

OBJECTIVE OF THE GAME

Players compete against each other to see who can build the most profitable mining company in the Lagoon. To achieve this, they build a team of miners and merchants, open up galleries, mine and process ores, make shipments, close deals, and buy equipment to score the most Victory Points.

The game ends when a player reaches 30 or at the end of round 15 (whichever occurs first). Players then add end-game (from Objective Cards) to determine their final scores. The player with the most final wins the game.

THE BOARD

The board consists of a lagoon of four islands, each with various actions. All board actions are explained in detail in the Board Actions section.



ISLAND SELECTION COMPASS

This area is used to place player cubes when making the island selection. 1, 2, 3 and 4 represent the island numbers on the board.



ENRICHMENT CENTER



The Enrichment Center is where you can enrich the minerals that you mine.

It can be used by all players throughout the game with the Enrichment Transaction action or by some pieces of Equipment.

SCORE TRACK

Players keep track of their scores using the Score Track.

Note: There are negative values on the Score Track because you can potentially sustain losses putting you below 0.



ROUND TRACK

Keep track of the rounds by using the Round Track. The game starts in round 1 and at the end of each round, the round marker is advanced by one.

COMPONENTS

Miner Tokens



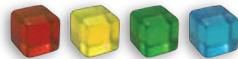
Miners are required to mine resources and operate Equipment. You can recruit Miners using Recruit Miner action on island #4. You can recruit up to 5 Miners, but plan wisely as you will have to pay them every 3 rounds. At the end of each round, players return their Miners back to their player board.

Merchant Meeples



Merchants are required to navigate the islands and complete actions. You can recruit Merchants using Recruit Merchant action on island #3. You can hire up to 7 Merchants, but plan wisely as you will have to pay them every 3 rounds just like Miners. At the end of each round, players return their Merchants back to their player board.

Player Cubes



Player Cubes are transparent. Each player chooses one color from red, yellow, green and blue and collects all of the cubes of their selected color before starting the game. These Player Cubes will be used throughout the game at the Enrichment Center as well as on the Score Track and player board.

Resource Cubes



Resource cubes are opaque. There are 4 colors of resource cubes; yellow for Gold, black for Iron, copper for Copper and gray for Silver. They are used in Galleries, Shipments, the Enrichment Center, and Trade.

Objective Cards



Objective cards contain objectives that award end-game if achieved. Your purpose is to shape your game plan by considering your secret Objective cards to score as many as you can.

There are 2 types of Objective cards.

- 1- Some objectives award a fixed number of as indicated by a number in the upper right corner.



- 2- Some objectives award a variable number of as indicated by a calculator in the upper right corner.



Objective cards with a “Values” table on them reward the after the Calculation. The Calculation is done using the Values on the Objective card.



For example, “Have the most valuable Enriched Resource in Enrichment Center” Objective card requires a calculation to see if you have the most valuable resource. Every 1' Enriched resource you placed in the Enrichment Center is worth 1 value, 2' is worth two, 3' is worth 3 and 4 is

worth 4. All players calculate their points accordingly and if you have the most points after adding up, you get 4



You gain 1 for each Shipment you made that contains 3 or more resources.



You gain 0 if you have 0 or 1 enriched resource on your player board, 2 if you have 2 or 3 enriched resources on your player board, 4 if you have 4 enriched resources on your player board, and 6 if you have 5 or more enriched resources on your player board.

Corporation Cards

Corporation cards represent Mining Corporations controlled by players. Each corporation has a different starting setup.



Deal Cards

Deal cards award 1 in exchange for your enriched resources. You can Draw or Close a deal using the Draw or Close a Deal action on islands #1 and #2.



The color of the mining cart on the cards indicates the type of enriched resource and its position on the chart indicates its resource level.



is gold.



is copper.



is silver.



is iron.



