



Agents Of Commerce

Designed by David Gordon
and Jonathan Gilmour
deg23deg@gmail.com
davidgordongamedesign.com

Overview

You're a corporate operative on an alien planet with a single mission: earn your company the most money! Pressure the locals to set market prices, mine your resources, and enact new laws in your favor; then fulfill orders for profit.

1. Spy: see what potential changes you can influence and prepare for 3 elections.

2. Influence: apply pressure to influence market pricing, mine for the resources you need, and enact legislation that benefits you.

Then lobby and bribe your opponents to join you and reap the rewards.

Features

- medium weight economic efficiency game
- all simultaneous play
- set collection, voting, engine-building
- market manipulation
- Multiple paths to victory through the market or export



4. Export: fulfill orders for big profit; then gain upgrades and become more and more powerful.

Place votes here for Market, Mining, and Legislation.

3. Trade: use the local market to your advantage – is it better to sell now or invest for later?!

Components

1 board & rule book, 6 player boards & matching small player shields, 20 clear color bingo markers, 90 cards, 210 tokens

