

# TRADEJACK rules

## INTRODUCTION

You take on the role of supermarket purchasers tasked with responding to consumer concerns about the ethics and sustainability of sourcing palm oil. Can you build the reputation of your brand by bringing more responsible products to market?

## OBJECTIVE

Your goal is to run a successful and sustainable business. Develop responsible products, reinvest your profits wisely, and win awards to emerge victorious. Good luck!

## COMPONENTS

1 First Player Card CO<sub>2</sub> Tracker Card 50 x 1 Capital  
30 x 5 Capital

**Product Deck**  
72 Product Cards

**Source Deck**  
72 Source Cards

**Demand Deck**

2 Regulation Cards

14 Trend Cards

10 Award Cards

## SETUP

The game requires three decks: the **Product Deck**, the **Source Deck**, and the **Demand Deck**. To create the **Product Deck**, shuffle the **Product Cards** and place them face-down down on one side of the playing area.

To create the **Source Deck**, shuffle the **Source Cards** and place them face-down beside the **Product Deck**.

Take the **Trend** and **Award Cards** marked with the ●●● symbol and return them to the box. These are only used in the **Advanced Game**.

Use the remaining cards to create the **Demand Deck**:

- shuffle the cards marked with C and place them face-down on the other side of the playing area to form the **Demand Deck**;
- add the **Regulation Card** marked with B face-down on top of the **Demand Deck**;
- shuffle the remaining cards, marked with A, and place them face-down on top of the **Demand Deck**.

Give each player 6 x 1 **Capital Tokens**.

The **First Player** is the person who most recently ate or used a product containing palm oil. Give them the **First Player Card**.

## ROUND ORDER

### 1. Demand Phase

Reveal 3 cards from the top of the **Demand Deck** and place them face-up beside the deck. These cards' effects apply for the duration of this round only.

### 2. Product Phase

Each player draws 2 cards from the **Product Deck** and adds them to their hand. Do not reveal your hand to other players.

### 3. Bidding Phase

In this phase, you bid against other players for sources of oil with the greatest value. In order to sell, you will need to match **Product Cards** in your hand with **Source Cards** of the same colour (both must be blue or both must be yellow). Each player will reveal 2 cards for everyone to bid on before the round ends.

The **First Player** draws 2 cards from the **Source deck**. Place 1 card face-up in front of the deck, and the second card face-down beside it.

Players take turns to bid on the face-up **Source Card**, starting with the player who revealed the card.

How to bid:

- place the amount of **Capital Tokens** you are willing to invest in front of you;
- the next player may then choose to bid on the card by doing the same;
- each bid must be higher than the previous bid;
- players may choose to pass at any time;
- bidding continues until each player except the highest bidder passes consecutively.

The highest bidder then discards the **Capital Tokens** they had placed in front of them, and takes the **Source Card** into their hand. Any other bidders take back their **Capital Tokens**.

If no one bids on a **Source Card**, it is discarded.

The player whose turn it is then turns the second card in front of the **Source Deck** face-up. Players proceed to bid on the **Source Card**. The turn then moves to the next player until each player has revealed 2 cards from the **Source Deck** for bidding. There is no limit to the number of cards a player may hold in their hand.

## 4. Retail Phase

### i. Production

You may now prepare **Product Sets**, combining 1 **Product Card** in your hand with any 1 **Source Card** in your hand of the same colour; both cards must be blue or both cards must be yellow. There is no limit to the number of **Product Sets** you may prepare each round. Each player places their **Product Sets** or unmatched **Product Cards** face-down in front of them. When ready, all players turn the cards they played face-up at the same time.

### ii. Sales

Each player collects **Capital Tokens** corresponding to the value of their **Product Sets**. The value of **Product Sets** is determined by: **Product Card Value** + **Source Card Green Credits** + **Trend Card modifiers** (see example).

Value Green credits

Product Cards Source Cards Trend Card

If you do not wish to sell any **Product Sets**, you may instead sell off any number of unmatched **Product Cards** for 1 **Capital** each. In this case **Trend Card** modifiers do not apply. You keep any cards you do not play in your hand until the end of the game.

