

Robert Auerochs

BREMERHAVEN

Overview of the game

Managing a harbor is a logistic masterpiece. Ships are coming in and going out, shipping agents are waiting for their contracts to be completed, goods have to be handled and stored and there is always too little time and space. Like a juggler, you have to synchronize incoming and outgoing goods to become successful and rich. However, money does not buy you happiness. You need to expand your harbor, attract industries and improve the fame and recognition of your harbor. Investing in it and processing large and impressive ships, both will increase your prestige. Only a healthy combination of prestige and money will result in a high score at the end of the game.

The core element of this game are the five Influence cards in your hand. They show different values and are used to bid on the Ship, Contract and Building cards that you need to improve your actions. As the game progresses, new options evolve and events are introduced to spice things up. This keeps the game interesting from the beginning to the end. Even with 3 or 4 players, time passes by quickly as there is little to no downtime: you are playing simultaneously most of the time. It is almost always your turn.

Bremerhaven is a strategy game for 1-4 players aged 12 and up, designed by Robert Auerochs. Experienced players play the short game in about 55-65 minutes and the long game in about 90-120 minutes. This game also includes rules for a solo version.

Ahoy landlubbers!

My name is Captain Aha. I'm the pilot on board of this rule book. Whenever the rules are somewhat harder to understand, I'll help you with a little example or summary. You shall not keel over right off the bat. Arrh! So what is this all about? It's as simple as that: **become rich and famous!**



Credits and Thanks!

Bremerhaven is the first game designed by Robert Auerochs. In "real life", Robert is working at a bank in Nuremberg but as a computer scientist rather than a speculator. He would like to thank Maria, Bernd, Alex and Ralf for their invaluable help during the development of this game. Also, he would like to apologize to the players at the Hippodice game designer contest because "back then, the prototype was quite unbalanced – those poor suckers had played for over 5 hours."

The illustrations were done by Klemens Franz (atelier198) who would like to thank Andrea Kattinig for the first layout of the rule book. The editing was done by Hanno Girke and Grzegorz Kobiela.

Questions, problems or complaints? Email us at buer@lookout-games.de



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Components

- 4 Harbor boards (1 per player)
- 48 Influence cards (12 per player color)
- 4 Player tokens to indicate ranks (1 per player color)
- 8 Prestige markers (2 per player: one clip of neutral color and one chit in player color)
- 4 Lighthouse chits (1 per player color to remind you of the color you play)
- 1 two-part Sea board
- 1 two-part Land board
- 1 two-part Town board
- 1 wooden Newspaper rack
- 1 wooden Ship token
- 88 coins (48 x 1 money, 24 x 5 money, 16 x 25 money)
- 24 Cover cards
- 48 Ship cards
- 56 Contract cards
- 20 Building cards
(plus 20 each in German and Italian, please remove them)
- 24 Price cards
- 18 Newspaper cards
(plus 18 each in German and Italian, please remove them)
- 2 "Short Game Special Edition" cards
(plus 2 each in German and Italian, please remove them)
- 48 Bollards
- 60 Time markers
- 160 goods (40 chits of each of barrels, crates, containers and passengers)

The components are shown on the next two pages.

Preparation and setup

Before your first play, carefully punch out all the card board components. Assemble the three game boards. You may use either side of the game boards. However, we strongly discourage you to use the night side of the game boards in dark dive bars.

The setup is shown on the next two pages – please turn over.

Short game and solo game rules

If you are in a hurry, you can play the **short version** of Bremerhaven. See page 11 of this rule book for details on the changes in that version.

If you – for whatever reason – are a cast away floating on a raft in the water (*and have Bremerhaven on you*), you can play the **solo version** in pursuit of a high score. See page 11 of this rule book for details on the changes in that version.

An **overview of the course of a round** can be found on page 12 of this rule book. Captain Aha himself recommends to use it during your first couple of plays.

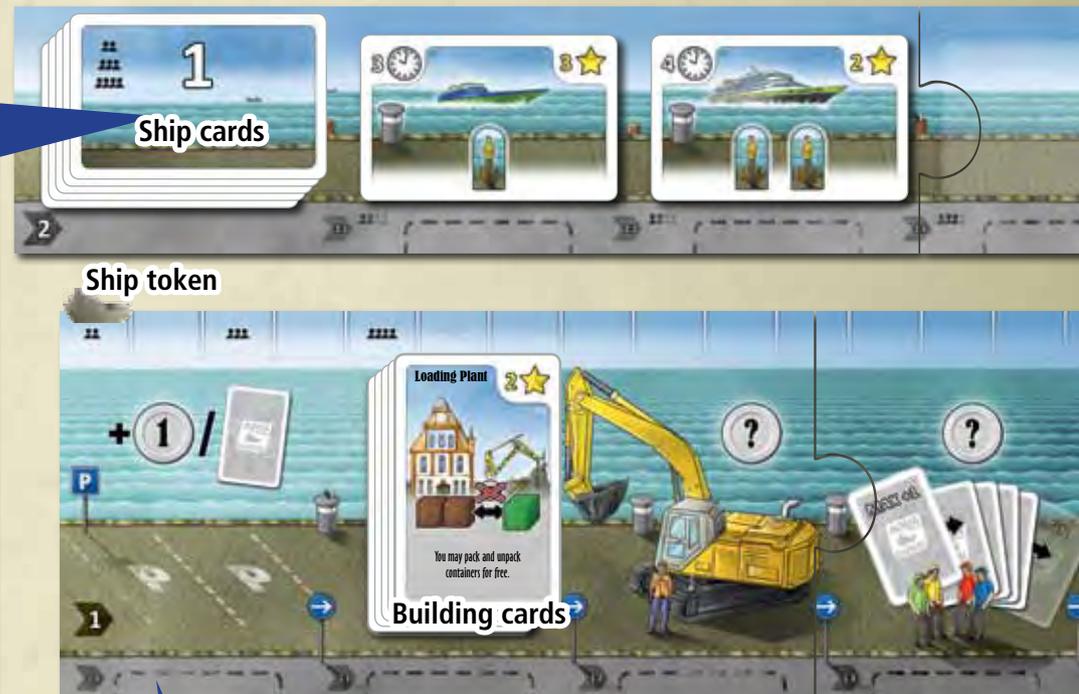
Setup (the examples show the setup for a 2-player game)

1 Sea board

- Assemble the **Sea board** and place it on one end of the table.
- Pick out the Ship cards** showing an icon for the appropriate number of players on their card backs. *[In the short game, however, ignore cards that have an arrow symbol → under that icon.]*
- Separate the chosen Ship cards by the numbers on the card backs. **Shuffle the resulting stacks individually, then combine them to a single one** as illustrated.
- Place this stack **face-down** to the left of the Sea board.
- Draw a number of cards from this stack equal to the number of players and **place them face-up on the appropriate spaces of the Sea board**, one card per space.

