A game by Vladimír Suchý

SHIPYARD

INTRODUCTION

The year is 1870. For centuries, sails have ruled the seas, but now the steam engine is beginning to dominate. Shipbuilders are experimenting with new designs, competing for the prestigious Blue Riband, which honors the fastest ship to cross the Atlantic. Their efforts are watched closely by the world's imperial powers; for the strength of every empire depends on its commercial and military fleet. It is an exciting time to run a shipyard.

Found a company. Build a fleet. Show the world that your ships are the fastest, the safest, and the best.

OVERVIEW

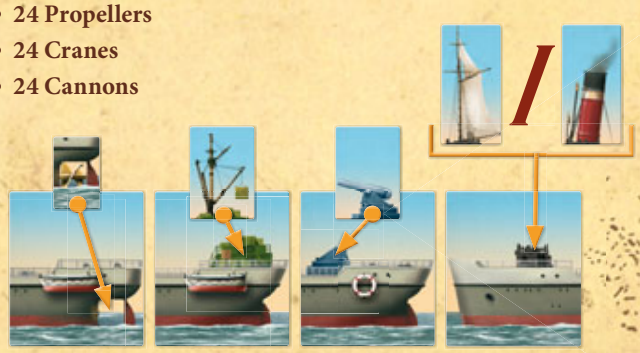
You take the role of a shipyard owner. Your goal is to build the best ships within the allotted time. As your completed ships leave the yard, they are evaluated on many criteria and your company's stock rises. You decide whether to build fast merchant ships, trans-ocean steamers, or small sailing yachts, while keeping in mind the bonuses you can receive from your secret government contracts.

COMPONENTS

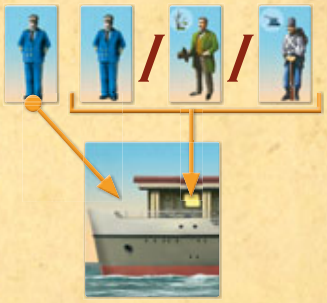
- **Game Board** in two halves.
- **4 Shipyard Boards**, on which you build your ships.
- **8 Action Cards**.

- **104 Ship Cards**, which you use to build your ships. A Ship Card is either a bow, a middle, or a stern. The middles are divided into two decks of cards, based on their backs.

- **Equipment**. Each piece of Equipment has a specific mounting point. If a ship card does not have such a mounting point illustrated, then the Equipment cannot be mounted on it. (See the illustrations.) If you run out of pieces of a certain type, use coins or paperclips or some other substitute. The amount of available Equipment is unlimited.
  - **24 Sails**
  - **24 Smokestacks**
  - **24 Propellers**
  - **24 Cranes**
  - **24 Cannons**



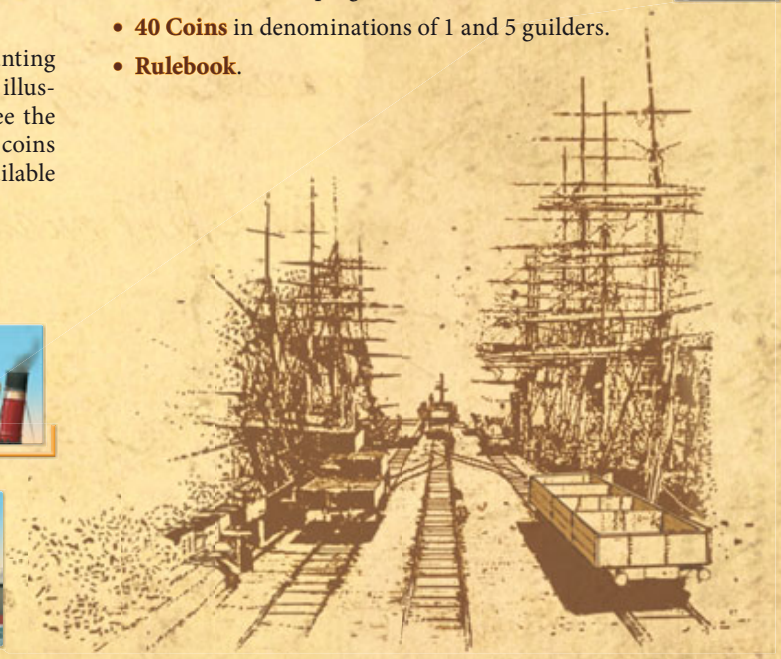
- **Crew**. Each Crew Member needs a cabin. The only exception is the captain, who can stand anywhere. Any additional captains become extra officers, and each of these **needs his own** cabin.
  - **24 Captain**
  - **24 Businessman**
  - **24 Soldier**



- **24 Shipping Canals**, where your ships will be evaluated on their shakedown cruises.

- **2 × 12 Government Contracts** in two decks.
- **48 Employees**, who help you build ships more effectively.
- **14 Freight Trains** holding commodities that you can sell or exchange.

- **4 × 5 Player Pieces** – 3 figures for choosing actions, 1 counter for keeping score, 1 ship figure for sailing in the Shipping Canals.
- **5 Markers** for keeping track of turns and actions.
- **40 Coins** in denominations of 1 and 5 guilders.
- **Rulebook**.



SETUP

Each player receives the following:

1) Shipyard Board.

2) Counter and ship figure.

3) One figure for a three- or four-player game. Or 3 figures for a two-player game.

4) One Freight Train with all three types of commodities.

5) Six guilders.

6) Government Contracts, dealt randomly, face down. Each player gets 3 green contracts and 3 blue contracts.

Return leftover Contracts and player pieces to the box.

You may look at your Government Contracts at any time, but keep them secret from the other players. All other items acquired during the game (guilders, Equipment, Crew, Employees, Canals, Ship Cards) are public and should be kept where the other players can see them.

THE GAME BOARD

The Game Board comes in two halves. Place the two halves next to each other (either vertically or horizontally) in the middle of the table.

Place the various game components on the Game Board:

1. Ship Cards should be sorted according to their backs into 4 decks of cards. Shuffle each deck separately. Combine the two decks of middles into one deck by placing the larger deck on top of the smaller. This makes 3 decks of Ship Cards: bows, middles, and sterns. Place each deck of Ship Cards face down on the indicated space.
2. Deal the top 10 cards from the deck of middles face up onto the 10 spaces on the Game Board below the deck.
3. Deal the top 5 cards from the deck of bows face up onto the 5 spaces below the deck. Do the same for the deck of sterns.
4. Shuffle the deck of Freight Trains and place it face down on the indicated space. Deal out the top 5 cards onto the spaces below, just as you did for bows and sterns. Do the same with the deck of Shipping Canals.