### iii. Awards

If any **Award Cards** were revealed during the **Demand Phase**, determine the winner of the **Award Card**. The winner keeps the **Award Card** face-up in front of them until the end of the game when their value is added to their final **Reputation**.

### iv. End of the round

The **First Player Card** passes to the left. Discard all cards played in this round, including any **Trend Cards** and unclaimed **Award Cards** that were revealed. Tip: for more streamlined gameplay, run a universal discard pile.

## END OF THE GAME

The game ends when no more cards can be revealed from the **Demand Deck**. Unless playing a variant, the game will end after 6 rounds. The winner is the player with the highest **Reputation** at the end of the game. To calculate your **Reputation**, add together your remaining **Capital** and the total points indicated on the **Award Cards** you've won. In the case of a tie, the player with more **Award Cards** wins. If there is still a tie, the victory is shared.

## ALMANAC

This section provides further details and examples. You don't need to read it before your first game, but you may find it a useful reference if questions arise during gameplay.

### Capital Tokens

Players may not hide their **Capital Tokens** from other players.

### Trend Cards

Consumer trends temporarily increase the value of more sought-after products. **Trend Cards** may be revealed during the **Demand Phase**. They apply to each **Product Set** played during the **Retail Phase** with **Product Cards** or **Source Cards** that match. They increase the value of those **Product Sets** for 1 round only. **Trend Cards** apply regardless of **Source Cards'** colours.

It is possible to reveal 2 or 3 **Trend Cards** in the same **Demand Phase** that each adds +2 to **Gold Standard Source Cards**. In this case, any **Product Sets** that include **Gold Standards** receive +4 or even +6 **Green Credits**.

Resolve the modifications of **Trend Cards** before determining the winner of **Award Cards**. Bonuses from **Trend Cards** still count towards **Most Green Credits Award Cards**. Resolve **Trend Cards** in the order they were drawn (see **Example 1** and **Example 2**).

### Award Cards

If no player meets the basic requirements of an **Award Card** during the **Retail Phase**, no one wins the award and it is discarded.

In the case of a tie, where 2 or more players equally meet the **Award Card's** requirements, the player who currently holds fewer **Award Cards** receives the award. If there is still a tie, the player with fewer **Capital Tokens** receives the award. If there is still a tie, whoever is the **First Player** or sitting closest to the **First Player** (clockwise) receives the award.

If 2 or 3 **Award Cards** are revealed during the **Demand Phase**, resolve them in the order they were drawn.

### Example 1

**Double Green Credits Trend Card** drawn first  
+3 Soap & +2 Gold Standard Trend Card drawn second  
You play: Yellow Margarine Product Card (3 Value) + Yellow Gold Standard Source Card (4 Green Credits)  
You get 13 Capital Tokens

### Example 2

+3 Soap & +2 Gold Standard Trend Card drawn first  
**Double Green Credits Trend Card** drawn second  
You play: Yellow Margarine Product Card (3 Value) + Yellow Gold Standard Source Card (4 Green Credits)  
You get 15 Capital Tokens

### Regulation Cards

Consumer pressure and advocacy campaigns about the ethics and sustainability of palm oil have prompted your regional regulatory body to act. New regulations forbid the unethical sourcing of palm oil from rainforest or peatlands areas.

When either of these 2 cards is revealed from the **Demand Deck**, set it beside the deck until the end of the game (do not discard it at the end of the round). The following effects apply permanently:

- Product Sets** may no longer include either **Rainforest** or **Peatlands Source Cards** (depending on which card is revealed).
- Neither **Regulation Card** counts towards the 3 cards revealed during the **Demand Phase**: after either is revealed, reveal another card in its place.
- When banned **Source Cards** (**Peatlands** and/or **Rainforest**) are revealed during the **Bidding Phase**, discard them immediately and do not reveal any additional cards.