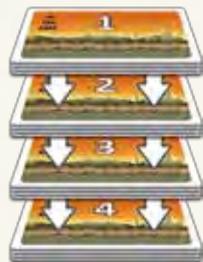


This card is not used in 2-player games but only in 3-player long games and both types of 4-player games.



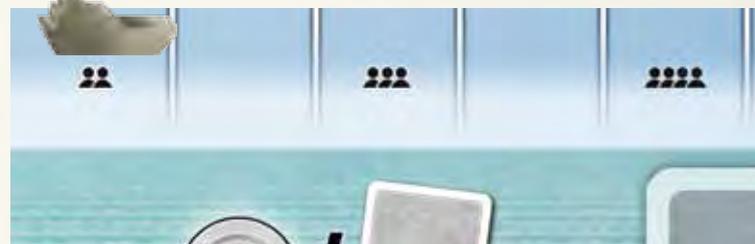
2 Land board

- Assemble the **Land board** and place it on the other end of the table.
- Pick out the Contract cards** showing an icon for the appropriate number of players on their card backs. *[In the short game, however, ignore cards that have an arrow symbol → under that icon.]*
- Separate the chosen Contract cards by the numbers on the card backs. **Shuffle the resulting stacks individually, then combine them to a single one** as illustrated.
- Place this stack **face-down** to the left of the Land board.
- Draw a number of cards from this stack equal to the number of players and **place them face-up on the appropriate spaces of the Land board**, one card per space.



3 Town board

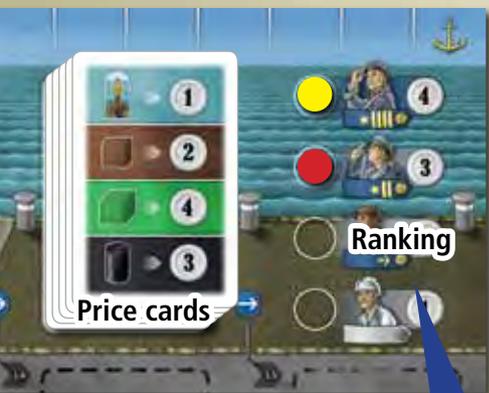
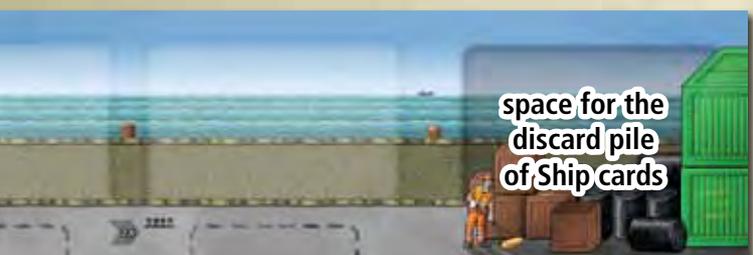
- Assemble the **Town board** and place it in the middle of the table.
- Place the Ship token **on the appropriate space of the Progress track** at the top of the Town board **according to the number of players**.



- Shuffle** the Building cards and place them face-up in a stack on the appropriate space (1.1).
- [In the short game, each player draws a random Starting building from that stack.]*
- Shuffle** the Price cards and place them face-up in a stack on the appropriate space (1.4).



space for the discard pile of Contract cards



6 Influence

- Each player takes the 12 **Influence cards** of his color.
- Take **5 Influence cards with values 1, 2, 3, 4, 5** in your hand and set the remaining cards aside as a supply. You will need them later.



7 The Harbors

- Each player takes a **Harbor board** and places it in front of him.
- Place **Cover cards** with the appropriate number of money facing up on the spaces in the 3rd and 4th column of your Harbor board as illustrated. *[Do not cover any spaces in the short game.]*
- Attach a **clip to space 0 of the Prestige track** on the right side of your Harbor board. *(Alternatively, place the Prestige marker of your color on space 0.)*
- Take **two Bollards** and place one on each of the pre-printed Bollards **at the middle Dock** of your Harbor board.
- Draw one card from the stack of Contract cards as your **Starting contract** and place it in the first Loading dock at the top of your Harbor board. Then place the indicated number of **Time markers** on that card.
- *[In the short game, place your Starting building (see 3) on an empty Building space of your Harbor board. Then take 3 Starting goods different from the goods on your Starting contract, see page 11.]*

4 Ranking

- Place one chit of each good (*barrel, container, crate, passenger*) in the middle of the table.
- Each player takes one of these chits.
- Then move the topmost Price card to the bottom of the stack. The new card on top defines the initial ranks.
- The player who has chosen the most valuable good becomes "Captain", the player with the second most valuable good becomes "First Mate" and so on.
- Each player chooses a color **and places a Player token of that color on the appropriate space of the Career ladder** (1.5).
- Return the goods that have been used to randomize the ranks to the general supply (see 8).
- Each player gets the following **Starting income** from the general supply:

Captain:	4 money
First Mate:	6 money
Mate:	8 money
Ship's Cook:	12 money



5 Newspaper

- Place the **Newspaper rack** near the Town board.
- **Shuffle** the Newspaper cards and place them **with the "Ship ahoy!" side facing up on the right side** of the Newspaper rack.
- **Leave the left side empty for now.**
- *[In the short game, place the „Short Game Special Edition“ cards on both sides of the Newspaper rack instead of the Newspaper cards.]*

8 Supply

- Place the remaining **Time markers** as well as the **goods, coins and Bollards** in separate piles **next to the game boards.**



Flow of play

The game is played over multiple rounds. Each round goes through four phases. In the Bidding phase, the players place their Influence cards on the Land, Sea and Town board to bid on Contract and Ship cards as well as on certain actions. In the General action phase, they collect the cards and carry out the actions they have won. In the Individual action phase, they carry out actions in their harbors. A round ends with the Clean-up phase in which the game progresses and may introduce an event (*controlled by the Newspaper rack*). Finally, the various game boards are refilled and another round is played.

