Condensed Rules by Ismael Alonso (malarrama) Club DA2 – Madrid
Based on those of Matt Stevenson (tasajara)

SETUP

1. **SHIP BOARD setup**
   a. Sort **SHIP TILES face down** at top of board:
      i. **1 stack of Bows**
      ii. **1 stack of Middles** (stack I on II)
      iii. **1 stack of Sterns**
   b. Turn over **5 bows, 10 middles** and **5 sterns** and fill appropriate columns below the stacks.
   c. **Shuffle FREIGHT TRAINS and CANALS** and **stack face down** at top in indicated spaces.
      i. Turn over **5 of each** and fill in the right columns.
   d. **ACTION tiles go on the Action Track.**
      i. **Some tiles go in designated spaces**, the **rest are placed randomly** between them.
      ii. **ONLY use "Receive Subsidy" in 4-player game.**
   e. **COUNTDOWN marker** indicating the number of players.
   f. **COINS** go in the middle of the Action Track.
2. **SUPPLY BOARD setup**
   a. **Equipment & Crew pieces go in the "BANK".**
   b. **Randomly place a marker** on the **manufacture ring** (brown) and one on the **recruit ring** (green) of the **circular rondel**.
   c. **Place a marker on** the **hexagonal EXCHANGE rondel.**
   d. **Sort the Employee tiles** into stacks of dark brown and light brown backs.
      i. Place the **dark brown backed cards randomly face up** in the spaces around the employee track[1]. Then place the **light brown backed cards face-up on top of their matching tiles** so that you have stacks of two identical tiles on all spaces.
   e. **Randomly place a marker** on the **Hire Employees track.**
3. **PLAYER setup**
   a. Take a **shipyard (player mat)** in your color.
   b. Place your **counter** on the **scoring track**.
   c. Take **1 ship marker** (for use in the canals)
   d. Take **1 player pawn** (for the action track)
   e. Receive **6 guilders** from the bank.
   f. Give each player **6 government contracts, 3 green and 3 blue. Keep them secret**.

TURN SUMMARY:

1. **Advance** your **previous action tile**,
2. **Choose** a **new action**
3. **Collect income**.
4. **Perform** your **selected action**.
5. **(optional) Pay 6 guilders** to perform **one**, and only one, **bonus action**.
   a. **Do not move your markers,** just announce and take the action as per step 2.
   b. Perform **any** action except your current action.
   c. **Do the extra action before OR after your regular action.**
6. **Launch** any **completed ships** at the end of your turn.

ACTION SELECTION DETAILS

Advance your previous action tile and choose an action
- Pick up your marker, **pick up the action tile** you were on and **move it to the front of all the action tiles.**
  - The **action track** goes around **clockwise**.
  - **NOTE: Don't do this on your first turn.**
- Place your marker on an unoccupied action. You can't choose the **action you just had moved.**

Collect income from action placement:
- Take **1 guilder** for **each occupied action ahead of you.**
- **BONUS:** If your figure is furthest back of all actions selected, receive +**1 guilder for every 3 empty spaces between** your action and the next.

Perform the action as detailed in Actions section.

CONTRACTS AND THE COUNTDOWN

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[1] Recommendation for a first game: put one face-up green Recruiter and one face-up brown Engineer tile in each set of 3.

When a **player moves their action tile** and **completes a lap**, do the following:
- The **player completes their turn** first.
- Then, **move the Countdown marker down** one position.
- Finally, each player **reduces their contracts** as follows:
  4-player game
    o **If the counter is on 2 discard 2 of each color.**
  3-player game
    o **If the counter is on 2 discard 1 of each color.**
    o **Repeat when the counter is on 1.**
  2-player game
    o **If the counter is on 1 discard 2 of each color.**

TWO PLAYER RULE DIFFERENCES

SETUP Differences
- DO NOT use the "Receive Subsidy" (coins) action.
- DO NOT use the light brown tiles in the hiring track.

ACTION SELECTION changes:
- **You will use all 3 action selection markers (pawns).**
- On your **FIRST turn**, use **2 action markers** to **select your first action**.
- On your **SECOND turn**, **DO NOT** move your first action forward. Instead, **place ONE marker on an UNSELECTED action**.
- On your **THIRD turn** (and all subsequent turns):
  o **Pick up the markers from the action that you have 2 action markers on.**
  o **Move the used action tile** up as normal.
  o **Place 1 action marker on your PREVIOUS selected action tile** (which now it will have 2).
  o **Place your remaining action marker** on your new selection as per normal rules.
- **The end result will be your CURRENT action has 1 marker and your PREVIOUS action has 2 markers.**
- **NOTE:** You still collect income for actions in FRONT of your CURRENT action and for empty spaces ahead.

