SIMPLE GAME - QUICK REFERENCE GUIDE

1. ADJUST TURN ORDER

Player wealth = value of ships + money

- adjust turn order tokens on the track according to current wealth
- place tokens in a single column
- the wealthiest player is the last

Tie -> keep the order

2. DRAW CARDS

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 -> reshufle discarded cards

3. RENT SHIPS

- use turn order, rent one ship or pass
- pay, take the card and put the corresponding piece in the UK
- repeat 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

- turn up all the face down contract cards
- put coin and passenger tokens into the harbours according to symbols on 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
- war treshold value depends on the number of players (see board)

Unrest Level equal or greater then Treshold Value -> War

5. SAIL SHIPS

- use turn order, move one ship piece to the cotton region
- put the ship piece on the first empty space of the ship track
- gain bonus coins if available (remove coins from the harbour)
- gain extra coins for transporting passengers 🧍/🧍 in ships cabins 🛏 (remove passenger tokens from the harbour)
- 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 untill all ships leave UK

6. BUY COTTON

- use regions and ships order

- each ship can buy cotton only from a single contract card
- pay, put cotton tokens onto the ship card and discard the contract
- if the contract is bigger then ship capacity, reduce price by 1 and discard excess cotton
- buying cotton is not mandatory

7. SELL COTTON

- return ships to the UK one by one using regions and ships order
- if a ship has cotton cargo then return action is mandatory
- if there is a war in a region then return action is mandatory
- otherwise the ship can return or opt to stay in the harbour
- if the ship stays 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, place tokens 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

- pay maintenance costs for each ship
- ships cannot be sold or discarded except between stages

9. CLEAR UP

- 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 harbour then turn war tile to the peace side, war is over
- proceede to the next round

SELLING SHARES
- players can sell shares to obtain additional funds
- players sell their shares in order starting with no. 1
- current value of the share is indicated on the turn order track

RESCALING THE GAME BETWEEN STAGES
- give back ships to the bank, reclaim rental fee
- player with the "NEW" ship may change it to "Good ol' ship" instead of giving back, keep it on the board
- remove all cards and tokens from the board, shuffle all 24 ship cards into a new deck, put new contract decks on the board
- reset cotton demand track, keep 13 cotton tokens minus no. of players, remove the rest
- exchange currency at 3 to 1 ratio, pence to shillings after stage I and shillings into pounds after stage II
- each player sells one of their own shares to the bank for a set price of 4 shilling after stage I and 2 pounds after stage II

END OF THE GAME
- give back ships to the bank and reclaim rental fee, rebuy all of the shares in share order adjusting company value after each rebuy
- owner of the richest company wins the game, use shillings and pence as a tiebreakers