

# RÜDIGER DORN MONTANA



## TRADE POST

To play with this mini-expansion the Montana base game is required.  
The rules for the game remain the same with the following additions:

### Game rules

#### COMPONENTS

4 speciale settlements: trade post (in 4 colours)



front



back

#### SET UP

Each player places one of his settlements back in the box and replaces it with a trade post.

#### GAME OVERVIEW

During his turn a player can build the trade post using the **build** action.  
The following rules apply when building a tradepost:

- A trade post is build by paying silver instead of goods. Each grain, pumpkin, small copper or small stone is replaced with 2 silver and each large copper or large stone is replaced by 4 silver.
- Building a trade post is part of the three settlement limit in a turn.
- A trade post cannot be build as part of a double (or triple, when playing with the Goldrush expansion) settlement.
- You can't build the trade post as (part of) the fourth settlement in a line.



*Example: When a player want to build a trade post on this location, he must pay  $4+2=6$  silver instead of a large copper and a grain.*

