

# SIMPLE GAME - QUICK REFERENCE GUIDE

## 1. ADJUST TURN ORDER

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Player wealth = value of ships + money

- Adjust turn order tokens according to current wealth.
- Place tokens in a single column,
- with the wealthiest player last.

Tie -> keep the order

## 2. DRAW CARDS

page #4



Place card face up



Place card face down

- Draw ship and contract cards, place them on the board.
- Number of cards to draw is indicated by the players' icon.



number of players in the game



face up for 5 and 6 players only



face up for 6 players only

Empty deck -> reshuffle discarded cards

## 3. RENT SHIPS (in turn order)

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- Each player can rent one ship or pass.
- To rent a ship, pay the rental fee and take the ship card. Place the corresponding ship piece in the UK.
- Repeat these steps until all players pass or no more ships are available.

You cannot rent a ship of the same capacity as one you already own!

## 4. REVEAL CARDS

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- Turn up all face-down contract cards.
- Place coin and passenger tokens on the board according to the symbols on the contract cards.
- Check the unrest level by summing up all numbers next to the cannon icons on the contract cards that are on the board.
- The war threshold value depends on the number of players

Unrest Level equal or greater than  
Threshold Value -> War

## 5. SAIL SHIPS (in turn order)

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- Each player moves one ship piece to the cotton region.
- Place the ship piece on the first empty space of the ship track.
- Gain bonus coins if available (remove coins from the harbor).
- Gain extra coins for transporting passengers in ships' cabins (remove passenger tokens from the harbor).
- Fast ships ( ) may overtake the last ship in the queue.
- Fast ships cannot overtake each other.
- Fast ships cannot overtake ships that opted to stay in the cotton region in the previous round.

War -> ships cannot enter the harbour

- repeat until all ships leave UK

## 6. BUY COTTON (in regions and ships order)

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- Each ship can buy cotton only from a single contract card.
- Pay and put cotton tokens onto the ship card. Discard the contract after the purchase.
- If the contract is larger than the ship's capacity, reduce the price by 1 and discard the excess cotton.
- Buying cotton is not mandatory.

## 7. SELL COTTON (in regions and ships order)

page #6

- Return ships to the UK
- If a ship has a cotton cargo, the return action is mandatory.
- If there is a war in a region, the return action is mandatory.
- Otherwise, the ship can return to the UK or opt to stay in.
- If the ship stays in the harbor, move its piece to the first empty space on the ship track. Do not gain bonus coins.
- Upon arrival in the UK, sell all cotton tokens and place them on the cotton demand track starting from the left.

Cotton Demand Track full -> gain 2 coins  
per cotton token then discard excess tokens

## 8. PAY MAINTENANCE COSTS

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- Pay maintenance costs for each ship.
- Ships cannot be sold or discarded except between stages.

## 9. CLEAR UP

page #6

- Discard all face-up cards from the board.
- Remove cotton tokens from the demand track.

Cotton to be removed -> 3 per

- In case of war, remove all coin and passenger tokens from the affected harbor and turn the war tile to the peace side.
- Proceed to the next round.

## SELLING SHARES

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- Players can sell shares to obtain additional funds.
- Players sell their shares in order starting with share number 1.
- The current value of a share is indicated on the turn order track.

## RESCALING THE GAME BETWEEN STAGES

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- Give all ships back to the bank and reclaim the rental fee.
- Players with the "NEW" ship may change it to a "Good ol' ship" instead of giving it back. Keep the "Good ol' ship" on the board.
- Remove all cards and tokens from the board. Shuffle all 24 ship cards into a new deck and put new contract decks on the board.
- Reset the cotton demand track, keeping 13 cotton tokens minus the number of players. Remove the rest.
- Exchange currency at a 3 to 1 ratio: pence to shillings after stage I, and shillings to pounds after stage II.
- Each player sells one of their own shares to the bank for a set price of 4 shillings after stage I and 2 pounds after stage II.

## END OF THE GAME

page #7

- Give all ships back to the bank and reclaim the rental fee.
- Rebuy all of the shares in share order, adjusting the company value after each rebuy.
- The owner of the richest company wins the game.