1) Freight Train deck.

2) Available Freight Trains.

3) Bow deck.

4) Middle decks.

5) Stern deck.

6) Available Ship Cards.

7) Manufacture Equipment ring.

8) Manufacture Equipment marker.

9) Recruit Crew circle.

10) Recruit Crew marker.

11) Commodities Exchange hexagon.

12) Exchange marker.

13) Equipment.

14) Countdown Track.

15) Countdown marker.

16) Shipping Canal deck.

17) Available Shipping Canals.

18) Action Track.

19) Lead Action Card on starting space.

20) Action Cards.

21) Coins.

22) Scoring Track.

23) Players' score counters.

24) Crew.

25) Employee Track.

26) Hire Employee marker.

27) Employee Cards.

28) Recruiter.

29) Engineer.

5. Each player should place his or her counter on the Scoring Track on the space marked "0".
6. Equipment and Crew pieces should be placed in the bank, on the indicated spaces along the edge of the board.
7. Coins should be placed in the bank in the middle of the Action Track.
8. Action Cards are placed on the Action Track. Those which are illustrated on the track should be placed on the indicated spaces.
9. The **Receive Subsidy** Action Card is only used in a four-player game. For a two- or three-player game, return it to the box. In a four-player game, the Receive Subsidy card goes on the space marked .

10. The remaining Action Cards are placed between marked spaces in random order.
11. The countdown marker is placed on the space of the Countdown Track corresponding to the number of players in the game.
12. The **Recruit Crew** marker is placed on one of the four sectors of the green circle, chosen at random. Similarly, the **Manufacture Equipment** marker is placed on a randomly chosen sector of the brown ring. However, the **Exchange** marker is placed on the designated space in the hexagon. (See illustration.)
13. The **Hire Employee** marker is placed on a randomly chosen space of the purple oval.
14. Separate the Employee Cards into two decks according to their backs. Shuffle the brown deck and deal the cards out randomly around the Employee Track, face up (For your first game, we recommend re-arranging the cards so that each set of three has either a green recruiter or a brown engineer.)
15. For a three- or four-player game, turn the other deck of Employee Cards face up, and place each card on top of the brown-backed card that matches it. In a two-player game, only the brown-backed cards are used.

GAME PLAY

Players take turns, beginning with a randomly selected player and continuing around the table clockwise. On your turn, you will choose one of the available actions from the Action Track. The action will get you something you need to help build your ships. On your next turn, you will move that Action Card ahead of all the others and choose a different action. This is explained in detail below.

If you complete a ship on your turn, you take it out for a shakedown cruise in the canal, during which you may score points for speed, crew, equipment, or safety.

As players take their turns, the line of Action Cards will advance around the Action Track. When the lead Action Card reaches the Starting Space again, the countdown marker moves down one space, and play continues.

The game ends when the countdown marker reaches the space marked . (It can also end early if you run out of Ship Cards.) Bonus points are scored for Government Contracts, and the player with the most points wins.

THE TURN

Your turn has 5 steps:

1. **Advance your previous turn's Action Card**.
2. **Choose a new action**.
3. **Collect income**.
4. **Perform your chosen action**. (You have the option of paying 6 guilders for one bonus action in this step.)
5. If you completed one or more ships, **take your new ships out on a Shakedown Cruise**. (This is how you score points.)

Each step is explained in detail below. However, your first turn will be slightly different:

THE FIRST TURNS (for 3 or 4 players)

On your first turn, you will skip step 1 and go straight to choosing an action. Your available actions and potential income will be limited by the actions of those who played ahead of you.

NOTE: *Your figure is used to indicate your chosen action. There are 3 such figures in each color, but only 1 of these figures is used in a three- or four-player game. Return the other 2 to the box.*

The starting player simply chooses an action (step 2) by placing his or her figure on the chosen Action Card. The starting player gets no income (step 3). He or she performs the chosen action immediately (step 4), possibly buying a bonus action as well. This will probably end the turn, but if a ship is completed, the starting player takes it out on a Shakedown Cruise (step 5).

The second player may place his or her figure on any Action Card except the one chosen by the starting player. Order is important. The second player gets an income of 1 guilder if his or her figure is placed on one of the Action Cards behind the first player's figure. He or she gets no income if his or her figure is ahead of the starting player's figure. The second player performs the chosen action (and possibly a bonus action) in step 4, which may lead to a Shakedown Cruise (step 5).

The third and fourth players' turns are similar, with each player choosing an unoccupied Action Card, placing his or her figure on it, and collecting 1 guilder for each occupied card ahead of the one chosen. Steps 4 and 5 are just like those on a regular turn and are described in detail below.

After the last player has completed his or her first turn, it is the first player's turn again. For the rest of the game, all turns begin with step 1 and proceed normally.

*Red chooses to Recruit Crew and **gets 1 guilder because** Yellow **is on a card ahead** of her. The card occupied by Green **does not give** Red **a guilder, because it is behind** Red's chosen card.*

TWO-PLAYER GAME

In a two-player game, you will use all three figures to choose your actions. Two of the figures will mark your previous turn's action and the other figure will mark the action you choose this turn.

As with the three- or four-player game, your first turns are somewhat different from a regular turn.

The starting player chooses an Action Card from the Action Track and marks it with two figures (step 2). He or she gets no income (step 3). Steps 4 and 5 are as normal (explained in detail below).

The second player chooses any Action Card except the one chosen by the starting player. The chosen action is marked with two of the second player's figures. He or she gets 1 guilder for choosing an action behind the first player's action, but gets no income for choosing an action ahead of the first player's two figures. Steps 4 and 5 are as normal.

The starting player chooses one of the Action Cards not yet chosen and places his or her remaining figure on it. He or she gets 1 guilder for each occupied card ahead of the chosen card. (A card counts as occupied whether it is your figures on it or your opponent's.) Steps 4 and 5 are as normal.

The second player's second turn is analogous.