All other rules are the same.

ACTIONS

PURCHASE TYPE ACTIONS
- **Top two rows** have a cost of 2 guilders.
- **Middle two rows** have a cost of 1 guilder.
- **Bottom row** has a cost of 0 guilders.
- **AFTER completing your action, refill tiles taken as follows:**
  o **Tiles remaining** in the column **slide down** to fill in gaps.
  o **New tiles are drawn and placed at the top** rows.

1.- BUILD SHIPS (purchase type action)
- **Take 1 to 3 ship tiles** from the Ship Board and pay them.
  o **NOTE: You MUST take at least 1 ship tile.**
- Place your tiles in **ANY empty spaces on the bottom** of your player mat.
  o **Once placed, you CANNOT move ship tiles.**

Requirements for a COMPLETED ship
- **1 Bow** (front) tile to the left.
- **1 Stern** (back) tile to the right.
- **At least 1 Middle piece** in-between a Bow and Stern.
- **No empty spaces between the pieces.**
- **If you complete a ship take the SHAKEDOWN CRUISE at turn end.**

NOTE: After completing a ship you MUST launch it. DO NOT complete a ship unless you have the ship parts/crew you need. **You CANNOT place ship parts in reserve** – they must go into the spaces at the bottom and then cannot be moved.

ILLEGAL Placements
- No STERNS or MIDDLES in the LEFTMOST position.
- No BOWS or MIDDLES in the RIGHTMOST position.
- No BOWS & STERNS together with no place for middle

VALID Legal Placement examples
- **Two Bows or Stern next to each other.** You would need to complete a ship with the rightmost Bow/leftmost Stern first before you could use the other one, but this is legal.
- Other than the illegal placements, pretty much anything else is valid.
- **You CAN work on multiple ships simultaneously.**

2.- BUY COMMODITIES (purchase type action)
  o Take **1 train tile** and **pay the cost**. Place it on your player mat

3.- RENT CANAL (purchase type action)

- Take **1 canal tile** from the **Ship Board**.
    - **Place the tile in front of you.**
    - **If it is your first tile, place your boat marker** on a space to indicate your first ship's shakedown starting position .
    - **Otherwise, place the tile adjacent to one of your existing canal tiles such that the canals and tile edges line up.**

RONDEL TYPE ACTIONS

In all cases you do the following:
- **Move the position marker.**
    - **Cost is 0** for the required move of 1 space.
    - **In Manufacture and Recruit you can pay 1 guilder to move the maker one space (up to a maximum of 3).**
- **Take the item(s)** and place them into your mat

1.-MANUFACTURE EQUIPMENT
- **Move the marker the one required space on the brown manufacturing ring** and take the item indicated.
    - Get a Smokestack, Crane, Sail, or Cannon.
    - **NOTE: Some employees allow you to take extra items.**

2.-RECRUIT CREW
- **Move the marker the one required space on the green recruiting ring** and take the crew member/item indicated.
    - Get a Captain/Officer, Business Man, Soldier, or Propeller.
    - **NOTE: Some employees allow you to take extra items.**

3.-EXCHANGE COMMODITIES
- **Move the marker one space** around the **outer ring**. You **CANNOT pay to go extra spaces**.
- You may **trade in only 1 train tile** for parts or guilders.
  For EACH of the 3 car commodities you can choose:
    - **Trade for a ship item** (trade chart in the the rondel). Only one of **each type** is allowed.
      OR
    - **Sell for guilders** (exchange rate in outer ring)

OTHER ACTION TYPES

HIRE EMPLOYEE
- **Move the marker one space** around the track. You can pay any number of guilders to advance it further.
- **Each position has 3 employees** available. C**hoose** .
    - **You may not have two identical employees.**
    - **Some employees require a lower level employee** before the higher level can be hired.
    - **Some employees have a surcharge** (indicated by a coin on the tile). P**ay +1 guilder** for them.
- **NOTE: Employee bonus is not required, you decide to use it or not**

RECEIVE SUBSIDY (4-player game only)
- **Take 2 guilders from the bank**

SHAKEDOWN CRUISE
- **This is when you score points for your ships.**
- **Incomplete ships DO NOT score points (see below).**
- If you make multiple ships decide the launching order.
- **Meeting requirements** indicated by the symbols **give you bonus points**.