The game ends when the **Ship token** on the Town board moves onto the last space of the Progress track (*in 8-12 rounds in a 4-player long game*). At the end of the game, the player with the most valuable **combination of money and prestige** wins.

The following pages explain the different ph in detail.

Summary for non-swimmers ...

Place a bid, carry out actions, clean up, place a bid, carry out actions, clean up etc. until you reach the safe haven.



A lesson for cadets ...

Sometimes you need a little bit of lubricants to get the tub going and get your chance.



Example of a situation at the end of the Bidding phase.



The Bidding phase

Each player has a hidden hand of 5 Influence cards (*with numbers 1-5*). In **hierarchical order** (*see space 1.5 on the Town board*), the players take turns to play one of their Influence cards. The Captain plays a card first, followed by the First Mate, then the Mate and, finally, the Ship's Cook. The players continue to take turns in this fashion until each of them has played all of his 5 Influence cards.

By placing an Influence card **face-down** (*i.e. with the number facing down*) on a space at the bottom of the Sea, Land or Town board, a player is placing a secret bid on the card or action that this space provides.

Other players may try to outbid a player by placing their own Influence cards on the same space. A player may add another card to a space he has already placed a bid on to raise this bid. There is no limit to the number of cards that can be placed on a space.

The players may look at their own cards they have placed at any time. However, they may not take them back or replace them with other cards.

Once all Influence cards have been placed, turn them face-up. The player **whose cards have the highest (combined) value** at a space wins the bid and may use that space in the General action phase. **Ties are broken according to the ranks on the Career ladder** (*Town board space 1.5*), i.e. Captain beats First Mate beats Mate beats Ship's Cook.

In other words ...

Big fish eat little fish and hierarchy breaks ties. Arrh!



Two spaces on the Town board allow **multiple players** to carry out an action. The highest bidder may use that space for free, the other bidders may pay the **difference** between their bid and the highest bid **with money**. The money is paid into the general supply. If a player cannot or refuses to pay, he simply may not carry out the action. The two spaces that allow for this are "Building permit (1.2)" and "Grow influence (1.3)". They are marked with a money symbol and will be explained later.

The game boards are resolved in the following order:

1. **Town board** (*see page 4*)
2. **Sea board** (*see page 7*)
3. **Land board** (*see page 7*)
4. **Harbor boards** (*see page 8*)
5. **Newspaper rack** (*see page 10*)



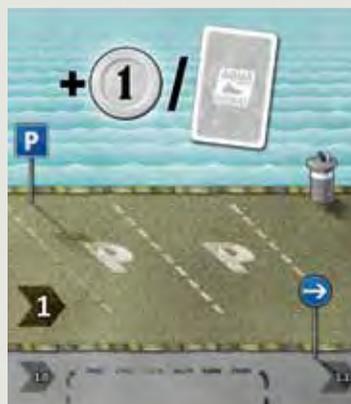
The players get their 5 Influence cards back in the Clean-up phase at the end of the round.

The General action phase

1. The Town board

The Town board displays the "Building cards (1.1)" and the "Price cards (1.4)" and provides the action spaces "Parking lot (1.0)", "Building permit (1.2)", "Grow influence (1.3)" and "Career ladder (1.5)". The cards and actions are resolved **from left to right**. They will be explained in the following.

1.0 Parking lot



Each player gets **1 money** from the general supply **for each Influence card** that he has placed on this action space regardless of the Influence value printed on the card. (*In the above example, Red gets 1 money.*)



1.1 Building cards



On this Town board space, you can bid on the topmost Building card every round. Each such card is worth 0-3 prestige points (as shown in the top right corner). Most of the Buildings come with a special ability that is explained on the card with icons and words. Some Buildings can produce goods. This is indicated by a cogwheel symbol in the top left corner of the card.

The highest bidder on this space takes the topmost Building card from the stack and places it next to his Harbor board. (In the example on page 4, Red gets the Lighthouse due to her rank.)

This Building is not considered built yet. As long as it stays off the Harbor board, it is not worth any prestige and its special ability cannot be used. In order to build and place it on your Harbor board, you have to use a "Building permit" action (see 1.2).

If no player has placed a bid on this Town board space, remove the topmost Building card from the stack and put it back into the game box.



If you're unfamiliar with the buildings, ...

... flip the Building cards over to the other side. You will find a detailed explanation of the Buildings, their special abilities and interactions with other cards on the back side of the card. You might wish to read all the cards before your first play. When placing it on your Harbor board, you can place it on either side.

1.2 Building permit (expand harbor)



This Town board space can be **used by more than one player**. The highest bidder may use it for free, all the other bidders that wish to use it have to pay the difference between their bid and the highest bid with money. This money is paid into the general supply. If a player does not want to pay or does not have enough money, he simply may not use the action. There is a money symbol on this action space to remind of that.

This action is played simultaneously, i.e. all players who may use it do it at the same time.



One step at a time ...

So you're new to the game or still unfamiliar with it? Then resolve this action space in hierarchic order according to the Career ladder (1.5). You can keep better track of the other players' actions this way. Experienced sea dogs play simultaneously, though.

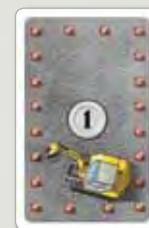
You can use a Building permit to expand your harbor in one of the following three ways:

a) You may place a **Bollard** on one of the quay walls of your harbor. Pay an amount of money as depicted on the space that you place the Bollard on.



or

b) You may **clear a space** on your Harbor board **of its grey Cover card** by paying an amount of money as depicted on the Cover card. Then remove the card from your harbor and put it back into the game box. You can use the cleared space immediately.



or

c) You may **build a Building** that you have gained (in this or a previous round) on an empty space of your Harbor board. A space is considered empty if...