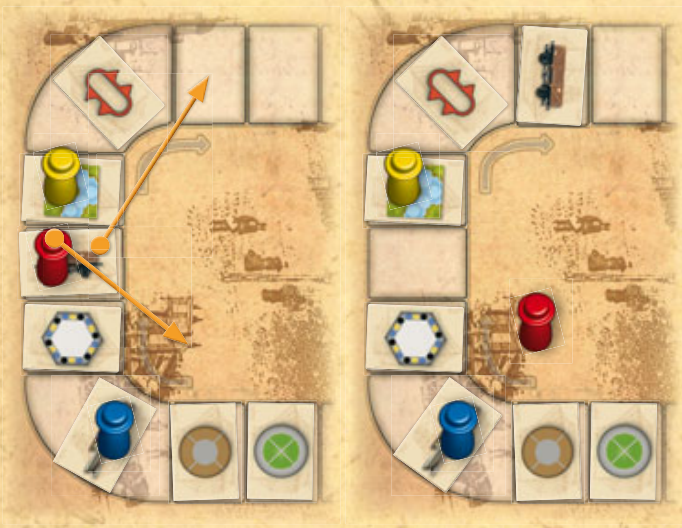
After each player has had two turns, play proceeds normally, with each player beginning at step 1.

Red chooses to Recruit Crew and gets 3 guilders because there are 3 ccupied cards ahead of the card chosen.

Now we are ready to look at the steps of a regular turn.

1) ADVANCE THE PREVIOUSLY CHOSEN ACTION

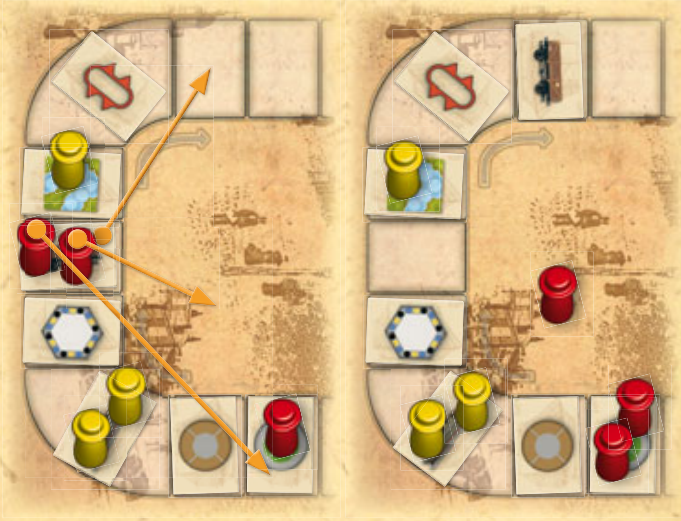
In a three- or four-player game, you begin your turn by picking up your figure and moving its Action Card to the first empty space on the Action Track ahead of all the other cards. In other words, the Action Card you chose the previous turn becomes the new lead Action Card.



Three- or four-player game advance example

Special Case: *It is possible that your figure was already sitting on the lead Action Card. Even in this case, you need to move the card. Just move it one space ahead. This can only happen to the starting player and only on his or her first regular turn.*

Falling Behind: *In rare cases, the last Action Card may fall so far behind that the lead Action Card catches up to it. There should always be at least 1 empty space immediately ahead of the lead Action Card. If the new lead card is placed right behind the last card, move the last card ahead one space. (If that space is occupied, move the card there ahead one space as well, etc.)*



Two-player game advance example

In a two-player game, you advance the card that you chose two turns ago: pick up the card marked by two figures and move it into the first empty space on the Action Track. Place one of the figures next to the figure that remained on an Action Card.

You end up with one figure in your hand to use in step 2. Your other two figures are marking your previous turn's action. The action from two turns ago has moved into the lead.

2) CHOOSE AN ACTION

Now you choose a new Action Card from those available. Your choice is limited by the following restrictions:

- You cannot choose the lead Action Card (the one you just moved to the front).
- The card you choose must not have any figures on it.
- You must be able to perform the chosen action.

Put your figure on the chosen card.

NOTE: *In a three- or four-player game, you will have 4 actions to choose from. In a two-player game, you will have 3 to choose from.*

3) INCOME

You get income by choosing an Action Card that no one has chosen for a while.

If you place your figure on a card that is ahead of all the other figures, you get no income. Otherwise, you get one guilder for each occupied card that is ahead of the one you chose.

If you place your figure on a card that is behind all the other figures, you might also get a bonus for empty spaces. Count the number of empty spaces (those with no Action Cards) between your chosen card and the closest card ahead of it, occupied or not. For every 3 empty spaces, you get one guilder. (Do not round up: for 6 empty spaces, you get two guilders, but for 5 you only get one.)

You do not get the empty space bonus if any figures are on cards behind yours.

EXAMPLE: If you choose the Rent Canal, Purchase Commodities, or Manufacture Equipment actions, you will gain 2 guilders, because two of the cards ahead of them are occupied. That is all you get from Manufacture Equipment or Rent Canal, because there are only 1 (2) empty spaces between it and the next card. Purchase Commodities (three empty spaces) would give you a bonus of 1 guilder.

NOTE FOR A TWO-PLAYER GAME: *When calculating income, it is the number of occupied cards that matters. You get 1 guilder per occupied card ahead of yours, not 1 guilder per figure. A card counts as occupied whether it is your figures on it or your opponent's.*

4) PERFORM ACTIONS

After receiving any income, you must perform your chosen action. The actions are explained in detail in the next chapter.

If you pay 6 guilders, you can also perform a bonus action. Your bonus action can be any other action. You can choose the action that you moved to the front in step 1. You can choose an action that has another player's figure on it. The only action you cannot choose as a bonus is the one you chose in step 2 (the one with your figure on it). You cannot buy more than one bonus action.

You do not use a figure to mark your bonus action. Simply announce to the other players what it is, pay 6 guilders, and perform it.

You may perform your bonus action either before or after your required action. You pay for your bonus action when you use it. It is not possible to use guilders gained from your bonus action to help pay for itself, but it is possible to use guilders gained from your required action to pay for your bonus action, if your bonus action is performed second.

It is possible to buy a bonus action even on your first turn.

