

Story + Game

Overwhelmed by the Goblin hordes, remnants of the Five Realms were forced to flee their prosperous Hiddenlands, eventually establishing their civilizations again in the newly-discovered lands of Pandoria. But as they stake their claims and build anew, the old rivalries that were once their downfall resurface.

You take on the role of one of these realms, working together with your opponents to develop Pandoria. But all the while, you are also looking to be the dominant realm in the land through gathering resources, building, and learning spells that harness the magic of this mysterious place.

Pandoria Merchants transforms the critically-acclaimed board game into a “roll & write” game that you can play anywhere—even online!

Components needed

- 1 Map sheet (per player, if playing online),
- 1 Realm sheet per player,
- 2 Resource Dice,
- 4 Resource markers per player for the resource tracks,
- 1 Pencil per player.

Preparation

Each player takes a Realm sheet and does the following:

- Crosses out the indicated Relics & Monuments according to player count,
- sets all Resource markers to “1” of the 4 Resource tracks,
- chooses one starting “card” from the 3 in the brown shaded left column for free. Circle the Gold symbol (oval) in the middle of the card to show that you now have that card.



Determine a starting player and write that player’s name at the top of the Map sheet.

Players take turns clockwise if in the same place, or alphabetically by name if playing online.

Note: When playing with friends online, each player should have a Map sheet and use the coordinates to share where you are drawing each symbol.

Rivers: With less than 4 players, one of the Rivers becomes a boundary when enclosing areas (» 4.) and nothing can be drawn on the other side of that river. During the game the rivers have no other function.

Player turn

1. Roll 2 Resource Dice

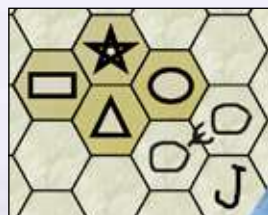
If you roll a “?” you can choose any Resource, but not the one on the other die. If you roll two “?”, you may choose the same Resource for both dice.

2. Draw 2 Resources and one Worker on the Map

2.1. Resources

First draw the 2 Resources, in any order, in empty hex spaces adjacent to each other. One of the Resources must also be adjacent to at least one previously drawn Resource or Worker—or one of the 4 Starting Resource spaces.

The other 12 pre-printed Resource spaces spread out on the Map do not count for this requirement.



Draw Artifacts: If you rolled doubles, draw an Artifact symbol between the two hex spaces of this same Resource. These are collected when enclosed (» 4.).

2.2. Workers

Then draw one Worker on any empty hex space that is adjacent to one of the Resources you just drew.

Use the first letter of your first or last name to represent your Workers (You can also use different colors to draw the different players workers).

Note: You may forfeit drawing any 1 or 2 (Resources/Worker) only if there are less than 3 empty hex spaces adjacent to each other.

3. Spell, Building, Relic or Monument?

You may only do **one** of these things (3.1. - 3.4.) each turn.

3.1. Spells give you powerful one-time abilities. You must have previously bought the Card (» 5.) with the Spell. Pay the amount shown in Crystals on the Card. Then use the Spell (» Spell Index) and cross out all the symbols (star, rectangle, oval) from that Card on your Realm sheet.

Note: many Spells are only useful if you have enclosed an area this turn (» 4.).



3.2. Buildings give you long-term benefits for as long as you have them. To build a Building, you must have previously bought that Card. Pay the amount of Wood shown on the Building (adjust your Wood track accordingly), circle the Building symbol (rectangle) and cross out the Spell symbol (star). You can now use that Building’s effects (» Building Index).

Note: you may never have 2 of the same Buildings at the same time. You may either use the Building or the Spell on each card—not both.



3.3. To make a **Relic**, cross out 2 or 3 of your collected Artifacts and pay 1 Craft. Then circle the highest-scoring Relic remaining and add the corresponding points to your total in the Crown space on your Realm sheet. All other players must cross out that Relic on their Realm sheets.