... **you have cleared it of its Cover card** (with a previous Building permit) and

... **it is not occupied by another Building or by one or more goods.**



If you do not have an empty space on your Harbor board, you cannot use the Building permit to build a Building. As soon as you have build a Building, you can use its special ability and it will be worth its printed prestige value.



Well kids, obviously ...

If you want to build, you'll need room, a permission and something to build or else nothing will come of it ...

You do not need to use your Building permit at all. You can place bids on this action just to raise the costs for the other players.

You can acquire one or more additional Building permits if you need more than one at the price of the highest bid per additional Building permit. For each Building permit, you can freely choose between the three options again. Your Building permits can, but do not need to, be used for the same purpose.



All right, sea dogs?

You will always get a Building permit if you bid on it. Sometimes, though, you will have to pay extra. If you pay even more, you can get additional Building permits. So don't blame me if your harbor is tiny and miserable!

In the example on page 4, **Red** gets her first Building permit for free as her bid of 5 is the highest. **Green** and **Blue** both have bid 2. Each of them may decide whether to pay the difference to the highest bid, which is 3 money, or not. Their ranks do not matter here. **Green** pays, **Blue** does not. **Red**, **Green** and **Blue** may buy additional Building permits for 5 money apiece (= highest bid). A player that did not place a bid on this action (like **Yellow**) may not buy any Building permits regardless of how much money she has.

1.3 Grow influence (upgrade Influence cards)



This Town board space can be **used by more than one player**. The highest bidder may use it for free, all the other bidders have to pay the difference between their bid and the highest bid with money. This money is paid into the general supply. If a player does not want to pay or does not have enough money, he simply may not use the action. There is a money symbol on this action space to remind of that.

This action is played simultaneously, i.e. all players who may use it do it at the same time.

Bremerhaven for ordinary seamen ...

Like the "Building permit (1.2)" action, you can resolve this one in hierarchic order if you are new to the game or still unfamiliar with the rules. Pros play simultaneously.

Aside from your 5 hand cards (numbered 1-5), you have a supply of 7 additional Influence cards (numbered 5-9) that have been set aside during setup. When taking the "Grow influence" action, **take the Influence card with the lowest value from that supply into your hand**. During the Clean-up phase at the end of the round, you will have 6 Influence cards in your hand. You will then have to remove **the Influence card with the lowest value** from your hand and put it back into the game box so that you will end up with 5 Influence cards in hand again.

The highest available value on an Influence card is 9. If you have the Influence cards 6, 7, 7, 8, 9 in your hand, you cannot upgrade them any further. You may still bid on this action, though, to raise the costs for the other players.

The numbers on the 12 Influence cards are: 1, 2, 3, 4, 5, 5, 6, 6, 7, 7, 8, 9.

This is something even the Ship's Cook can understand ...

If you have better cards, you will win bids more often. So, stop whining that the other players have better cards than you do! Everyone can upgrade his cards if he places a bid on this action space. Sometimes a little bribe may help ...

In the example on page 4, **Green** uses this action for the first time. When this action is being resolved, she takes the "5" from her supply of Influence cards in her hand. At the end of the round, she picks up her other Influence cards and has now a hand of 1, 2, 3, 4, 5, 5. She puts the "1" back into the game box. Her hand for the following round is now 2, 3, 4, 5, 5. **Blue** may pay 1 money (= difference to highest bid) to upgrade her Influence cards as well.



1.4 Price cards (change the selling prices)



The highest bidder on this Town board space may change the selling prices of goods. He may choose any one card from the stack of Price cards and put it on top of the stack without changing the order of the other cards. The highest bidder does not need to change the prices. He may outbid the others merely to prevent the change from happening.

If no player has placed a bid on this action (like in the example on page 4), the prices will change automatically. In this case, move the topmost Price card to the bottom of the stack.

The Price card that is now on top defines the new prices.

If a player has built the "Commodity Exchange" and no player has placed a bid on "Price cards", he may change the prices as described on that Building. The new selling prices come into effect immediately and affect all players.

That's the deal with markets ...

If you do not intervene over and over again, the prices will do their own thing.

1.5 Career ladder (change ranks)



The highest bidder on this Town board space may **swap any two adjacent Player tokens on the Career ladder**. He may swap his own token with another one or he may swap the tokens of two other players. He does not need to swap any tokens at all. For instance, the current Captain may bid on this space merely to protect his rank.

Usually, you will swap your Player token with the next higher rank. For instance, as Mate you would swap your token with the First Mate's to become First Mate yourself and degrade that other player to Mate.

After the new ranks have been established, **all players will get income from the general supply as depicted on the Town board** regardless of whether they have placed a bid on the Career ladder or not:

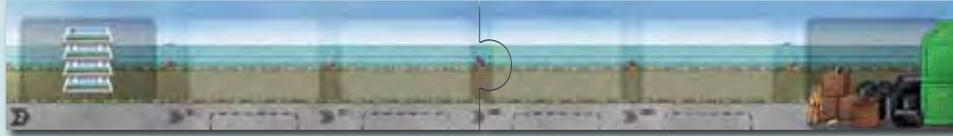
Captain: 4 money
First Mate: 3 money
Mate: 2 money
Ship's Cook: 1 money

The party is over, sea dogs!

Did you seriously think we captains go to sea only because we love the water? Do you realize how much alimony we have to pay in all those harbors. .. um, I mean ... how expensive demurrage is nowadays? And then this ever-threatening mutiny ... these bastards will try over and over again to kick your butt, I can tell you! Arrh!

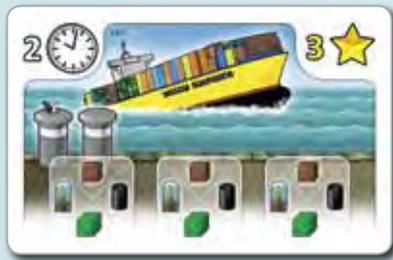
2. The Sea board

The Sea board displays the Ship cards available in the current round. At the beginning of each round, the number of available Ship cards is always equal to the number of players.



