

DAXU

Being a shopkeeper in a small town is a business of balance. The goal is never to stomp out your competition – in fact, doing so can be quite damaging to your reputation. You must find a way to grow your shops without running the shops across town into the ground. Know when to cooperate and when to be cutthroat and you will emerge as the finest shopkeeper!

COMPONENTS



1 game board



54 shop cards – 9 of each Baker, Rice wine maker, Carpenter, Basket maker, Silk trader and Teahouse.



2 reputation markers



1 tie breaker card



8 player action cards



4 reference cards

OBJECTIVE

DAXU is a set collection game where players are collecting sets of cards in 6 different shop areas. Several cards are revealed each round, and players choose whether they would like to keep all the cards for themselves, or give all the cards to their opponent.

If you dominate a shop type by too much, your customers will become disloyal and your opponent will earn points instead of you. So, unlike most set collection games, you score points based on how closely contested the sets you win are.

At the end of the game both reputation and majority in shops determine who's the best shop keeper.

SETUP

1. Place the **game board** between both players on the table.
2. Each player chooses a colour. He takes the **reputation marker** and the set of **four action cards** in that colour. Place the reputation markers **on space 0 of the reputation track** in the middle of the board.
3. Shuffle all **shop cards** and place these in a face down deck next to the game board. Take the top two cards from this deck and remove them from the game by placing them unseen back in the box.
4. Each player draws **eight** cards and places these cards below the corresponding areas on their side of the game board. (*All reputation markings on cards are ignored during the setup.*)
5. Both players get a reference card with the summary of the actions and place this in front of them.
6. Place both reference cards with the final scoring next to the game board.
7. The player who recently lost a game gets the tie breaker card.

A possible setup at the beginning of a game



GAME OVERVIEW

The game is played in rounds. Each round cards are flipped from the deck and one player will receive all the flipped cards.

Each round consists of four phases:

1. Flip three cards

Draw the top three shop cards from the deck and place them face up next to the deck.

2. Choose one action

Both players take their four action cards into their hand and choose an action to perform this round.

Each player places his chosen action card face down in front of him.



Give

The opponent gets all cards.



Take

You take all cards.



Cooperate

Accept the action of your opponent and **gain 1 reputation.**



Undermine

Perform the **opposite action** of your opponent and **lose 1 reputation.**

3. Resolve actions

Both players reveal their card **simultaneously** and perform their chosen action.

Place the cards you receive below the corresponding area on your side of the game board.

If one player chooses **Cooperate** and the other **Undermine**, the player who has chosen **Undermine** determines who takes all the cards.

If players have both chosen the same action, only one player can perform this action:

Both choose **Give** The player with the **lowest reputation*** gets all cards.

Both choose **Take** The player with the **highest reputation*** takes all cards.

* If players are tied in reputation, the player with the tie breaker card chooses who gets the cards. The tie breaker card is now given to the other player.

Both choose **Cooperate** **Flip an additional shop card.**
Both players take all action cards back in their hand and choose again.

Both choose **Undermine** **Repeat this until one player receives the cards.**

4. Adjust reputation

Some cards received or played this round affect your reputation. Adjust your reputation according to the symbols on these cards:



This card raises your reputation by 1.



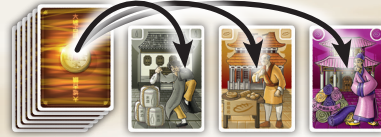
This card decreases your reputation by 1.

Note: In case both players choose Cooperate or Undermine in a round, reputation is only gained/lost for the final action chosen in the round.

Important: A reputation marker cannot exceed the most left or right spaces. If a card or chosen action forces you to move past one of these spaces, your marker will stay on that space.

Example

1. Three cards are flipped from the shop cards deck.



2. The players choose an action card. They both choose to **Undermine** the other player. Nobody receives the cards and an additional card is flipped.



3. Both players take their action cards back in their hand and choose again. Brian has chosen **Undermine** and Lucy has chosen **Take**. Because Brian chose **Undermine** the opposite of Lucy's **Take** action is performed.



4. Brian takes all four cards and places these on his side of the game board. For the Baker he loses one reputation point and moves his marker down one space on the reputation track.



5. Brian also loses one reputation point for playing the **Undermine** card.



END OF THE GAME

If you can't flip three cards at the beginning of a round, scoring will determine who's the best shop keeper!

Note: If the deck has run out of cards during the game and both players choose Cooperate or Undermine, instead of adding another card (*as there are no cards to add*), remove these action cards from the game and the players choose again with their remaining action cards.

Scoring

At the end of the game players score points for the majority of cards in each type of shop and their final reputation.

1. Shops

First, players score points for each majority in a shop area on their side of the game board. The number of points scored depends on how close this majority is.

Shops are separated into two different scoring categories, one which is more forgiving and one which is more rewarding.

Baker, Rice wine maker, Carpenter

Win by 1 = 4 points

Win by 2 = 2 points

Win by 3 = 1 point

Win by 4+ = Player loses 1 point;
Opponent earns 1 point per card of this type on their side of the game board.



Basket maker, Silk trader, Teahouse

Win by 1 = 5 points

Win by 2 = 3 points

Win by 3+ = Player loses 1 point;
Opponent earns 1 point per card of this type on their side of the game board.



If both players have the same number of cards, no player scores points for the type of shop.

After determining the points scored for a shop area, discard all cards in this area on both sides of the board. Give the player who scores points the number of cards equal to the number of points he scored to create a **face down score pile**. Use the action cards to indicate negative points if a player has no cards in his score pile to discard.

2. Reputation

Finally, players score (*or lose*) points based on their final reputation:

Reputation	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
Points	-7	-6	-5	-3	-2	-1	0	1	2	3	4	5			

Note: The points for reputation are also indicated by the golden (*positive*) and black (*negative*) coins on the reputation track.

After scoring shops and reputation, the player with the most points wins the game. In case of a tie the player currently in possession of the tie-breaker card is the winner.

Scoring example

Lucy **Brian**
Rice wine maker: Both players have 4: No points awarded

Carpenter: Lucy has 2, Brian has 6: Lucy scores 2 points, Brian loses 1 point.

Basket maker: Lucy has 4, Brian has 5: Brian scores 5 points

CREDITS

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