NOTE FOR TWO-PLAYER GAME: *The only restriction on your bonus action is that it can't be the one you chose this round, the one with 1 figure on it. You can choose the card with 2 figures on it as your bonus action, if you wish.*

5) SHAKEDOWN CRUISE

A ship is complete when it has a bow on the left, at least 1 middle piece in the middle, and a stern on the right, with no empty spaces. If you have any ships completed after step 4, they must leave your Shipyard to be tested in your canal system. You will score points for Crew, Equipment, and safety features. The Shakedown Cruise is described in detail in a later chapter.

You do not need to complete a ship every turn. If you have no completed ships at the end of step 4, your turn ends without a Shakedown Cruise.

GOVERNMENT CONTRACTS AND THE COUNTDOWN

On each player's turn, one of the Action Cards is moved to the front of the line, with the result that the cards move around the Action Track. When the lead card is placed in the starting space again (ie. one space before the darkened space), the Action Cards have made a lap around the track.

When a player moves the lead card into the starting space, first let him or her finish that turn. Then move the countdown marker down one space. At this time, players may have to choose among their Government Contracts. It depends on the lap count and on the number of players:

In a **4-player game**, you have three green and three blue contracts. When the countdown marker reaches 2 (halfway through the game) you must give up two of each.

In a **3-player game**, you have three green and three blue contracts. You must give up one of each at the end of the first and second laps (when the marker is moved to 2 and when it is moved to the unmarked space).

In a **2-player game**, you have three green and three blue contracts. At the end of the first lap (halfway through the game) you must give up two of each.

REMINDER: *Your Government Contracts are supposed to be kept secret. Do not even reveal those that you discard.*

In all cases, the result is that you play the final lap with only 2 Government Contracts, one green and one blue. These are the ones that will add in to your final score.

ACTIONS

BUILD SHIPS

The game board has 20 Ship Cards available for building: 5 bows, 10 middles, and 5 sterns.

You can buy one, two, or three Ship Cards in any combination.

For each Ship Card you buy, you pay the indicated number of guilders. (Those at the bottom cost nothing, those in the middle cost 1, and those in the two rows closest to the card decks cost 2.)

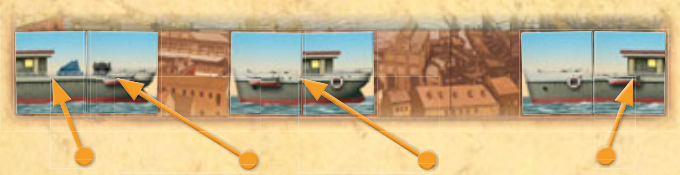
Ship Cards are used to build ships. A completed ship has a bow on the left, a stern on the right, and only middle cards in between, with no empty spaces. A completed ship must have at least 1 middle card.

You must place all the Ship Cards you buy in your Shipyard, according to the following rules:

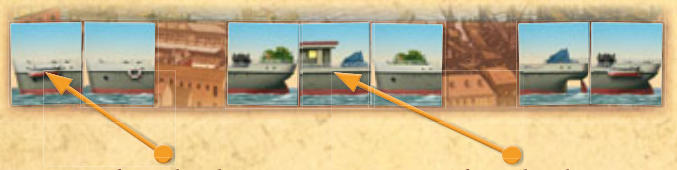
- The new cards must be placed in empty spaces.
- You cannot move or re-arrange cards. The only way to make space in your Shipyard is to complete a ship. (And completed ships don't leave the yard until step 5.)

- You cannot fill up all your empty spaces unless the result is at least one completed ship.
- You cannot play a card in a place that would make it impossible for it to become part of a completed ship. However, it is legal to add on to ships that need another ship to leave before they can be completed.

Note that you are not required to place Ship Cards so that they attach to those already in the Shipyard. It is possible to have a ship spread out across the yard in several pieces.



Only bows are legal in this column. *There is not enough space to attach a bow to this middle and stern.* *There is no way to put a middle between this bow and this stern.* *Only sterns are legal in this column.*



This is legal. *When the ship on the right is completed it will sail away and leave space to build a new ship using the bow on the left.*

This is legal. *When the ships on the left and right sail away, the middle piece can become part of a new ship.*

If you complete at least one ship during this action, you will take it out on a Shakedown Cruise at the end of your turn.

TIP: *Not all Ship Cards are alike. The differences in the illustrations are not just for decoration. To find out the meanings of the lifebuoys, lifeboats, lanterns, cabins, and mounts, read the Shakedown Cruise chapter.*

After all your new Ship Cards have been placed in your Shipyard, slide the cards on the Game Board down into the empty spaces so that the only empty spaces are at the tops of the columns. Fill these in with new cards from the corresponding decks. The newest cards will be the most expensive.

NOTE: *The two columns of middles are treated separately, so that if you take 3 cards from one column, then that column will have 3 empty spaces at the top when you slide the remaining two cards down. However, both columns are re-filled from the same deck.*

NOTE: *If you select this action, you must take at least one Ship Card from the Game Board. If you have no money, you must take one or more of the free Ship Cards. You can only take cards that you can legally play. If you have no legal play, you cannot choose this action.*

PURCHASE COMMODITIES

With this action, you buy one of the 5 available Freight Trains. You pay the indicated number of guilders. (The card at the bottom of the column is free.)

Slide cards down the column into the vacated space, and deal a new card into the resulting empty space at the top. (So the newest card is the most expensive.) If you run out of cards, shuffle the used cards together and make a new deck.

TIP: *Your Freight Train can be traded in at the Commodities Exchange for guilders, Equipment, or Crew. This is a separate action, explained below.*

RENT CANAL

With this action, you buy one of the 5 available Shipping Canals. You pay the indicated number of guilders and place the Canal card in front of you in such a way that it extends your existing canal system. Then you slide the remaining Canals down the column and deal a new one into the resulting empty space at the top. If you run out of Canals, collect the used Canals (after making a note of how many each player has) and shuffle them together to make a new deck.

If this is your first Canal, you place your ship figure on one of the spaces along the edge with its stern pointing out of the Canal (as though it just sailed in). This is where your first Shakedown Cruise will start.

Each new Canal is attached so that at least one side matches up with the other cards in the canal system. You cannot re-arrange your Canals, nor can you move or rotate the ship figure.

Canals are used to earn points for your ships during the Shakedown Cruise. Read that chapter to find out what the symbols mean.