During the Bidding phase, the players place their Influence cards face-down on the spaces below the Ship cards. At the end of the Bidding phase, the Influence cards are turned face-up. Each Ship card goes to the highest bidder for that card. Ties are broken according to the ranks of the players. The gained Ship card has to be placed in an empty Dock and the indicated number of Time markers has to be placed on it.

This is how the Ship cards look like:



A Ship card is characterized by its symbols and values: the **carried cargo**, the **lay time**, the **required berth size** and its **prestige value**. These characteristic values will be explained next.

The lay time:



The number in the top left corner of a Ship card indicates its lay time, i.e. the number of rounds the Ship will stay in one of the 3 Docks of your harbor. This can be between 1-5 rounds. **Place that many Time markers on the Ship card when placing it in your harbor.**

The carried cargo:



Every Ship card carries 1-5 goods of the same type: barrels, containers, crates or passengers. The carried cargo is shown at the bottom of the card. **Place the depicted goods on the Ship card when placing it in your harbor.** Instead of specific goods, some Ship cards display wild card symbols. In this case, you may choose the type of goods that the Ship comes with. All of these goods must be of the same type. *(For instance, if a Ship shows 3 wild card symbols, you cannot place 3 different goods on it.)*

The required berth size:



There is an illustration of 0-3 Bollards on the left of a Ship card. This represents its required berth size. You can only place a Ship in one of your empty Docks if the quay walls **on both sides** of this Dock each have at least that many Bollards. For instance, a Ship that requires a berth size of two has to be placed in a Dock with at least two Bollards on each of its two adjacent quay walls. It cannot be placed in a Dock that has fewer than two Bollards on one of its quay walls. *(In this case, the number of Bollards on the other quay wall does not matter.)*

If you gain a Ship card that you cannot place in any of your Docks, place the Ship card on the discard pile *(the Ship simply moves on if it cannot berth)*.



Sad but true ...

You won't believe how many cadets have drowned due to short quay walls. That's why the Department of Unpleasant Matters has strictly forbidden to berth vessels in docks that are not equipped for them.

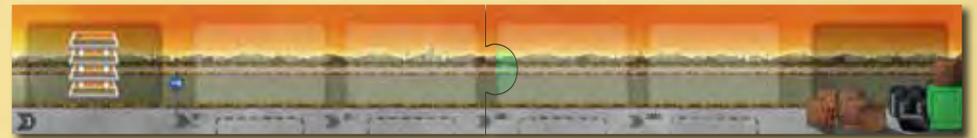
The prestige value:



The top right corner of a Ship card depicts the number of prestige points *(in form of 1-5 star symbols)* that it is worth as long as that Ship stays in your harbor. To win this game, you do not only need money but also prestige. The prestige value of your harbor will be updated during the Individual action phase *(see "4.3 Prestige" on page 9)*.

3. The Land board

The Land board displays the Contract cards available in the current round.



Same procedure as everywhere ...

The Land board works like the Sea board but with Contract cards.

This is how the Contract cards look like:



A Contract card is characterized by its values and symbols: the **delivery time**, the **required goods**, the **contract penalty** and the **reward**. These characteristic values and symbols will be explained next.

The delivery time:



The number in the top left corner of a Contract card indicates the amount of time until the Contract is due. This is the number of rounds left to deliver the required goods. This is also how long the card will block one of the Loading docks at the top of your Harbor board. The delivery time can be between 1-5 rounds. **Place that many Time markers on the Contract card when placing it in your harbor.**

The required goods:



The illustration at the bottom of a Contract card shows the required goods. Contracts can require up to 4 goods of the same or of different types. If a Contract card displays one or more wild card symbols, you can decide which types of goods they represent. Each such symbol may represent a different good.

You can deliver the goods during the Individual action phase *(see 4.2)*.

■ The contract penalty:



Most of the Contract cards show a contract penalty in the top right corner (*in red*). This penalty is due if you cannot deliver the required goods in time or if you cannot place the Contract card in your harbor at all (*e.g. due to lack of space*). You might have to pay up to 5 money or even lose a prestige point. If you do not have enough money to pay the contract penalty, you have to pay whatever money you have left.

■ The reward:



Some Contract cards show a reward in the top right corner (*in green*). The reward may be up to 4 money or prestige. You will only get the reward if you deliver all of the required goods before the Contract is due. If you are missing one or more goods, you will not get the reward (*but you will most likely have to pay a contract penalty*).

If you complete a Contract with a prestige reward in time, **immediately** move the clip (*or marker*) on your Prestige track up one space regardless of the current prestige value of your harbor. Prestige penalties are resolved accordingly. (*For an example, see page 9.*)

The Individual action phase

Each player has a Harbor board of his own to organize his Ship, Contract and Building cards, deposit his goods and keep track of his prestige. Each Harbor board consists of four different areas.

- On the left, there are the **Docks and quay walls** for the Ship cards you gain.
- At the top, there are the **Loading docks** for the Contract cards you gain.
- On the right, there is your **Prestige track**.
- In the center, there are the **Building and Storage spaces**. Each of these spaces can either take a Building card that you have built or can be used to deposit goods.

Every Ship and Contract card that has been placed in your harbor stays there until all of its Time markers will be removed. You may not move Ship and Contract cards between the Docks and Loading docks, respectively. Each card stays where it has been placed until it is due.

An example of a mid-game harbor



■ The Building and Storage spaces:

There are 12 spaces in the middle of your Harbor board for Buildings and goods. In long games, some of these spaces are covered with grey Cover cards and cannot be used until you clear them of these cards. You can clear a space of its Cover card with a "Building permit (1.2)" action.

Consequently, you will have little room to build Buildings or deposit goods at the beginning of a long game. Also, you will only be able to access two Contract cards at the same time (*see below*). [*In the short game, you can use all spaces from the start.*]

■ The Docks (for the Ship cards):

On the left side of your Harbor board, there are 3 spaces on which you can place Ship cards that you have gained. These spaces are called Docks. Each Dock is flanked by two quay walls, one below and one above it. Bollards on these quay walls determine the berth size of a Dock which is defined as the lower of the two numbers of Bollards on the adjacent quay walls.