3.4. Monuments give you VP, but are built over previously built Buildings, so that you can no longer use their benefits. You must cross out one of your Buildings and then pay 1 Craft and 5 Wood minus the amount of Wood from the Building you are “recycling” (but a minimum cost of 1 Wood). Then circle the highest-scoring Monument remaining and add its value to your Victory Points. All other players must cross out that Monument on their Realm sheets.

4. Score any Enclosed Areas

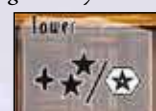
If one or more areas have been enclosed, you score them now. An enclosed area is made up of one or more adjacent resources of the same type that cannot be expanded anymore, due to being surrounded by natural boundaries (such as the edge of the Map, lakes, a river in the 2 and 3-player game), other Resources or Workers.

Every player who has Workers adjacent to an enclosed area scores for that area: the number of Resources in the area multiplied by the number of their Workers adjacent to that area.



Resources and Victory Points: Keep track of your Resources using the cubes on your Realm sheet. When you reach the maximum of 5 Resources on a track, every 2 Resources you earn after that instead give you 1 Victory Point! Scoring Cities gives you Victory Points directly. Add that to your total in the Crown space on your Realm sheet.

Jeff (J) enclosed the crystal-area, so he gets 4 crystals (2 crystals x 2 workers) and Bernd (B) gets 2 crystals.



With the Tower e.g. Jeff would get 4 crystals more!

To make things easier to see, blacken all hex spaces on the Map with your pencil that are no longer relevant to scoring (Resources and Workers). But be careful not to blacken spaces with Workers that are still adjacent to other unenclosed areas!

Collect Artifacts: If you enclosed an area with one or more Artifacts, record these by circling Artifact symbols on your Realm sheet.

Only the player who encloses areas with Artifacts receives them—the number of Workers does not matter.



5. Buy a Card

If you enclose at least one area, you may buy **one** card.

Pay the amount of Gold listed on the Card, adjusting your marker on your Gold track accordingly. Then circle the Gold symbol (oval) on that card.

Blocking Cards: If you have bought all 3 cards in a column on your sheet, announce this to the other players, and they must immediately place an “X” at the bottom of that column.

No further cards may be purchased from this column by any player.



Crafts (Triangle): These can be substituted at a 2:1 rate for any other Resource whenever you need them. If, for example, you want to buy a card that costs 3 Gold and you only have 2, you may also use 2 Crafts to provide the difference. You may only substitute Crafts when you do not have enough of the other Resource.

Note: If you build the Market, you may substitute Crafts for any Resource at a 1:1 rate.

End of Game and Final Score

When a specific number of pre-printed Resource spaces have been enclosed and scored, the round is played to its conclusion (just before the starting player would take their turn again).

With 2 players, 3 out of the 4 Resource spaces above the river between row 4 + 5, with 3 players, 7 out of 8 Resource spaces above the river between row 7 + 8 and with 4 players, 11 out of all 12 Resource spaces have to be enclosed and scored.



- Convert your remaining Resources separately 2:1 for Victory Points.
- Each card you bought but did not use is worth 1 VP.
- Each remaining Artifact is worth 1VP.

The player with the most VP wins! If there is a tie, the tied player who built the highest-scoring Monument wins.

2-4 Players, 45 Minutes,
ages 8 and up

FAMILY VERSION

Recommendation

If you are new to the world of Pandoria, then this streamlined version is highly recommended.

Components needed

- 1 Map sheet (per player, if playing online),
- 1 Guild & Archive sheet (per player, if playing online),
- 2 Resource Dice,
- 1 Pencil per player, and paper to keep track of players scores.

Preparation

If you play with less than 4 players, cross out the corresponding rooms of the spell archive.

Determine a starting player. Write that player's name at the top of the Map sheet. Players take turns clockwise if in the same place, or alphabetically by name if playing online.

In turn order, each player writes their initials under one of the **4 Guilds**. The starting player takes the Artisans Guild, the next player in turn order takes the Goldsmiths Guild, etc. You have the guild advantage throughout the whole game!

Player turn

1. Roll 2 Resource Dice

This is identical to the regular game rules.

2. Draw 2 Resources and one Worker on the Map

This is identical to the regular game rules.

