

RULEBOOK COMPANION



COMMON MISTAKES AND REMINDERS

□ = 2 credits
■ = 10 credits

White credit cubes are worth 2 credits each, and red credit rectangles are worth 10 credits each.

Every time a ship enters the open sea, add one card from the draw deck to the Supply Island.



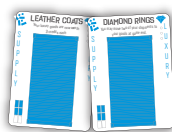
You must meet the tier requirement of a card in order to contract it from your hand.

The discard pile is not open information, only the top showing card is known.

Discard

You are limited to the number of goods and imports you can have, based on how many completed shipments you have (starting with a base of 1).

SHIPMENTS:GOODS 1:2
SHIPMENTS:IMPORTS 1:1



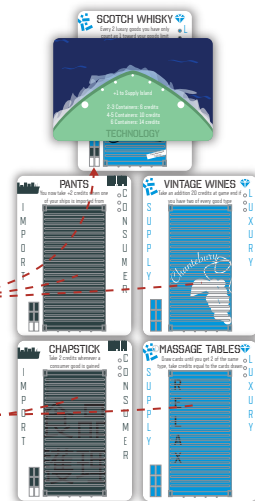
It is possible to declare or follow any action by playing two cards of the same color. You may only follow actions with the same action type.

SHIPMENTS

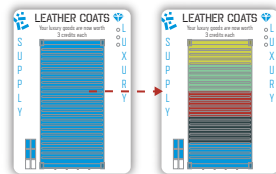
1) Contract a card onto a ship in your harbor. Do not exceed a total load requirement of 6 containers per ship when contracting multiple cards.

2) Using pirate and load actions, load cards onto your ship based on the colors required as shown by the load requirement.

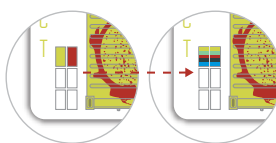
3) When all containers have been loaded to fulfill the load requirement of the contracted card, the shipment completes. Follow the steps on page 9 of the rulebook.



WILD CARD POWERS



TELEVISIONS, WHEAT, BIG CATS, SOAP, and IMPALAS turn all containers of their same color into a wild container for you. These wild containers will now fulfill any load requirement color.



GENERATORS, COFFEE, SEEDS, CANDY, and GOLD WATCHES change the load requirement of all contracts of their same type into wilds. This also counts for contracts of the same type that have multiple colored load requirements.

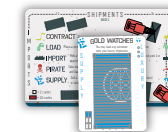
WHEN LEADING



DRAW

OR

DECLARE AN ACTION



When you are leading, you have the option to either draw until you have 5 cards (or 1 more if you have 5+), or declare an action by playing a card from your hand onto your harbor. Cards played to declare an action will not be used as part of the action itself, and will be later discarded.

WHEN FOLLOWING



DRAW

OR

FOLLOW THE ACTION WITH A CARD(S) FROM YOUR HAND



When following, if you have any cards of the same type as the declared action in the imports section of your harbor, those cards will grant you a free action for each one even if you chose to draw. If you chose to follow the action with cards from your hand, cards of the same action type in your imports will add one extra action each on top of the initial action you receive for following with cards from your hand.

HARBOR IMPORTS

Having action cards in your imports will sometimes grant you extra actions of the same type, but for certain actions they may also offer a new way to use that action.

CONTRACT

Multiple contract actions will allow you to either contract multiple cards, or skip tier level requirements when contracting.

LOAD

Multiple load actions will allow you to load multiple cards.

IMPORT

Multiple import actions will allow you to participate in extra auctions to import cards from ships at sea. Each extra action beyond the first will allow you to bid in an extra bidding round. The leader always chooses the ship to be bid on, even if not bidding.

Player 1 (2 actions) | Player 2 (3 actions) | Player 3 (1 action)

	Player 1 (2 actions)	Player 2 (3 actions)	Player 3 (1 action)
Bidding round 1	YES	YES	YES
Bidding round 2	YES	YES	NO
Bidding round 3	NO	YES	NO

PIRATE

Multiple pirate actions allow you to pirate multiple containers from any ships at sea.

SUPPLY

Multiple supply actions allow you take multiple cards into your imports from the supply island, and/or sell up to 1 card.



① This symbol means the power may be used at any time depending on the text of the card. You must still meet the tier requirement to use it.

② This symbol means the power is a one time use that will be executed immediately upon the shipment completing. You will still add these cards to the shipments area of your harbor.