You start the game with one Bollard on each of the two quay walls adjacent to the Dock in the middle. Consequently, this Dock is able to accept Ships with a required berth size of 1. You can add more Bollards later in the game by using the "Building permit (1.2)" action (*see there*).

■ The Loading docks (for Contract cards):

At the top of your board, there are 4 spaces on which you can place Contract cards that you have gained. These spaces are called Loading docks. However, only the two Loading docks on the left are accessible right from the start. You may place a Contract on a Loading dock on the right even if it cannot be accessed but you cannot deliver goods to that Contract unless you clear the space directly below the Loading dock. This can be done with a "Building permit (1.2)" action.

If you gain a Contract card that you cannot place in one of your Loading docks (*e.g. because all of them are in use*), you have to discard that Contract card immediately and pay the depicted contract penalty (*if any*).

4. Available actions in your harbor

In the Individual action phase, you can carry out the following actions on your Harbor board in the given order: **produce (4.1)**, **convert and move goods (4.2)**, **update your prestige (4.3)** and **remove Time markers (4.4)**. The first two actions are optional and do not need to be carried out. The other two are mandatory. This phase is played simultaneously, i.e. all players carry out these actions in the given order but independently of each other. As soon as all players finish their actions, proceed with the Clean-up phase.





We won't leave you high and dry ...

If you are playing this game for the first time or are still a little unfamiliar with the rules, you can resolve this phase in hierarchic order according to the Career ladder. Pros play simultaneously.

4.1. Produce (optional)



Each of your Production buildings (indicated by a cogwheel in the top left corner) can produce one good or money as indicated on the Building card. A produced good has to be placed immediately on an empty Storage space. If you have no empty spaces left, you cannot produce goods. You can resolve your Production buildings in any order. (In the example on page 8, the Refinery produces a barrel.)

4.2 Convert and move goods (optional)



After production, you can move goods around your harbor and convert crates into containers (and vice-versa) regardless of whether you have produced any goods or not.

When **moving** goods around, you have to abide by the following rules:

- Only **empty spaces and certain Buildings** can hold goods. A space is considered empty if it has been cleared of its Cover card and does neither have a Building card nor another good on it. Each such space can either hold **1 passenger** or **1 barrel** or **1 container** or up to **2 crates**. (Crates are smaller and can be stacked – see the example on page 8.)
- You can move goods **from Ship cards** onto empty Storage spaces but you cannot move goods back on Ships (e.g. to make room for other goods).
- You can move goods from Storage spaces **onto Contract cards** that require them but never the other way round. Especially, you cannot move goods from Ships directly onto Contracts. You have to store them on Storage spaces first. Also, you cannot move goods between Contracts (e.g. to complete a more lucrative one).

Other than that, you can move your goods any way you like.

At any time during this action, you can **pack** and **unpack** crates and containers, respectively. You can replace one container with two crates, and vice-versa. Each such conversion costs 1 money. Put the money and the replaced goods back into the general supply and take the resulting goods from there. You can move and convert goods in this fashion any number of times and in any order.



Yeah, yeah, there must be order ...

... or else you can't find anything. A wise sailor always keeps some of the spaces in his harbor empty to be able to maneuver his goods. And if needed, he will stack some crates to make room.

4.3 Prestige (mandatory)



The prestige value of your harbor is determined by the Buildings and the currently processed Ships on your Harbor board. For instance, a harbor with a Lighthouse that has a big Oil tanker and the Queen Maria II at anchor is worth much more than a crummy harbor with no more than two little cargo boats.

At the beginning of the game, you have attached the Prestige clip to the Prestige track on your Harbor board. Alternatively, you may have placed the Prestige marker on the track. The clip (or marker) is used to keep track of the highest prestige value that your harbor has ever been worth (which is 0 at the beginning of the game).

Add up the prestige values of the Ships in your Docks and the Buildings you have built. If this value is **greater than** the current value on your Prestige track, move the Prestige clip (or marker) to that new value. Otherwise leave it where it is.



Prestige lasts forever (rum sadly does not) ...

It's like a flood mark on the quay wall: once your prestige reaches a certain value, this value will not drop – neither by outgoing Ships nor by incoming Ships of low value. Your reputation lives on, even over rough periods. However, there are some Event and Contract cards that may lower your prestige.

4.4 Remove Time markers (mandatory)



Remove **one Time marker** from **each** of your Ship and Contract cards – even from those that you have got in the current round. Once the last Time marker has been removed from a card, this card is due and has to be placed on the discard pile.

Due **Ships** are discarded regardless of whether there are still goods left on the Ship or not. Return leftover goods from the Ship card to the general supply.



Blame yourself if you miss to unload a ship completely ...

I'll take those goods with pleasure. Arrh! We captains do sure know of eBay and, as I said, life is expensive.

Due **Contracts** have to be resolved first. Sell all the goods from a due Contract at the current rates as shown on the topmost Price card on the Town board. Return the goods to the general supply and take your revenue from there.

If you have **completed** the Contract (i.e. you have delivered all of the required goods), you may get a reward on top of the revenue. The reward is depicted in the top right corner of the Contract card in green.

If you **do not have completed** the Contract (i.e. you have delivered fewer goods than required), you may have to pay a contract penalty. The penalty is depicted in the top right corner of the Contract card in red.

Finally, place the resolved Contract cards on the discard pile.

An example ...

A player has got a Contract card that displays 2 barrels, 1 container and 1 crate. The Price card indicates that barrels, containers and crates are worth 3, 1 and 4 money, respectively. She has delivered all of the required goods, so her revenue will be 1x3 (crate) + 1x1 (container) + 1x4 (barrel) + 1 money for the reward = 9 money.

If she had missed the container, she would have got 1x3 (crate) + 1x4 (barrel) = 7 money and she would have lost 1 prestige point.



The Clean-up phase

In the Clean-up phase, the Newspaper cards on the Newspaper rack are resolved and the game boards are refilled.

5.1 Event



A Newspaper card on the left side of the Newspaper rack is considered an Event card. If there is one, carry out its text now.

Event cards may introduce good or bad events. An event will affect all players equally. In the first round of the game, the left side of the Newspaper rack is empty, therefore there will not be an event at the end of the first round.