3. You may Cast one Spell

Spells give you powerful one-time abilities. You earn the Spell on a previously turn by enclosing an area, and then writing your initial next to the Spell in the Archive to claim it.

When you use one of your Spells, cross it out in the Archive (» Index Spells).



4. Score any Enclosed Areas

How to enclose areas remains identical to the regular game.

In this version of the game, every Resource is one Victory Point. Keep track of each player's points on a piece of paper.

Guild Scoring: Whenever you score for Resources matching your Guild (Crystals for the Alchemists Guild, for example), you score 1 bonus point for each hex space with that Resource in the enclosed area.

It does not matter how many workers you have there, as long as you have at least one.



5. Spell Archive

When you enclose one or more areas on your turn, you earn **one** Spell in the Archive. Choose one of the rooms on the first level and write your initial on the top Spell in that room to claim it.

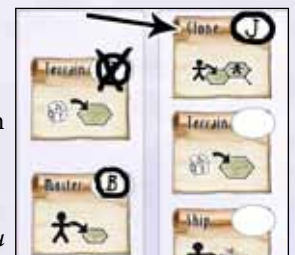
The next turn areas are enclosed, that player writes their initial on the next Spell in that room.

When all the Spells in a room have been taken, the next player to win a Spell can choose another room on the same level.

When all the Spells on one level have been taken, a room on the next level is chosen.

Spells can only be used once, and are crossed out in the archive when used.

Note: you may collect as many Spells as you wish, but you may only use one each turn.



End of Game and Final Score

The game ends the same way as the regular game. The game can end earlier, if all level 3 spells have been taken. Then the game ends with the last player.

The player with the most Victory Points wins. If there is a tie, the tied player with the most unused Spells wins.

Story + Game

Your scouts have discovered a hidden valley of **Pandoria** deep in the mountains, divided by rivers and enormous lakes, a place for your Realm to expand exclusively! But as you begin to settle these new lands, you find you are not alone: Trolls from the surrounding hills have come to lay claim. As you compete for the most influence in these 8 new territories, the Trolls become stronger. Can you develop your realm fast enough to be the dominant people group when the land is settled?

Components needed

- 1 Solo Map sheet,
- 1 Realm sheet,
- 2 Resource Dice,
- 4 Resource markers for the resource tracks,
- 1 Pencil.

Preparation

Set up as in the 2-player game (choose starting card, cross out the indicated Relics & Monuments).

In the scoring table on the Solo Map sheet, write in the scoring values for the last 2 Territories in the appropriate blanks:

- Beginner level: 60 (7), 70 (8).
- Intermediate level: 65 (7), 80 (8).
- Expert level: 70 (7), 100 (8).

6.	☁	50-
7.	☁	○
8.	☁	○

Player turn

Play as in the standard game with these exceptions:

- The rivers and lakes are borders, dividing the Map into 8 Territories. Hex spaces divided by rivers or bridges are **not** adjacent to each other.
- Each turn, you **must** always write in the 2 Resources and 1 Worker.
- You may only buy a card after you enclose **at least 2 areas** in one turn.



Territory is finished

When there are not enough spaces of a Territory left to fill in 2 Resources + 1 Worker, that Territory is finished. Unclosed areas remain open and will not be scored. *Note: you can only fill in these empty spaces using Spells before this Territory is finished!* Write your total points for that Territory in the table below the Map and reset your score to zero.

Bridges

Choose one of the Bridges from any of your finished Territories to begin in an undiscovered Territory. Start on the space in the new Territory that is connected to that bridge.

Note: you may only work in one Territory at a time.

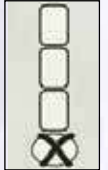


Cards for the Trolls

Starting with the end of the 3rd Territory, the Trolls claim a column of Spell/Building Cards of your choice. Place an X at the bottom of that column and cross out any Cards that you have not yet purchased.

You may, of course, choose a column of Cards that you already have, but in the next Territory, you will have to choose another column for the Trolls.

The Trolls score 1 VP for each card you crossed out.



