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## - RES PUBLICA-

(by Reiner Knizia, Avalanche Press, 1999)

On your turn you may do *any or none* of the following (in this precise order):

### 1. TRADE.

Trade and swap cards with an opponent

### 2. SHOW SETS OF 5.

Display 1 or more sets of 5 identical cards & gain a City/Monument card for each:

- for 5 People cards, receive a City card
- for 5 Technology cards, receive a Monument card

### 3. DRAW CARDS

(*People / Technology Cards*) *You may not draw more than 3 cards in total.*

- Draw People. At the end of your turn, you may draw 1 People card from the deck.
- Your Cities may generate technology. For each of your Cities placed on the table in front of you, you may draw 1 Technology card.

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## RULES OF TRADE

When you decide to trade, you must do one of the two following choices:

- \* **Request** one or more cards, or
- \* **Offer** one or more cards

When **requesting**, **offering**, or **responding**, *you may never name more than two types*. If you do offer 2 types, you must combine them with *and/or*. You may not say "no" as in "1 Pair and no Romans".

Offers/Responses may be a card category ("People", "Babylonians", "Technology", "Architecture"), and/or multiples ("Three of a kind", "two pairs", "3 Technology cards" "Two Romans and Two Greeks").

Examples. "I request 1 Viking"--"For two Greeks or one Shipbuilding"; "I offer 2 Alchemy or 3 Technology"--"For 1 Babylonian and 2 Greeks."

**Game End:** When last Technology card drawn, one final round to display sets, trade, and draw People. Each City worth 3 pts. Each pair in hand is worth 1 pt. Each monument is worth the number printed on it.

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