TIP: *It is important to choose Canals that match up well with the ships you are building.*

MANUFACTURE EQUIPMENT

With this action, you choose one piece of Equipment. First move the **Manufacture Equipment** marker one space clockwise around the brown ring. The marker indicates the piece of Equipment that you can get for free. If you want a different piece of Equipment, move the marker clockwise around the ring, paying 1 guilder for each move. (So a different piece will cost 1, 2, or 3, and the most expensive piece is the one the figure started on.) Take the piece from the bank.

Equipment is stored in your Shipyard. It can be attached to any completed ship when the ship is ready for its Shakedown Cruise. Once it leaves the Shipyard, the Equipment will be attached to that ship for the remainder of the game.

TIP: *Equipment needs a mounting point. (See the Shakedown Cruise chapter.) It is important to choose Ship Cards and Equipment that match each other.*

RECRUIT CREW

Recruit Crew is analogous to **Manufacture Equipment** except the marker moves clockwise around the spaces of the green circle. Three of the spaces allow you to choose Crew, while the fourth space allows you to take a propeller.

TIP: *As explained in the Introduction, every ship needs a captain. Be sure you have at least one captain in your Shipyard before you complete a ship. Without a captain, that ship will earn you no points. Every Crew Member besides the captain needs a cabin. If you are planning to have extra Crew on your ship, be sure to choose Ship Cards with cabins.*

HIRE EMPLOYEE

With this action, you get one Employee Card. Employees allow you to manufacture extra Equipment, recruit more Crew, place more Crew or Equipment on your ships, or get better bargains.

You start by moving the marker ahead one space clockwise on the Employee Track (the red oval). As with **Recruit Crew** or **Manufacture Equipment**, you can pay guilders to move the marker extra spaces around the track (one guilder per extra space) until you have the marker on the space you want.

Each space corresponds to three Employees. Take the one you want.

NOTE: *Some Employees have surcharges: if you take an Engineer (brown card) or a Recruiter (green card), you must pay 1 extra guilder. This is indicated on the card and stated in the Appendix.*

You cannot take an Employee that is exactly the same as one you already have. (So it is legal to have two Recruiters, for example, but only if they do different things.)

Your Employees are kept face up in front of you. They will work for you until the end of the game, bringing you the advantages that are described in detail in the Appendix.

EXCHANGE COMMODITIES

With this action you trade in one Freight Train Card. For each commodity on the train, you decide whether to sell it for guilders or exchange it for Equipment or Crew. If you have no Freight Train cards, you cannot choose this action.

You begin the action by moving the marker one space clockwise around the Exchange hexagon. This determines the current commodity prices. (You cannot pay to move the marker extra spaces.)

Choose which Freight Train you are exchanging. For each car on the train, you can either sell its cargo for the amount of guilders indicated by the marker, or trade its cargo for one of the items depicted in the table in the center of the hexagon.

You do not have to do the same thing with each train car. On the contrary, you cannot choose to exchange two train cars for the same piece of Equipment or Crew. For example, if you have two loads of coal, you can exchange one for a propeller and one for a smokestack, but you can't exchange both for two smokestacks. However, you can choose to sell one or both loads for guilders.

TIP: *One of the keys to success is understanding when to manufacture or recruit, and when to seek Equipment or Crew at the Exchange.*

RECEIVE SUBSIDY

This action is only available in a four-player game. When you perform this action, you gain 2 guilders from the bank.

SHAKEDOWN CRUISE

If you complete a ship, then you end your turn with a Shakedown Cruise. Your ship is ready to score points.

If you complete multiple ships, then each will have its own Shakedown Cruise. You decide the order in which your ships will be scored. A ship must leave the Shipyard on the turn on which it is completed.

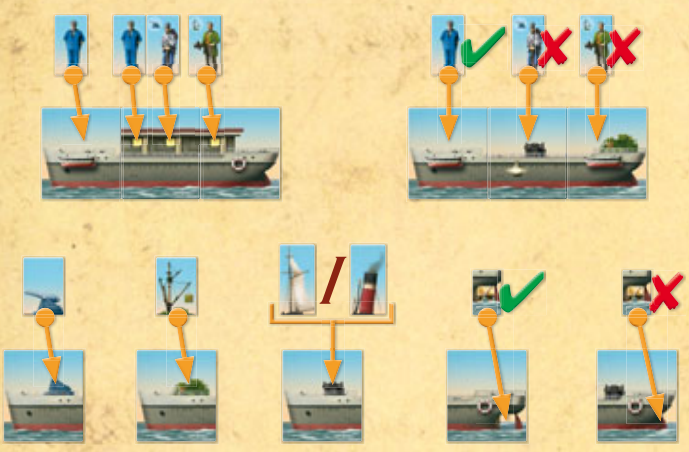
A completed ship has a bow on the left, one to seven middles, and a stern on the right. All pieces are adjacent with no empty spaces between them. A ship that is not completed does not leave the Shipyard.

EQUIPMENT AND CREW

Equipment and Crew are not added to your ship until it is complete. Equipment and Crew that are used on one ship will stay with that ship and cannot be used on a different ship later.

You can only add Equipment and Crew that you have in your Shipyard. You do not get to take pieces from the bank. Attaching these pieces to your completed ship does not require an action.

Every ship must have a captain. He does not need a cabin. If you put additional captains on your ship, they become officers, and each one of them needs his own cabin. Each piece of Equipment must have a mounting point.



EXCEPTION: *Certain Employees (builders) allow you to have extra Crew without cabins or extra Equipment without mounting points. Builders are described in the Appendix.*

Note that propellers, cranes, and cannons each have their own specific mounting point. A crane cannot attach to a cannon mounting point, for example. However, sails and smokestacks use the same type of mounting point, and a cabin can hold any type of Crew.

Each mounting point can have only one piece of Equipment. Each cabin can hold only one Crew Member. You do not have to use all the mounting points and cabins on your ship. You can choose to save Equipment and Crew for later.

SPEED

Now it is time to compute your ship's speed. Ships are divided into two categories:

- A ship with at least one smokestack and one propeller has a base speed of 4. For each **additional** smokestack, propeller, or sail, its speed is increased by 1.
- A ship with no smokestack or no propeller has a base speed of 1. For **each** sail or propeller, its speed is increased by 1. For each **pair** of smokestacks, its speed is increased by 1.

