with the highest reputation. Nothing happens to the middle player.

※ In a two player game:

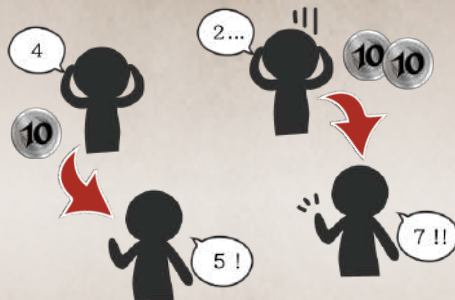
Calculate the difference between each player's reputation. Example: If one player has 5 reputation and the other player has 2, then the difference is 3.

A. Multiply the difference by 5. In the previous example where the difference was 3, then the lower player has to pay 15 gold to the first player.

B. However, if the result is less than 10, then the player with the lower reputation must pay a minimum of 10 gold to the other player.

\* If the reputation points are the same, the start player (or person nearest to the start player, clockwise) wins the tie.

Once these two events are completed, the player with the most gold wins the game!





## ◆ GUIDELINES

- Put the reputation cards where everyone can see them.
- There is no limit to the number of reputation chips that can be put on the special card when supplying the column.
- If you run out of reputation chips, substitute them with something else.
- Your reputation points will never be lower than minus 3 nor higher than 10.
- When giving change to customers, you cannot overpay. It MUST be the exact amount of change, but you can choose which denominations to use.
- The following situations are the only times when you can pay in any denomination you wish: Giving change to customers, Tax Collection, the thievery event, and reputation resolution. For other payments, such as the cost of purchasing spare empty flasks or paying for the effects of a special card, be sure to pay the designated denominations to the bank.

If you don't have the proper denominations, then you cannot take the action!

- There are some customers that have both container icons on their card. The player must pay for both in these situations.

## ◆ ADVICE

- This is a game where small denominations such as  and  are not commonly available, because they disappear quickly with the change. So, it's good to trade with customers who pay in small denominations.
- However, in the end, the player with the largest number of cards will be destroyed (it is difficult to win after losing 60 gold). Be very careful with customers who pay in small denominations towards the end of the game.
- "Reputation" greatly changes the amount of money at the end. Columns with multiple reputation chips usually have unpopular customer cards, but you may want to deal with them just for the purpose of raising your reputation.
- If you can afford to lose the change, you want to aim for customers who pay a higher amount of money. After all, the most profitable player will win.
- This is a game where cards from the bank are exchanged frequently. It may be easier to have a "banker" who takes over bank management.