Give one Level 1 (1') Enriched Copper and one level 3 (3') Enriched Iron to the Bank to receive 5



Give one Level 2 (2') Enriched Gold to the Bank to receive 3

Equipment Cards

Equipment cards offer various advantages. Some of them make it possible to perform some actions without having to go to the related islands, while other cards provide opportunities that are not available on the board.



You start the game with no Equipment. You can buy an Equipment Card by taking the Buy Equipment action on island #2 and paying the required one-time cost to the bank as shown in the card's upper left corner.

The 1 on the upper right corner of the Equipment card indicates how many 1 you score immediately once you purchased the card.




Purchased Equipment cards stay face-up in your play area until the end of the game. On your turn, you can activate an Equipment card (which you haven't yet used in that round) by placing a Miner token on top of the card. As a result, the action written on the card occurs. If there is no circle and no text on the card, the card has no feature and cannot be activated, please check Equipment Cards in Detail for details. The Miner used on the Equipment card can't be used in another action in that round. Similarly, the Equipment card can't be used again in that round.

Equipment cards only score  when purchased.


Equipment Cards in Detail:

Generator: Discard a Deal to receive \$2 from the Bank.

Melting Pot: Buy 1 Enriched Resource from the Enrichment Center. If the Enriched Resource belongs to another player, you must pay for it and that player still earns .




Smelting Furnace: Place 1 Resource to the Enrichment Center.


Elevator: Pay \$1 to Upgrade 1 Enriched Resource on your board. You cannot have 2 resources on the same level after upgrading the same type. (You cannot upgrade level 1 gold if you already have a level 2 gold on your player board.)


Control Room: Upgrade any 1 Resource in the Enrichment Center. You can upgrade level 4 resources to move them out of the Enrichment Center (out of the game, no  for owner).


Underground Loader: Collect 1 Resource from any Level 1 Gallery

Heavy Duty Loader: Collect 1 Resource from any Level 2 Gallery

Bulldozer: Close 1 Deal and score 1 additional . You score the  written on the Deal Card + 

Jaw Crusher: Remove 1 Level 1+ (1;2;3;4) Enriched Resource from your board to score 

Impact Crusher: Remove 1 Level 2+ (2;3;4) Enriched Resource from your board to score 

Cone Crusher: Remove 1 Level 3+ (3;4) Enriched Resource from your board to score 

Copper Loader: Remove 1 Copper from your board to receive \$2 from the Bank.

Iron Loader: Remove 1 Iron from your board to receive \$2 from the Bank.

Gold Loader: Remove 1 Gold from your board to receive \$2 from the Bank.

Silver Loader: Remove 1 Silver from your board to receive \$2 from the Bank.


Rescue Chamber: Draw 1 Deal or Close 1 Deal.

Rock Cutter: Receive \$2 from the Bank

Demolition Kit: Remove any 1 Gallery from a Mining Site. (including the resources). If the removed gallery is a level 1 Gallery and there is another Gallery in the same column (level 2 before removing), shift it down to level 1 after removing.

Tipper: Make a 1-for-1 Trade. For example: Trade 1 Gold to the Bank for 1 Silver or trade \$1 to the Bank for 1 Iron. You cannot trade Enriched resources.

Air Compressor: Draw 1 Deal Card.

Pickaxe set, Ventilation Fan, Conveyor, Excavator: These Equipment Cards have no additional features. When you buy these, you simply get more  compared to other Equipment.

Gallery Tiles

You need Galleries full of minerals to be able to mine. Mining sites are useless without rich galleries that are ready to be mined by your corporation. A Gallery can contain up to 4 minerals, but it can also be empty, which means no one will be able to mine any resources from that Gallery.




4 Gold



Empty Gallery


You can draw and place Gallery tiles using the Draw & Place 2 Gallery tiles action on islands #3 and #4. When the Gallery deck runs out, shuffle the discarded Gallery tiles.