REQUIREMENTS FOR SCORING

1. Your ship must have a captain (but he doesn't need a cabin).
2. Your Canal System must be long enough to allow your ship to move forward at full speed (as described below).

A ship that fails to meet one or both of these requirements scores no points. You should not give it Equipment or Crew because they will be wasted. The ship does not sail. Instead, it is removed from the game. It will not count toward your Government Contract at the end of the game.

NOTE: *A ship with no smokestack, no propeller, and no sail can still be scored as long as it has a captain. It will have a speed of 1, so it will only move one space through your canal system.*

TIP: *Be sure you have a captain and a Canal before you complete your ship.*

SCORING

If your ship meets the above requirements, it is scored on 4 criteria:

- crew
- cannons and cranes
- speed
- shakedown results.

These criteria are listed on your Shipyard Board. For each one, advance your counter along the Scoring Track to indicate the points you score.

CREW

For each Crew Member (including your captain) you score 1 point.

CANNONS AND CRANES

You score 2 points for each crane. You score 2 points for each cannon.

SPEED

You score a number of points equal to your ship's speed (as calculated above).

SHAKEDOWN RESULTS

Finally it is time for your ship to set sail. Various government officials come to your testing canal to judge your ship's commercial potential, military power, or safety rating. Also of interest is whether your ship might be fast enough to contend for the Blue Riband, the honor given to the fastest trans-Atlantic ocean liner.

To test your ship (and score your shakedown points) advance the ship figure through the canal one space for each point of speed your ship has. You must use your ship's full speed. At each space, the figure's stern should indicate where it came from. You cannot move the figure back into a space that it just left. When the figure comes to a confluence, you can choose to advance it along any channel except the one your figure just sailed through.

As the figure moves through the canal, it will come to various spaces with icons. Each one represents an official who is measuring a certain aspect of your ship:

This official gives you **1 point for each soldier** and **1 point for each cannon**.

This official gives you **1 point for each businessman** and **1 point for each crane**.

This official gives you **1 point for each lantern**.

This official gives you **1 point for each lifeboat**.

This official gives you **1 point for each lifebuoy**.

If you land on the same type of official more than once, you get the points each time. However, the **Blue Riband** spaces work differently.

When you get to a Blue Riband space, you score **1 point for each space the ship figure has advanced so far**. If your route lands on more than one Blue Riband space, only the last one counts. (So your ship's maximum Blue Riband score is equal to its speed. You score this maximum only if the figure ends the test on a Blue Riband space.)

This testing is the last step in scoring your ship – for now. Move your ship (along with its Equipment and Crew) out of your Shipyard. Keep it on the table in front of you, because it might score points again at the end of the game when you reveal your secret Government Contract.

The ship figure remains on the space where it stopped. Be sure that its stern indicates which direction it came from. Your next ship's shakedown will start on that space. (If the figure is on a confluence, you do not have to decide which branch it will take until you test your next ship. The bow does not point where your ship must go; it is the stern which points the direction in which your ship can not go.)

Whenever your ship figure moves onto a new Canal card, the Canal that it just left is removed from your canal system. Keep your used Canals in a stack until the end of the game. (A Government Contract may award points for used Canals. Even if you do not have such a Contract, you should keep your Canals so that the other players think you might.)

NOTE: *If removing a used Canal causes other Canals to not be attached anymore, then those are removed. They do not count as Canals that you have used, so you should put them in a separate discard pile next to the Canal deck. The only Canals left in your canal system are those that could be reached by your ship figure on future shakedowns.*

EXAMPLE OF SCORING: This ship scores 4 points for Crew (1 captain, 2 businessmen, and 1 soldier) and 4 points for Equipment (1 cannon and 1 crane). It has a speed of 7. This adds up to 15 points.

Now we take it out for shakedown. It scores 2 × 4 points for lifebuoys, 3 points for commercial elements, and 6 points in the contest for the Blue Riband. (Note that only the last Blue Riband space reached is scored.) This adds up to 17 shakedown points.

The player's total for this ship is 32 points.

Before Shakedown Cruise

After Shakedown Cruise

END OF THE GAME

Each time the Action Cards complete a lap around the Action Track, the countdown marker is moved down 1 space. When it gets to the last space ●, the game is over. At this point, each player has had one full turn for each of the 23 spaces on the Action Track.

The game can end early if you run out of Ship Cards. If the last bow, stern, or middle Ship Card is turned up, the game ends early.

NOTE: *The deck of middles is in two parts stacked on top of each other. When all the cards in the top part are gone, you have not run out of middles. Just keep filling in spaces with the cards remaining in the deck.*

It is not possible to run out of anything except Ship Cards. If any other deck runs out, just shuffle the used cards together to make a new deck and keep playing. If you run out of pieces or guilders, find some suitable substitute for them.

If the game ends early, keep playing until everyone has had the same number of turns. The player on the starting player's right will have the last regular turn.

Regardless of which way the game ends, each player gets one final action and one final chance to complete a ship.

FINAL ACTION

Beginning with the starting player, each player gets one final action. You can choose from any of them, regardless of whose figures are on them and regardless of what action you chose on your last turn. It is possible for multiple players to choose the same final action. Your final action works the same way it would if you were performing it on step 4 of a regular turn.

If your final action completes one or more ships, you take them on a Shakedown Cruise, just as you would on a regular turn.

It is not possible to buy a bonus action in addition to your final action.

COMPLETE A SHIP

After every player has had a final action, each gets one last chance to complete a ship (beginning with the starting player). If you can

not complete a ship with only one card, then you simply pass on to the next player.

If you only need one Ship Card to complete a ship, you may buy it in the usual way: Pay the price. Take the card. Slide cards down the column into the empty space. Turn up a new card at the top.

Take your completed ship on its Shakedown Cruise and score the points for it.