This is how the open sea is like ...

It has always a surprise in store. And sometimes Lady Fortune has her finger in the pie, too. Arrh!

5.2 Progress



A Newspaper card on the right side of the Newspaper rack is considered a Progress card. It says "Ship ahoy!" and shows the number of spaces you have to advance the Ship token on the Progress track. The game ends immediately when the Ship token moves onto the last space of this track (see "End of the game").

Unless the game has ended, turn the topmost Progress card to the other side and place it on the left side of the Newspaper rack. This card has become an Event card and will be resolved at the end of the next round.

Read the new Event card aloud so that all players know what is coming. However, do not resolve the event yet even if it says „immediately“ or „now“.

Unless you are playing a solo game, ignore the other symbols at the bottom of a Progress card. They are only used in solo games.



Bad weather or the ship's kobold, ...

... may Poseidon lead our ship to the safe haven! Then it's home and scoring time. Arrh!

In the example on the right, the Ship token would advance two spaces.



Refill the game boards

Unless the Ship token has moved onto the last space of the Progress track, another round will be played and you have to refill the Sea and the Land board.

On the Sea board, check if there is a Ship on the **rightmost space that is appropriate for this number of players**. If there is one, place it on the discard pile. Then move the remaining Ships towards that space, leaving no gaps. Finally, place new Ships from the draw pile on the empty spaces on the left. In the end, there should be a number of Ships on the Sea board equal to the number of players.

As a result, every round at least one new Ship card will enter the game even if nobody bids on any Ships. (In short games, always discard **all** of the leftover Ship cards and then refill the Sea board with new ones.)



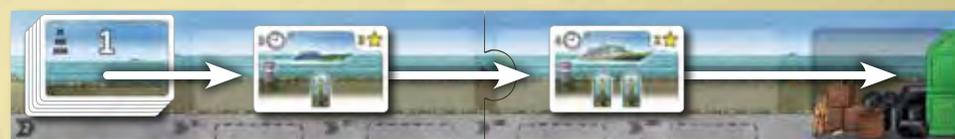
Quote from the Sea Traffic Regulations:

§1 At least one Ship card will be removed every round – via bidding or discarding.

§2 There will be at least one new Ship card every round.

§3 No gaps allowed.

Example: In a 3-player long game, only the Ship in the middle has been gained. Consequently, the Ships on spaces 1 and 3 are still left on the Sea board. The Ship on space 3 is placed on the discard pile and the Ship on space 1 is moved onto space 3. Finally, the two spaces on the left are refilled with new Ship cards.



Repeat this procedure for the Contract cards on the Land board.

Return the Influence cards

Finally, take your Influence cards back into your hand. If you have taken the "Grow influence (1.3)" action during this round, you will now have 6 cards in your hand. Remove the Influence card with the lowest value from your hand and put it back into the game box. At the beginning of the next round, you will have 5 Influence cards in your hand again.

Then the next round begins.

End of the game

The game ends immediately as soon as the Ship token moves onto the last space of the Progress track. Resolve leftover Contract cards as if they were due. Consequently, you should avoid challenging Contracts with high penalties during the last round of the game.

$$\text{?} \times \text{★} = \text{final score}$$

At the end of the game, multiply your leftover money with the prestige value on the Prestige track of your Harbor board. This is your final score. The player with the highest score wins the game. Ties are broken according to the ranks on the Career ladder (see 1.5).



This is how you figure out who's a real sea dog!

Let's say Red has 65 money left and has reached 15 prestige on the Prestige track. Her final score will be $65 \times 15 = 975$ points. Unless another player has more than that, Red wins the game. Ties are broken according to the ranks, as usual. Arrh!

The short game

The short game is not all that much different from the long game but it only takes about 60 minutes with 2-4 players. It follows the same rules as the long version except for the following changes:

Setup

- Remove the **Cover cards** from the game. All the spaces on the Harbor boards are clear from the start.
- Instead of the Newspaper cards, place the two **"Short Game Special Edition"** cards on the Newspaper rack. As stated there, the Ship token will advance 2 spaces every round.
- Remove the **Ship and Contract cards** from the game that show an arrow below the appropriate number of players. These cards are only used in the long game.
- Each player gets a random **Starting building** from the stack of Building cards and places it on his Harbor board.
- After the Starting contracts have been dealt, each player may choose **3 Starting goods** that must be **different from the goods** depicted on his **Starting contract**. Ignore the wild card symbols for this purpose. Place the goods on empty spaces of your Harbor boards.



Clean-up phase

- **Advance the Ship token exactly 2 spaces** on the Progress track at the end of a round as indicated on the "Short Game Special Edition" cards. Do not flip the cards. *(The game will now go through exactly 10/9/8 rounds with 2/3/4 players, respectively. These are fewer rounds than in the long game. Also, the uncertainty of whether there will be another round or not is gone.)*
- **Discard all of the leftover Ship and Contract cards** from the Sea and Land boards, respectively, and replace them with the appropriate number of new cards according to the number of players.

The solo game

In the solo game, you will play against a dummy player that is controlled by the game. The game is set up like a 2-player short game with the following changes:

- You only need **one Harbor board** for yourself. Only you will get a **random Starting contract**, a **random Starting building** and **3 Starting goods** (different from the goods depicted on your Starting contract). Do not place any Cover cards on your Harbor board.
- Place the **"Short Game Special Edition"** cards on the Newspaper rack. Every round, the Ship token will advance 2 spaces on the Progress track for a total of 10 rounds.
- You will need the **Newspaper cards** but not to control the game progress. Instead, they will be used to control the dummy player. Shuffle the Newspaper cards and place them with the **"Ship ahoy!" side facing down** on the table. Ignore the texts on the back.
- **You start the game as First Mate.** Place your Player token on the appropriate space of the Career ladder and take your **Starting income of 6 money**. Place a Player token of an unused color on **Captain** for the dummy player. **It does not get any money.**
- **Take your Influence cards in hand** as usual. Take the five Influence cards of the dummy color numbered 1-5 and **shuffle** them without looking at them. Place them **face-down** on the table and set the other Influence cards of the dummy player aside.
- Put the other components of the dummy color back into the game box. You will not need them.