### Double Green Credits

Resolve this card in the order it was drawn (see examples). If a **Product Set's Green Credits** increase due to a **Trend Card** drawn before the **Double Green Credits Trend Card**, the bonus is also doubled. If the **Double Green Credits Trend Card** is drawn first, any bonuses are added after doubling the **Product Set's Green Credits** and are therefore not doubled.



**+2 Green Credits per Green Source**  
Only apply this modifier to **Product Sets** that contain a **Source Card** with **Green Credits** (i.e., not **Rainforest** or **Peatlands**).



### The Most Gold Standards

You win this award if you have played the most **Product Sets** containing **Gold Standard Source Cards** that round.

### The Most Standards

You win this award if you've played the most **Product Sets** containing either **Gold** or **Silver Standards** that round. The total amount of **Green Credits** does not count for this award (i.e. the number of **Gold Standards** played does not determine the winner): resolve any tie as normal.

### Exclusively Alternative

You win this award if you have played only **Product Sets** that have an **Alternative Source** that round. Resolve any tie for this award as normal: a player with more **Alternative Sources** will not necessarily win.

## APPENDIX

### TREND CARDS



### AWARD CARDS



**The Most Green Products**  
You win this award if you have played the most **Product Sets** with **Green Credits** that round.



**The Most Green Credits**  
You win this award if you have played **Product Sets** with the highest collective total of **Green Credits** that round. If your **Green Credits** increase as the result of a **Trend Card**, this increase applies both to your **Product Sets' individual value** (traded in for **Capital Tokens**) and to your total number of **Green Credits** that round (see example).



### Example

• **Demand Phase:** **Trend Card** revealed with +2 bonus for **Intercropped Farmland**. **Award Card** for **Most Green Credits** revealed.  
• **Market Phase:** you play a **Product Set** with **Silver Standard** (3 **Green Credits**) and another **Product Set** with **Orangutan-Friendly** (3 **Green Credits**). An opponent plays a **Product Set** with **Smallholder Farmer** (3 **Green Credits**) and another **Product Set** with **Intercropped Farmland** (3 **Green Credits**).

Although both players initially have a total of 6 **Green Credits**, the **Trend Card** increases the value of your opponent's **Product Set** with **Intercropped Farmland** by +2, so they gain 2 additional **Capital Tokens** and now have a total of 8 **Green Credits**.

Your opponent receives the **Award Card** for the **Most Green Credits**.

## VARIANTS

### Advanced Game

If you are looking for a longer game with possibilities for more advanced strategy, try this variant that runs for 8 rounds instead of 6. Use the following variations:

When the **Product Deck** and the **Source Deck** are finished, shuffle each deck's respective discard pile back into the deck.

Tip: run separate discard piles for each deck to save time when resetting the decks.

During setup, use all the **Regulation**, **Trend**, and **Award Cards** for the **Demand Deck** (including those with the ●●● symbol).

### Quick Game

For a shorter game: after setup, discard the first 3 or 6 cards from the top of the **Demand Deck**. This will reduce the number of rounds from 6 to 5 or 4 rounds respectively.

### Carbon Dioxide Variant

In this version of the game, you are battling together with the other players against rising levels of carbon dioxide. If too much CO<sub>2</sub> is released, catastrophic consequences follow and all players lose collectively. If, as a group, you manage to survive until the end of the game, the player with the highest **Reputation** is declared the winner.

During setup, remove the 2 **Regulation Cards** from the **Demand Deck**.

You are not allowed to sell unmatched **Product Cards**.

There is an extra card which you will need for this variant. For each **Product Set** played during the **Market Phase** with a **Rainforest** or **Peatlands source**, place 1 **Capital Token** on the **CO<sub>2</sub> Tracker** to indicate the rising levels of carbon dioxide. If too many tokens are placed on the **CO<sub>2</sub> Tracker**, the levels become too high and the game is lost. The maximum number of tokens allowed on the **CO<sub>2</sub> Card** before the end of the world corresponds to the number of players plus 1. In a 2-player game, the game is lost as soon as the 3rd token is placed on the **CO<sub>2</sub> Tracker Card**. In a 6-player game, the game is lost as soon as the 7th token on the **CO<sub>2</sub> Tracker Card**.