NOTE: *It is still possible to buy Ship Cards (either as a normal Build Ships action or as your last chance to complete a ship) even if there are no cards left. If the type of card you need is no longer available, you can buy that type for free. Use some appropriate substitute to indicate your bow, middle, or stern. A "Ship Card" added to your ship this way has no mounting points, no cabins, and no safety equipment, but it still counts as a Ship Card when calculating the length of your ship.*

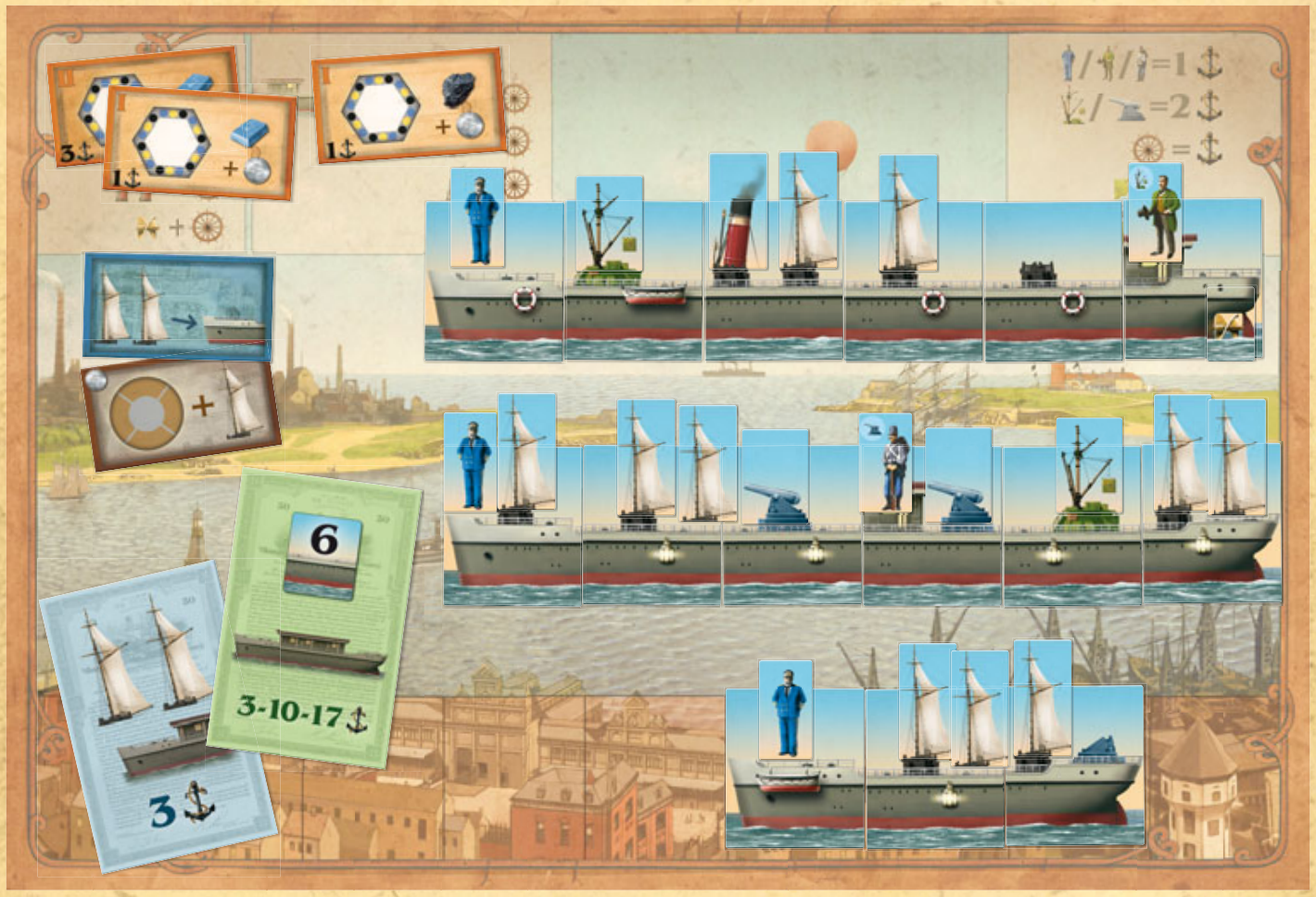
GOVERNMENT CONTRACTS AND TRADERS

After everyone has had a last chance to complete a ship, all players reveal their Government Contracts and score the indicated points.

Some Employee Cards (traders) give bonus points, which should also be scored at this time.

WINNING THE GAME

The player with the most points wins. Break ties in favor of the player with the most guilders.



Blue Government Contract: *12 points (4 pairs of sails)*

Green Government Contract: *10 points (2 ships from exactly 6 cards)*

Employees: *5 points (1 + 3 for steel and 1 for coal)*

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APPENDIX

EMPLOYEES

Employees allow you to use an action more productively or to attach more Equipment or Crew onto your ship. There are several types of Employees, distinguished by color. When you hire an Employee, his beneficial effect is yours to use for the rest of the game. The effect can be used every time it applies.

The effects of your Employees are cumulative. If you have multiple engineers, for example, it is possible to get multiple extra pieces when you perform the Manufacture Equipment action.

You can choose not to use your Employees' effects or to only use them partially. (See the example under Rigger below.)

ENGINEER

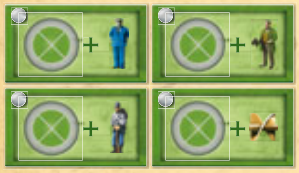
When you take this card (as part of the Hire Employee action), you must pay a surcharge of 1 guilder. If you don't have the money, you must hire a different Employee.

Whenever you Manufacture Equipment, your engineer allows you to take an extra piece of Equipment, as specified by the card.

*EXAMPLE: Suppose you have two engineers, **+1 crane** and **+1 sail**, and the Manufacture Equipment marker is on the cannon. When you Manufacture Equipment, you move the marker to the smokestack. This means you can get a smokestack, a crane, and a sail for free. If you pay 1 guilder, you can move the marker to the crane and get two cranes and one sail.*

+1 crane

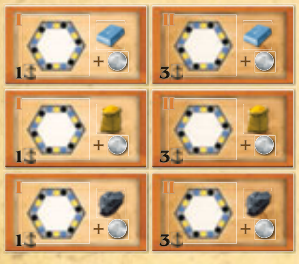
+1 sail



RECRUITER

When you take this card, you must pay a surcharge of 1 guilder. If you don't have the money, you must hire a different Employee.

Whenever you Recruit Crew, your recruiter allows you to take an extra crew member (or propeller) as specified by the card.



TRADER

A trader allows you to sell the specified commodity at a higher price when you Exchange Commodities.