Minimum Requirements for Scoring
- **Bow** on the left, **1 to 7 middles**, and a **stern** on the right, all adjacent.
- **Must** have a **captain** for your ship (cabin not required)
- Your **canal must be long enough** to move at **full speed**.

If you ship DOESN'T meet these requirements, it will score you 0 points and must be discarded without outfitting it. It also **does not count towards your contracts.**

If you ship DOES meet these requirements, outfit it and send it through the canal.

Completing/Outfitting your Ship
To outfit your ship **you must have the parts and crew in your shipyard** (i.e. on your player mat). To outfit your ship:
- **Move the ship parts off the shipyard onto the table.**
- **Add equipment and crew as follows:**
- **All equipment must have a proper mounting point:**
    - **Sails and smokestacks** use the same type of mounting point (black)
    - **Cannons** require a cannon mounting point (blue-gray)
    - **Cranes** require a crane mounting point (green)
    - **Propellers** require a **specific type of stern** that shows space for a propeller.
    - **Only one item** can be attached **to a mounting point** including the propeller.
    - **Some employees allow attaching additional items without requiring a specific mounting point for them.**
- **All crew (except the captain) require a cabin.**
    - You need a separate cabin for EACH member.
    - **Some tiles have 2 cabins** (2 windows).

SCORING
First, you will score the ship (use player mat as an easy guide):
1. **Speed** (NOTE: **total points is also the number of spaces** the ship moves through the canal)
   BASE speed points
    - **4 points** if Smokestack + Propeller, THEN:
        - **1 point** PER EACH ADDITIONAL Smokestack, Sail and Propeller.
    - **1 point otherwise, THEN:**
        - **1 point** for each Sail or Propeller.
        - **1 point** for each PAIR of smokestacks.
   NOTE: Any ship will have a MINIMUM speed of 1.

2. **1 point** per crew member (including captain)
3. **2 points per Cannons or Cranes**

Then, you will score for the Shakedown for additional points:
- **Advance the ship 1 space** through your canal **for every 1 point of speed**
    - If there is a split in the canal, take whichever branch you want.
- **For each symbol** you cross you get **additional points**:
    - **Cannon:** 1 point each per soldier and cannon.
    - **Crane:** 1 point per businessman and crane.
    - **Lantern:** 1 point per lantern (on ship tiles)
    - **Lifeboat:** 1 point per lifeboat (on ship tiles)
    - **Lifebuoy:** 1 point per lifebuoy (on ship tiles)
    - **Blue Riband Symbol:** 1 point per space travelled UP TO THAT POINT.
- **If you cross the same type of symbol more than once, score it EACH time (except the Blue Riband which only counts for the first one)**

Scoring cleanup:

- **Your ship should not be on the shipyard mat but on the table to the side.** KEEP THE SHIP as you will likely have additional scoring per your contracts at the end.

- **If your ship marker moves off of a canal tile,** set the tile in **your own discard stack upside down** to the side. (Some contracts gives bonus points for used canal tiles)
    - If a removed tile causes other tiles to not be connected and your ship didn't travel through them, THOSE tiles go into a **separate non-scoring discard pile**.
- **The Ship figure stays on the canal tile where it stopped.** This is the starting location for the NEXT ship.

END OF GAME
- When the countdown marker reaches the last position OR
- When you draw the last ship tile of ANY ONE STACK of ship parts (Note that ship parts aren't re-shuffled in the game)
    - If this happens complete round for all players.

THEN, each person gets ONE FINAL ACTION SELECTION:
- **You can choose ANY action you want**, regardless of where the pawns are and what action you had last turn.
- **You CANNOT buy a bonus action.**

FINALLY, you are allowed to complete ONE more ship:
- If you can complete a ship with one (only one) ship tile, you may purchase it, complete ship and launch/score it.
- If you cannot complete a ship with one ship tile, then you simply pass on this final action.
- **NOTE: If no ship tiles remain, assume the appropriate ship part can be taken. You get it for FREE in this case (**no mounting points, cabins or bonus)

NOW COMPLETE FINAL SCORING:
- **Everyone reveals their government contracts** and scores them based on ships SUCCESSFULLY launched.
- **Count up any bonus employee points and score them.**

The winner is the player with the most points. Tiebreaker: **Player with the most guilders.**