Shipment Tiles

Shipments award you  and/or \$ for your plain resources (not enriched) or Artifacts. You can make a Shipment



using the Make One Shipment action on islands #3 and #4. On each Shipment tile, required resources for that shipment are illustrated. The number of containers shown on the tile represent number of resources and the color of the containers represents the resource type. For example, 2 black containers represent 2 Iron, 1 gray container represents 1 Silver, 1 yellow pyramid represents a Gold Artifact.

You earn the  indicated in the upper right corner and the \$ in the upper left corner of the tile as soon as you make the Shipment. Completed Shipment tiles remain face-up in your play area until the game ends.

Player Board






Player board contains placeholders for Gold, Iron, Copper, Silver, Enriched Gold, Enriched Iron, Enriched Copper, Enriched Silver, Miners, Merchants, Artifacts and \$.

Artifacts



There are 4 types of Artifacts – Gold, Iron, Silver, Copper. You can buy an unbought Artifact with the Buy an Artifact action and paying 4 resources of that type.

Artifacts can be used in two ways.

- 1- You can keep them until the game ends to score 3  for each Artifact you own (and any additional points if you have an Artifact Objective).
- 2- You can make Artifact Shipments during the game to get 2  and earn \$5. Artifacts that are used for Shipments are out of the game and don't earn you any  at the end of the game.

Ship

Ships are used to navigate between islands. Each player has 1 ship in their player color.



SETUP



Objective



Corporation



Deal



Equipment



Gallery



Shipment



Player Board

Shuffle the Objective, Corporation, Deal, Equipment, Gallery, and Shipment decks.

Each player takes a Player Board, which will be used to store resources during the game.

Deal 3 face-down Objective Cards to each player. Each player chooses 2 of the 3 cards after looking at them. If the player accomplishes the chosen objectives by the end of the game, the Victory Points on the cards are added to his final score.

Each player receives 2 face-down Corporation Cards, choosing one after looking at them. The Corporation card tells the player which workers, resources and/or Deals (if any) they will have at the start of the game. Each player takes workers and resources from the Bank after laying open the selected Corporation Card.

MAIN BOARD SETUP

- Lay out 6 Equipment and 8 Shipment cards face-up.

- Equipment, Shipment, Gallery, and Deal decks are laid face-down.

- Draw 6 tiles from the Gallery deck. Place 2 of them face-down and 1 of them face up for each Mining Site on island #1 and #2 (a total of 6 Gallery tiles, 4 face-down and 2 face-up) on the space marked as "Level 1". Place the indicated resources on top of the 2 face-up Gallery tiles.

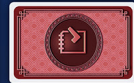
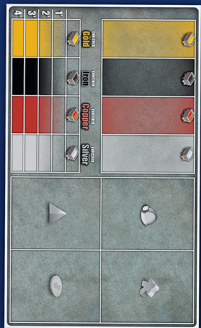
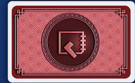
Example: If the Gallery tile is Gold 4, place 4 Gold resource cubes on top of that tile.

- Each player chooses a color from red, yellow, green and blue and takes the cubes in their selected color. These Player Cubes will be used throughout the game. All players place one of their cubes on the Score Track.


- Place a player cube on Round 1 on Round Table.

- Randomly select a starting player and give them the Island Selection token. You are now ready to play, beginning with the Island Selection phase.

- Note that since Corporation cards and leftover Objective cards don't have any function after the setup, it's a good idea to return them to the box, to prevent any confusion while playing.



GAMEPLAY

Miner's Lagoon is played in rounds until a player reaches 30  or all 15 rounds are played (whichever occurs first).

Each round consists of the following phases:

- 1) Island Selection
- 2) Action
- 3) End of Round

PHASES OF GAMEPLAY

1) Island Selection

The game begins with the **Island Selection** Phase. Island selection is made by placing Player Cubes on the Compass located on the main Board.

The player with the Island Selection token picks an island (1,2,3 or 4) by placing one of their Player Cubes on the selected Island number. Other players pick their starting islands in a clockwise order.

