

Sabir

The game of trading and bluffing

Sabir is the name of the Lingua Franca that was used in the Mediterranean basin from the 11th to the 19th century.

This is an engaging family-plus game in which players are merchants in competition to sell goods to ships in a Mediterranean port during the 16th century.



Secretly place your offer with the goods requested by the ship and bluff about their value.



Increase your power, round after round, purchasing more counters and special cards.



Collect Victory Points and money to win the game.



But pay attention: when you spend money you are actually losing Victory Points...

 3-6  12+  90'

COMPONENTS

- 24 Ships cards
- 190 cards for Goods, Victory points, etc.
- 9 Dice
- Coins, counters and pawns

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