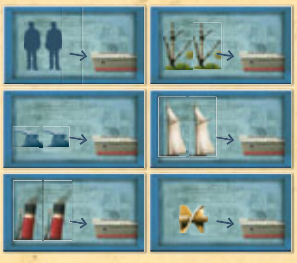
Each commodity has two levels of trader. You cannot hire the higher-level trader unless you already have the lower-level trader for that commodity. Their effects are cumulative.

*EXAMPLE: You cannot hire the **Steel: level 2** trader unless you have the **Steel: level 1** trader. If you have the Steel: level 1 trader, you get 1 extra guilder each time you sell steel at the Exchange. If you have the Steel: level 1 and the Steel: level 2 traders, you get 2 extra guilders for steel.*

Steel: level 1

Steel: level 2

A trader also gets you bonus points. These points are scored at the end of the game.



BUILDER

A builder allows you to put extra Crew or Equipment on a ship without needing a cabin or mounting point. Except in the case of the propeller, the builder allows you to add up to 2 of the specified piece. (You can only add 1 propeller.)

The extra pieces you add to your ship come from your Shipyard, not from the bank.

***NOTE:** The **+1 propeller** builder makes it possible to have up to two propellers on one ship: one attached to the proper mounting point and one attached by the builder.*

+1 propeller

HELMSMAN

Your completed ships get a +1 bonus to speed.

RIGGER

Your completed ships get a +1 bonus to speed for every pair of sails. Compute speed in the normal way; then add this bonus.

***NOTE:** You do not have to use this bonus for every pair of sails. For example, if your ship has 4 sails, you can use the rigger to give you a +2 bonus, a +1 bonus, or no bonus at all. (You might not want the full bonus if your canal system is too short.)*

ACCOUNTANT

When moving the marker for Manufacture Equipment or Recruit Crew, you can move it 1 or 2 extra spaces for free. (So three of the choices cost nothing, and the fourth only costs you 1 guilder instead of 3.)

FOREMAN

When moving the marker for the Hire Employee action, you can move it up to 3 extra spaces for free.

GOVERNMENT CONTRACTS

Your completed, point-scoring ships remain on the table in front of you after their Shakedown Cruises. At the end of the game, your entire fleet is evaluated, and you may earn extra points from your Government Contracts. Note that Equipment and Crew that are left in your Shipyard do not score any points.

***NOTE:** Completed ships that fail to meet one of the scoring requirements described in the Shakedown Cruise chapter are dismantled and do not count toward your Government Contracts.*

At the start of the game, you were dealt 3 Contracts in each color, but at the end of the game, you will be left with one green and one blue Contract. (See the chapter on Game Play for details.)

BLUE GOVERNMENT CONTRACTS

You gain 3 points for each businessman-crane pair in your fleet. The businessman and the crane must be on the same ship to count as a pair.

If you have more than one businessman, you gain 2 points for every additional businessman in your fleet. (So 5 businessmen would earn you 8 points.)

You gain 6 points for each ship in your fleet that has at least 1 sail, at least 1 smokestack, and at least 1 propeller.

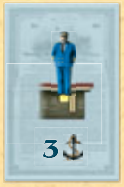
NOTE: *A ship with 2 of each piece is still only worth 6 points.*

You gain 3 points for each soldier-cannon pair in your fleet. The soldier and the cannon must be on the same ship to count as a pair.

If you have more than one soldier, you gain 2 points for every additional soldier in your fleet.

You gain 8 points for each ship in your fleet with at least 1 businessman, at least 1 soldier, at least 1 crane, and at least 1 cannon.

You gain 3 points for each pair of sails in your fleet. The two sails must be on the same ship to count as a pair. (So if you have 3 sails on one ship and 1 on another, that is only worth 3 points. If you have 2 sails on each of two ships or 4 sails on one ship, that is worth 6 points.)



You gain 3 points for every officer in your fleet, but no points for your captains. (For example, if you have 3 ships and a total of 7 captain pieces on them, then 3 of those are captains and do not count. The other 4 are officers, which gives you a total of 12 points.)

You gain points based on number of different Equipments or Crew elements in your fleet, according to the table on your card. There are 8 different elements: propeller, smokestack, sails, crane, cannon, businessman, soldier, and officer (an extra captain piece in a cabin).

You gain 3 points for each pair of smokestacks in your fleet. The two smokestacks must be on the same ship to count as a pair.

You gain 3 points for each propeller in your fleet.

You gain 4 points for each of your used Canals. (These should be in a stack in front of you, as described in the Shakedown Cruise chapter.)

GREEN GOVERNMENT CONTRACTS

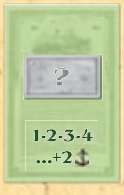
You gain points based on the number of lifebuoys in your fleet, according to the table on the card. (For example, 6 lifebuoys are worth 12 points. Each lifebuoy above 6 is worth one extra point.)

You gain points based on the number of ships in your fleet that have exactly 5 Ship Cards, according to the table on the Contract. (For example, three such ships give you 15 points.)

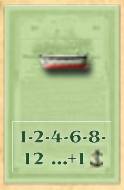
You gain points based on the number of Ship Cards in your fleet, according to the table on the Contract.

You gain points based on the number of lanterns in your fleet, according to the table on the card.

You gain points based on the number of ships in your fleet that have exactly 6 Ship Cards, according to the table on the Contract.



You gain one point for each Employee up to 4. For each Employee above 4, you gain two points. (So if you finish the game with 7 Employees, they will be worth 10 points.)



You gain points based on the number of lifeboats in your fleet, according to the table on the card.

You gain points based on the number of ships in your fleet that have at least 7 Ship Cards, according to the table on the Contract.

You gain two points for each blue, yellow, or orange Employee Card.

You gain points based on the number of ships in your fleet, according to the table on the card.

You gain 5 points for each ship in your fleet that has all 3 safety measures (at least 1 lifebuoy, at least 1 lifeboat, and at least 1 lantern).

NOTE: *A ship with 2 lifebuoys, 2 lifeboats, and 2 lanterns is still only worth 5 points.*

You gain points based on the the number of different types of Employees in your Shipyard, according to the table on the card. Employees are a different type if they are a different color (yellow, orange, blue, green, or brown). For the purposes of this Contract, higher-level traders are also considered to be a type different from lower-level traders.