The dummy player acts according to the following rules

- You take turns with the dummy player to place an Influence card on one of the game boards. As usual, the Captain begins.
- At the beginning of the Bidding phase, shuffle the Influence cards of the dummy player.
- On its turn, draw a Newspaper card and turn it face-up. The bottom of this card indicates the space on which the dummy player will place its bid. Draw the next Influence card from its hand without looking at it and place it on the space indicated by the Newspaper card. Then discard the Newspaper card. In the example on the right, the dummy player would place a bid on the „Building permit (1.2)“ action.
- After the last Newspaper card has been drawn, shuffle the discard pile to form a new stack of Newspaper cards.



During the Action phases, the dummy player usually does not do anything except in the following cases

- If the dummy player has won a card, i.e. a **Building card** (1.1), a **Ship card** (2.1 or 2.2) or a **Contract card** (3.1 or 3.2), place the card on the discard pile.
- The dummy player does not build anything during the **"Building permit"** action, he only raises the costs for you like a regular opponent.
- If the dummy player has placed a bid on **"Grow influence (1.3)"**, upgrade its hand cards at the end of the round regardless of who has won that bid. *(The dummy player has unlimited funds and can always pay the difference between its own and your bid.)*
- If the dummy player has won the bid on **"Price cards (1.4)"**, simply move the topmost Price card to the bottom of the stack as if nobody had placed a bid on this action space.
- If the dummy player has won the bid on **"Career ladder (1.5)"**, it will become Captain unless it already is Captain.

In the Clean-up phase, discard any leftover cards from the Sea and Land board and place 2 new cards from the appropriate stacks on them.

End of game and Captain Aha's evaluation

The game ends at the end of round 10. Determine your final score as usual by multiplying your prestige with your leftover money. Your success is measured according to the following thresholds:

- **0 - 499 points** → *Ahem! You're a natural **Landlubber**. Maybe you should have a try as a farmer or a monk.*
- **500 - 749 points** → *Not bad for starters but still a little pale around the gills. You wouldn't last too long in the open sea, **Cabin Boy**.*
- **750 - 999 points** → *Decent! You might have quite some chance as an **Officer** in a real game.*
- **1000 - 1250 points** → *Truly impressive! You have the sea under control. We hereby honorably proclaim you **Lonely Ship's Kobold**.*
- **more than 1250 points** → *"Ladies and gentlemen, we have ourselves a new **Captain!**" Congratulations, you've beat the game. Real opponents most likely don't stand a chance against you!*



FAQ

Out of money?

If you cannot pay a contract penalty or a charge issued by an Event card, you must pay whatever money you have left. There is no debt in this game or player elimination. Having no money is tough enough. For instance, if you have no money left at the end of the game, your final score will be $0 \times \text{prestige} = 0$.

If you have no hard cash left but money on the "Bank", you have to use that money to pay penalties or other charges. You cannot use that money for other purposes.

Course of a round in a long game (overview of the rules)



The essentials in brief ...

Use this check list during the first few rounds of your first play and go over it item by item.

Bidding phase: place bids

(see page 4)

Beginning with the Captain and in hierarchic order, place an Influence card face-down on a game board until all Influence cards have been played.

General action phase: resolve game boards

1. Town board

(see page 4)

- 1.0 **Collect money:** 1 money per Influence card on the Parking lot
- 1.1 **Topmost Building:** goes to the highest bidder; no bids: remove it from the game
- 1.2 **Use building permits:** by paying the building costs, either place a Bollard, or remove a Cover card, or build a previously gained Building if you have space for it; this action can be taken by multiple players: highest bidder for free, everyone else pays the difference between his and the highest bid; you may acquire additional building permits at the price of the highest bid
- 1.3 **Upgrade an Influence card:** take the next highest Influence card in hand; at the end of the round: discard your lowest Influence card; this action can be taken by multiple players: highest bidder for free, everyone else pays the difference between his and the highest bid
- 1.4 **Change prices:** highest bidder may choose any Price card and place it on top of the stack; no bids: owner of the "Commodity Exchange" may change the prices, otherwise move the topmost Price card to the bottom of the stack
- 1.5 **Change ranks:** highest bidder may swap two adjacent tokens on the Career ladder; no bids: ranks stay the same; finally, each player gets income according to his rank

2 Sea board

(see page 7)

(from left to right, for each card)

- Ship goes to the highest bidder
- place it in a suitable Dock (or discard it)
- place Time markers and goods on it

3 Land board

(see page 7)

(from left to right, for each card)

- Contract goes to the highest bidder
- place it in a suitable Loading dock (or discard it and pay the penalty, if any)
- place Time markers on it

Individual action phase: carry out actions in harbors

(see page 8)

- 4.1 **Produce:** built Production buildings produce goods; goods must be stored on empty Storage spaces; no space – no production
- 4.2 **Convert and move goods** (any number of times and in any order): move goods around in harbor; only available direction: Ships → empty Storage spaces → Contracts, never the other way round; 2 crates may become 1 container or vice-versa for 1 money
- 4.3 **Update prestige:** add up the prestige values of all Ships and Buildings in harbor; if this value is higher than the previously recorded one, move the clip (or marker) on the Prestige track to the new value; otherwise leave it where it is
- 4.4 **Remove Time markers:** from each card in harbor
 - **due Ships** → have to be discarded
 - **due Contracts** → have to be resolved: sell goods, get the reward or pay the contract penalty (whichever applies), discard the Contract

End of the round or game: resolve Newspaper rack

(see page 10)

- 5.1 **Carry out Event card:** if there is a card on the left (from a previous round), read it aloud and carry out its instructions
- 5.2 **Carry out Progress card:** move the Ship token as shown on the card; flip the Progress card and place it on the left side, read the new Event card aloud; the game ends if the Ship token has moved onto the last space of the Progress track

Reset the game boards:

- Sea board: discard Ship on rightmost space (if needed), move Ships to the right, close gaps, add new cards
- Land board: discard Contract on rightmost space (if needed), move Contracts to the right, close gaps, add new cards
- take Influence cards back in hand; discard down to 5 cards (see 1.3)

$$\text{?} \times \text{★} = \text{final score}$$