The numbers of the selected islands determine the order the players will play in.

Example: You picked island number 1, Jane picked island number 3 and Mary picked island number 4 in a clockwise order. The turn order for that entire round would be you first, then Jane, and then Mary.

When island selection is made, players place their ships on the dock of their starting islands to make it easy to see which player is on which island.

Note: Players cannot choose an Island that has already been chosen by another player that round.

2) Action

The player who has chosen the island with the lowest number plays first.

Workers are required for Actions. There are two kinds of workers in the game: Merchants and Miners.

You can perform two kinds of actions on your turn:

- 1) Perform the Actions available on the island where your ship is present.
- 2) Operate the Equipment you own.

Each selection counts as 1 Action, regardless of the number of workers required to complete the action.

The following rules apply concerning Actions:

- You can only perform Actions on the island where your ship is located. To be able to perform an action on another island, you must first go there by using the Depart Island action.

- You can perform a particular island's Action only once in a round (identical actions on other islands are an exception). This rule also applies to the use of Equipment cards.

- If you want to perform an Action involving a Merchant that another player has already performed, you may do so, but must use one additional Merchant.

Example: Jane places a Merchant on the Action area to buy an Equipment card. If you also want to buy an Equipment in the same round on the same island, you will need 2 Merchants. Similarly, if then a third player also wants to buy Equipment card, they need 3 Merchants to complete the Action.


- Unlike Actions that require Merchants, Action that requires Miners (namely Operate Mining Site) can be done with any number of Miners even if an opponent did the same action with more Miners. (in other words, the number can be equal to, more, or less than the previous player's).

- The results of all Actions are resolved immediately.

- You perform 2 Actions on your turn. If you don't want to perform 2 actions, you can pass meaning you will not perform any more Actions that round. The only exception to this rule is using the "Depart Island" action as the first action of a round. Since it would be unfair to the other player who chose that island, players aren't allowed to depart islands and then perform an Action on the new island at the start of the round (as the first 2 Actions). When done, you will not be able to perform your second Action and must wait until your next turn, after all other players perform their 2 Actions.

Detailed information concerning the utilization of Actions on the main board is given in the section titled "Board Actions".


3) End of Round

At the end of each round, all resources in the Enrichment Center are enriched by one level. This means a resource moving down in the Enrichment Center by one level (Example: Level 2 to Level 3). After Enrichment, all resources beyond level 4 are removed from the game and don't generate any  / \$.



The enriched resources on the players' boards don't get enriched.

PAYMENT CHECK

When the rounds marked 3, 6, 9, 12, 15 on the Round Track on the game board are completed, players pay salaries to their Workers (Miners and Merchants). \$1 is paid to the Bank for each pair of Workers. If you are unable to pay your workers, you lose a  for each unpaid dollar. In case of an odd number of Workers, the total is rounded up. All payments are made to the Bank.

Example: If you have 4 Merchants and 3 Miners, you must pay \$4. If you can only pay \$2, you lose 2 points.

After Payment Check;

1. Advance the Round Marker.
2. Return all Merchants, Miners and ships on the game board and Equipment Cards to their players' boards.
3. Pass the Island Selection Token to the next player clockwise.
4. Begin a new round with the Island Selection phase.

BOARD ACTIONS

Actions on the board are performed with either Miners or Merchants. All actions apart from Operate Mining Site are done with Merchants.

The Actions on islands are as follows:

Island #1

- Buy an Artifact
- Operate Mining Site
- Draw or Close a Deal
- Trade
- Depart Island

Island #2

- Buy an Artifact
- Operate Mining Site
- Draw or Close a Deal
- Buy an Equipment
- Depart Island

Island #3

- Recruit a Merchant
- Make a Shipment
- Draw & Place 2 Galleries
- Enrichment Transaction
- Depart Island

Island #4

- Recruit a Miner
- Make a Shipment
- Draw & Place 2 Galleries
- Enrichment Transaction
- Depart Island

DEPART ISLAND

When you don't have any Actions left on an island, or when you want to perform Actions on a different island, you can move to another island using this Action. To do that, place your Merchant on the Depart Island Action and move your ship to the new island.


