

Barter in the Barnyard

Buy and trade to develop your civilization!

Overview: “Barter in the Barnyard” is an educational game where players buy, sell, and trade sheep commodities to fulfil the needs of different civilizations throughout history. This interactive game is a fun way for students to explore the historical significance of sheep in shaping economies, societies, and global trade.

Components:

- 4-6 players
- 6 civilization cards (represent different historical civilizations with unique objectives)
- Barter deck (contains tradeable resources)
 - 30 Sheep Cards - Used to build toward specific objectives
 - 20 Commodity Cards (10 wool, 5 meat, and 5 milk) – essential resources for civilization objectives.
 - 20 Tool Cards – Enhance commodity cards; some are required for stockpile goods (icons correlate to their associated commodity)
- 15 Stockpile Cards - High-value cards with specific bonuses; used to complete civilization objectives

The Barter Deck: These cards represent essential trading commodities and tools, required for purchasing civilization and stockpile cards.

- The barter deck includes sheep, wool, meat, and milk commodity cards.



- The barter deck also includes **tool cards**: wool tools, meat tools, and milk tools.



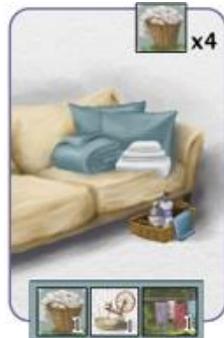
The Stockpile Deck:

The stockpile deck includes cards that can be purchased and added to the marketplace. Once acquired, they can be used for bartering.

- Stockpile cards are necessary for completing civilization objectives.
- Each card's cost is indicated by icons at the bottom, showing the type and quantity of cards needed for purchase.
- After purchase, players can trade the card freely, regardless of its original cost
- The stockpile deck includes:
 - Three cards per more **valuable commodities**: clothing, lanolin, and leather.



- **Home Goods** (1 card per item)



- **High-Cost Items** (1 card per item): the most expensive cards in the game, including **ice cream**, **targeted grazing**, and **biotechnology**.



Setup:

1. **Assign Civilizations**—Each player is randomly given a **Civilization Card**, which provides background information and an **objective** for the game. Players place their cards face-up so all players can see each other's civilizations and objectives.
2. **Prepare the Barter Deck**—Shuffle the Barter Cards, **deal 5 cards to each player**, and place the remaining deck in the center of the table.
 - a. Throughout the game, players will hold cards in hand, use them for bartering, or place them in the marketplace.
 - b. There is no discard pile in this game.
3. **Set Up the Stockpile Deck**—Shuffle the Stockpile Cards and place it at the top of the table. Reveal the top 4 cards for players to see.

Gameplay:

The player with the Anatolia civilization card starts the game. Gameplay proceeds clockwise. Each turn consists of three phases: Drawing, Optional Trading, and Buying or Building.

- **Phase 1: Draw**
 - Draw one card from the Barter Deck
- **Phase 2: Trade (Optional)**
 - Players **announce which cards they need** and what they're willing to trade.
 - Only the **active player** can initiate or accept trades. Other players may propose or counteroffer.
 - **Unlimited trades** can be made during a turn.
 - **Trading Rules:**
 - Trades can involve hand cards, marketplace cards, or both.
 - Traded cards will move from marketplace to marketplace or hand to hand.
 - Example: If Player A trades from their hand and Player B trades from their marketplace, Player A places the received card in their marketplace, while Player B places the received card in their hand.
- **Phase 3: Buy or Build**
 - During this phase, players may choose **ONE** of the following two actions:
 1. Build a Marketplace:
 - Players may place up to two cards from their hand into their marketplace.
 2. Buy from the Stockpile
 - To buy from the Stockpile, a player must have the required purchase cards in their marketplace.
 - After purchasing, the card goes directly into the player's marketplace.
 - After a Stockpile card is bought, immediately replace the purchased Stockpile card with the **top card** from the Stockpile Deck.
 - **Stockpile Purchase Rule:**
 - Some **Stockpile Cards** are required to purchase other stockpile cards.
 - If a stockpile card has a **bonus value**, the player must choose to either:
 - Use it as its original resource, **OR**
 - Use its bonus value to fulfill a purchase.
 - **You cannot do both.**
 - Example: Player C wants to buy a Home Goods Card that costs 3 Sheep Cards and 2 Lanolin Cards. Player C has 0 Sheep Cards and 2 Lanolin Cards in their marketplace. Their Lanolin Card provides a +3 Sheep bonus. They can use the Lanolin Card as itself **OR** as the +3 Sheep bonus, but not both!

End of game:

Competitive ending:

- The first player to complete their civilization objective wins the game.
- After the winning turn, players may play one final round before ending the game.

Collaborative ending:

- After completing their civilization objective, players may continue as traders.
- They can choose to either:
 - Take a regular turn as usual, OR
 - Skip their turn while still participating in trades.
- The game continues until all players have completed their civilization objectives.