Relics and Monuments for the Trolls

Starting with the end of the 4th Territory, the Trolls will also claim the highest remaining Relic of one type or Monument. Cross these out on your Realm sheet. After the 8th Territory, there are 3 elements, that are crossed out.

Victory Points for the Trolls

The Trolls score points shown for that Territory in the table minus your score for that Territory. Add 1 VP for every Card crossed out in that Territory, as well as VP for any Relics and/or Monument they claimed in this Territory.

1.	☁	10 - 4 =	6
2.	☁	15 - 6 =	9

End of Game and Final Score

After the 8th Territory is finished, you convert your remaining Resources separately 2:1 for Victory Points, add 1 VP for each card you bought but did not use and add 1 VP for every remaining Artifact.

The scores of all 8 Territories are added together. If you have more total points than the Trolls, you win!



Key differences with the Pandoria Boardgame

Pandoria Merchants keeps some of the main elements of the board game, but there are several key differences in addition to the components:

- You use dice to determine the 2 resources on your “tile.”
- The merchants of Pandoria produce an additional Resource: “Crafts.”
- You draw your worker on its own hex space, not on a space with a resource.
- Workers stay on the board the entire game.
- Resource tracks have a capacity of only 5, and every 2 resources over that is exchanged for a victory point.
- You can buy any Spell and Building “Card” on your sheet, but if you buy all 3 in a column, your opponents are locked out of buying further Cards from this column.
- There are no special powers for each realm.
- The Artifacts and Relics from the Pandoria Artifacts expansion are included in this game.

Spell Index

Acquire

Buy any available Card without paying Gold.

Clone

Draw an additional Worker on any empty space adjacent to one of your other Workers.

Conjure

Move the Marker for one of your Resources to "5."

Construct

Build a Building or Monument without paying any Wood.

Muster

Draw a Worker on any empty space that is adjacent to a drawn Resource or Worker (or one of the 4 Starting Resource spaces).

Rage

One of your Workers is worth 2 (or 3) Workers when scoring this turn.



Ship

Draw a Worker on an unoccupied Ship space. This Worker will now score any areas adjacent to that lake that are enclosed this turn or on a later turn.

Swamp

Blacken any one (or 2 adjacent to each other) empty hex space(s) adjacent to at least one other drawn Resource or Worker. This counts as a boundary when enclosing areas.

Terrain

Roll 1 (or 2) dice and draw those Resource symbols on the Map, adjacent to at least one other drawn Resource or Worker. *Note: you do not add an additional Worker.*



Building Index

Academy

You immediately score 1 VP every time you build a Building, Monument or Relic.

Bank

You pay 1 Gold less when buying Cards (but you must always pay at least 1 Gold).

Carpenter

You use 1 Wood less when building Buildings or Monuments (but you must always use at least 1 Wood).

Market

You may substitute Crafts for any other Resource at a 1:1 rate.

Poorhouse

If you have no Gold, Wood, Crystals or Crafts at the end of your turn, immediately gain 1 of each that is at "0".

Saw Mill

You gain 2 additional Wood for every Wood hex space you score with at least 1 Worker (these are not multiplied by the number of your Workers).

Shrine

You immediately score 3 VP every time you cast a Spell.

Statue

You gain 1 additional VP for every City hex space you score with at least 1 Worker (these are not multiplied by the number of your Workers).

Store

Score 2 VP every time you exceed your maximum number of Resources from scoring an enclosed area. If you score multiple areas in a turn, it is possible to score this bonus more than once during a turn.

Tower

You gain 2 additional Crystals for every Crystal hex space you score with at least 1 Worker (these are not multiplied by the number of your Workers).

Treasury

You gain 2 additional Gold for every Gold hex space you score with at least 1 Worker (these are not multiplied by the number of your Workers).

Wizardry

You use 1 Crystal less when casting Spells (but you must always use 1 Crystal).

Workshop

You gain 2 additional Crafts for every Craft hex space you score with at least 1 Worker (these are not multiplied by the number of your Workers).



Discover the world of Pandoria and much more!