If you perform Depart Island as your first Action in a round, your turn ends and you can't perform your second Action that turn.

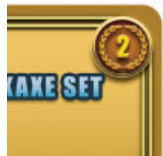
BUY AN EQUIPMENT

Equipment cards offer various advantages. Some cards make it possible to do perform Actions without having to go to related islands, while other cards provide opportunities not available on the board.

After placing your Merchant on this Action, buy an Equipment card by paying its cost to the Bank and place the card face-up in your play area. As soon as an Equipment is bought, draw a new Equipment card from the Equipment deck and lay it open face-up.


There must be 6 available Equipment cards face-up throughout the game.

The score on the card denotes how many  you score once when you purchased the card. Move your score marker equal to this value.



Purchased Equipment cards remain face-up until the end of the game. On your turn, you can use one of your two Actions to activate an Equipment card (which you haven't yet used in that round) by placing a Miner token on top of the card. As a result, the event on the card takes place. The Miner used on the Equipment Card can't be used on another action in that round. Similarly, the Equipment card also can't be used again in that round.



When Equipment cards are activated by Miner tokens, they don't earn any more  You only earn the points indicated on the card when purchased. You can only buy one Equipment card per Action.

DRAW & PLACE 2 GALLERIES

You need Galleries full of minerals to be able to mine; and to find these minerals, you need Mineral Exploration. This action not only helps you locate minerals, but also earns you \$.

Place a Merchant on Draw & Place 2 Galleries Action, draw two tiles from the Gallery deck. Don't show them to the other players yet.

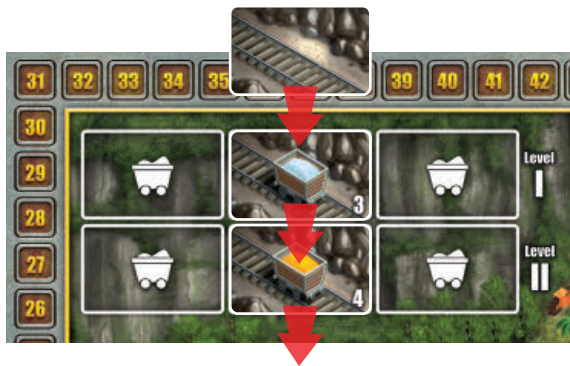
Place these two Gallery tiles either face-up or face-down on one of the 3 spaces within the "Level 1" section of the Mining Sites on islands #1 and #2. You can place them on the Level 1 areas of the Mining Sites of different islands. Place the indicated resources on top of the face-up Gallery tiles (if any) that you placed.



The positioning of the face-up or face-down Gallery tiles is also important. If there's already another Gallery where you placed it, the old Gallery is moved to Level 2.



If there are Galleries on both Level 1 and Level 2 at the column you place your new Gallery, the one on Level 1 moves to Level 2, while the one on Level 2 is removed from the game and the board, together with any resources on it. Minerals on removed Galleries are returned to the Bank.



Note: You cannot place both galleries in the same column.

A player may try their chances and try to mine a face-down Gallery with their Miners and if it is a blank Gallery, it will be a waste of Miner(s) for that round since they can't be used again until next round.

You earn \$2 if you place one face up Gallery tile, and \$3 if you place both tiles face up. You receive the money from the Bank. If both tiles are placed face down, you don't receive any payment. After placing the tiles, place the amount of minerals indicated on the tiles onto the Galleries.

OPERATE MINING SITE

This action is used to mine minerals and it is the only action on the Game Board that is used with Miners instead of Merchants. When you want to mine, place as many Miners as you want (there's no limit) on the Operate Mining Site action on the island where your ship is located. Decide on the Gallerie where your Miners are going to work and announce it to other players. It's not allowed to mine at the Galleries on the other island.

You earn 1 resource for each Miner working at Level 1 Galleries, and 1 resource for each pair of Miners working at Level 2 Galleries. You can't have an odd number of Miners at Level 2 Galleries.

Miners can also be used to open the Galleries that are unknown (face-down). This must be decided when placing Miners on the action.

Collect the mined resources from the Gallery tiles and place them on your player board.

After the action is completed, the Galleries which have become exhausted are removed from the game. Level 2 Galleries at the same column move to the free space at Level 1. Removal of the exhausted Galleries and shift of Level 2 Galleries takes place after the Operate Gallery action is complete, not during the action.



Example: Jason decides to mine with 4 Miners. He places 4 Miners on the Action and selects the Galleries before collecting the resources. He decides to collect 1 Gold from Level 1 Gold Gallery, 1 Iron from Level 2 Iron Gallery and push his luck with the face-down Level 1 unknown Gallery. After announcing his decision, the face-down Gallery is flipped face-up. Turns out it was blank, so he collects 1 Gold + 1 Iron with 4 Miners. Since the Level 1 Gold Gallery is depleted after his action, Level 2 Iron Gallery shifts up and becomes Level 1 Iron Gallery after collecting the resources.

Originally empty Galleries (not the ones that have become exhausted) are left in the game until they slide out.






BUY AN ARTIFACT

On islands #1 and #2, there are actions with which you can purchase mineral Artifacts. Each of the two islands possesses 4 artifacts – one of each resource type. The player performing this action purchases an Artifact by paying 4 corresponding resources to the Bank and places it on his board.

Example: If you want to buy an Iron Artifact, pay 4 Iron to the Bank performing the Buy Artifact Action and purchase the 1 Iron Artifact on that island.

Artifacts can be used in two ways.

- 1- You can keep them until the game ends and score 3  for each Artifact you own (and any additional points if you have an Artifact Objective).
- 2- You can make Artifact Shipments during the game to score  and earn **\$5**. Artifacts that are used for Shipments are out of the game and don't earn you any  at the end of the game.

With each Buy an Artifact action, you can only buy one Artifact.

RECRUIT A MERCHANT

By paying **\$3** to the Bank using the Recruit a Merchant Action on Island 3, you can recruit a Merchant. Like all other actions, this can't be used more than once within a round by the same player. You can use this newly-purchased Merchant on your next action.


Players can't have more than 7 Merchants. Only 1 Merchant can be recruited with each Action.

RECRUIT A MINER

By paying \$2 to the Bank using the Recruit a Miner Action on Island 4, you can recruit a Miner. Like all other actions, this can't be used more than once within a round. You can use this newly-purchased Miner on your next action.

Players can't have more than 5 Miners. Only 1 Miner can be recruited with each Action.

ENRICHMENT TRANSACTION


Enrichment Center  is where players can enrich the minerals they mine. By using the Enrichment Transaction Action on islands #3 and #4, you can either deliver resources to the Enrichment Center or buy the existing enriched resources.

Players performing this action have to decide whether to Buy or Enrich. A single action doesn't allow doing both.

Enrichment: If you choose to enrich your minerals, pay up to 3 of the raw minerals on your board to the Bank. Then place 3 player cubes of your own player color in the corresponding places on the Level 0' line at the Enrichment Center.


Example: Lana has 2 Iron and 1 Copper. After placing a Merchant on the Enrichment Action, they pay the minerals (2 Iron and 1 Copper) to the Bank and place 2 player cubes for Iron and 1 red player cube for Copper on the 0' line at the Enrichment Center.

Rules about the Enrichment Transaction Action:

- Cubes must always be placed in the areas reserved for the corresponding resources and within the 0' line.
- Within an action, a maximum of two resources of the same type can be enriched.
- For each type of resource, the 0' line can store a maximum of 4 cubes.
- During Enrichment, you don't pay any \$ to the Bank or score any 


Buying: If you decide to buy, you can buy up to 2 enriched resources. Purchased cubes are moved from the main board to your player board on the corresponding place for that resource.


Rules concerning buying:

- 0' resources can't be purchased. You must wait at least one round for them to get enriched and reach Level 1 or more.
- On your board, only one cube can be placed for each resource type at the same level. For example, if you already own Level 2 (2') Iron, you cannot purchase another 2' Iron.
- You can buy your own enriched resources without making any payment.
- When buying a resource placed by another player, you must pay \$ equal to the level of the resource to the owner (to the player who placed the cube). (3' Iron=\$3, 2' Copper=\$2)
- When your enriched resource is purchased, you score  (even if you are buying your own Enriched Resource).
- Purchased resources in a single action can belong to different players.
- Purchased cubes are moved from the main board to your player board on the corresponding place for that resource.

Hint: You get 1 point when you purchase your own resource, but you don't earn any points when you buy another player's resource -- meanwhile the other player earns 1 point and you must pay money for that resource.

MAKE A SHIPMENT

By using this action, you score  and/or earn \$ by shipping off non-enriched resources or Artifacts. To be able to do this action, you must possess the amount of Resources and/or Artifacts indicated on one of the face-up Shipment cards.

After placing a Merchant on the action, you pay the required amount of resources (as indicated on the Shipment card) to the Bank and instantly receive the money and/or  indicated on the card, and you place the card in front of you, where it remains in your player area until the end of the game.

As soon as a Shipment is completed, draw a new Shipment tile from the Shipment deck and lay it open face-up. There must be 8 available Shipment tiles face-up throughout the game.

You can only do one Shipment with each Action.



DRAW OR CLOSE A DEAL

By using the Draw a Deal or Close a Deal action, you can either draw a Deal card or close a Deal card that you own. After placing a Merchant on the action, choose between draw Deal or Close Deal Actions.

Draw a Deal

Draw a card from the Deal deck without showing it to anyone. You can draw only one Deal at a time.

Close a Deal

When you close a deal, you can score the  indicated on the Deal card, provided you acquired the required Enriched Resources mentioned on the card. Reveal your Deal card, pay the required amount of Enriched Resources from your player board to the Bank and thus you instantly score the  indicated on the card. Closed Deal cards remain in your play area until the end of the game. You can only Close one Deal with each Action.

When closing a Deal, you can use Enriched Minerals at a higher level than written on the card.

For example, when closing a Deal which requires 2' Iron + 3' Copper, you can pay 3' Iron + 4' Copper as well as 2' Iron + 3' Copper

Hint: You can own an unlimited number of Deal cards during the game, but keep in mind that without the required Equipment you can only close one Deal within a round.

TRADE

Though the Trade action is not very profitable, it can sometimes be quite useful. All non-enriched resources and \$ can be traded on a "give 2, get 1" basis. You can perform up to two trades with the Trade action. You simply give the resources/\$ to the Bank and immediately get the resource/\$ you want from the Bank.

For example:



1 Iron + 1 Silver -> \$1 and 2 Copper -> 1 Gold
or \$2 -> 1 Gold and 2 Silver -> 1 Copper

END OF GAME

The game ends when a player reaches 30 VP or at the end of the round 15 (whichever occurs first).

If a player reaches 30 points before round 15, the round is played to completion. The end of Round phase must also be played.

At the end of the final round:

- Objective cards are revealed and if you completed your objectives, score the  indicated on the card.
- Artifact owners score  to their final score for each artifact they own.

The player with the highest score wins the game.

If two or more players are tied, their financial situations are compared: the richer player wins. If they also have the same amount of money, the following are compared until one of them wins:

- Amount of Equipment they own
- Number of Deals completed
- Number of Shipments completed.