- ④ **ALMONDS** If you have 18 or less active credits take 8 credits from the bank, otherwise take 4 credits from the bank (you will take into account credits earned from this shipment).
- ④ **AMMUNITION** All other players with any illegal goods pay you 2 credits.
- ④ **APPLES** Add an agriculture card from your hand to your shipments, then activate its power if applicable as if it were just completed (you do not have to meet the card's tier requirement).
- BACKPACKS** Every time a ship is returned to a harbor from the open sea from now on, you may draw a card (the returned ship can be any player's ship, not just your own).
- ④ **BAMBOO** If you have an available ship, you may contract bamboo for free as soon as it completes.
- BATTERIES** When you use the load action, you may pay 2 credits to load one extra container. You may only use this power one time per turn.
- ④ **BEER** Instead of adding beer to your shipments when completed, you may choose to place it on the supply island and take 6 credits from the bank.
- BIG AMMUNITION** Take a random card from the hand of the ship owner when you pirate one of their ships at sea.
- BIG CATS** You may ignore container color on your load requirements when loading illegal containers (this also applies when using the pirate action). Your red containers are now wild.
- ④ **BOK CHOY** If Bok Choy is loaded as a container on a shipment that is not an agriculture shipment, take 2 extra credits from the bank when that shipment completes.
- BOOKS** When you lead with an import action, as long as any other player follows, take 2 credits from the bank. This power can only gain you 2 credits per turn.
- BUBBLEGUM** Whenever a consumer good is added to any player's goods, take 4 credits.
- CANDY** Your consumer contracts now have a rainbow load requirement.
- CANNABIS** If any player imports any red containers during an import action, they pay you 2 credits.
- CANNONS** Every pirate card in other players' imports also counts as yours, don't apply your limit.
- CELL PHONES** When you use the load action, you may draw a card instead of loading one from your hand. If the drawn card is capable of being loaded onto one of your shipments, you must load that card, otherwise, keep it in your hand.
- CHAIRS** When any other player uses a draw action, you may discard a card from your hand.
- CHAMPAGNE** If you have the most completed shipments at game end, this is worth 8 credits.
- CHAPSTICK** Whenever a consumer good is added to any player's goods, take 2 credits.
- ④ **CHICKEN FEED** When completed, any other player may speak up and buy Chicken Feed from you for 6 credits and place it into their completed shipments. Otherwise it is completed as normal.
- COFFEE** Your agriculture contracts now have a rainbow load requirement.
- COLOGNE** At game end, choose one action type from your imports and take 4 credits for each card of that type in your imports.
- ④ **CUPS** Draw five cards.
- ④ **DANGER PETS** All players must give you 2 credits.

- DIAMOND RINGS** At game end move two of your completed shipments to your goods, ignore limits.
- ④ **DINO BONES** All players must take one of their goods (if they have any) and place it on the Supply Island, you then take any two cards from the Supply Island into your goods.
- DRONES** Whenever you contract a new shipment, you may also draw 1 card.
- DRUGS** When you use the pirate action, you may take an extra container from any ship at sea (Limit once per turn).
- FAKE DVDS** When another player spends or loses 4 or more credits, take 2 credits from the bank.
- FERRARIS** Counts as a virtual one of every good type in your goods. Does not affect your limit.
- FLIXE BIKES** Whenever a container is loaded from a load action (not pirate), take 2 credits.
- ④ **FLAMETHROWERS** Flip a coin, if heads all players pay you 4 credits each, if tails you pay all players 2 credits each.
- FLASH DRIVES** Whenever you complete a shipment, you may take a loaded container from it into your hand (limit one container per ship)(this occurs after receiving payment for the shipment).
- ④ **FLOUR** If you meet the tier requirement, and have 4 other containers valid to load onto this Flour shipment in hand, you may then play a contract action and load all 4 containers at once.
- ④ **FLUFFY PILLOWS** Take 2 credits for every completed shipment card in your shipments area.
- FOXES** You now break all ties (this is especially important for import bids and good bonuses).
- GENERATORS** Your technology contracts now have a rainbow load requirement.
- ④ **GLASSES** Take one free import action by yourself.
- GOLD TOILETS** Take 6 credits for each of your completed luxury shipments at game end.
- GOLD WATCHES** Your luxury contracts now have a rainbow load requirement.
- ④ **HAWAIIAN SALT** All other players reveal their hand, take all agriculture goods revealed this way into your hand, and 2 credits for each card taken, from the bank.
- HELICOPTER** Whenever a luxury good is contracted, put 4 credits on or next to helicopter and take them at game end (these credits do not count toward your active credit total during the game).
- ④ **HONEY** Take 2 credits from the bank for every agriculture good in any player's goods (Including yours).
- ICELAND WATER** At any time, you may sell agriculture goods from your hand to the supply island for 2 credits each.
- IMPALAS** You may ignore container color on your load requirements when loading luxury containers (this also applies when using the pirate action). Your blue containers are now wild.
- JASMINE TEA** When you use the contract action, you may also sell one container from your hand to the supply island for 2 credits (limit once per turn).
- JETS** When you complete a shipment, you may take one of the loaded containers from it into your goods before sending your ship to the open sea.
- LAPTOPS** Draw 2 cards whenever you complete a shipment with a technology container loaded on it.
- LEATHER COATS** The innate value of your luxury goods is now 3 credits instead of 1.
- LUMBER** Whenever another player draws cards, you may draw one card.
- ④ **LUTEFISK** If Lutefish is in your hand and you meet the tier requirement, you may contract it as a shipment contract immediately at any time without using a contract action.
- ④ **MASSAGE TABLES** Draw cards until you get two of the same type (for example two technology cards, or two agriculture cards) then take credits equal to the cards drawn this way rounded up to evens.
- MINI VAN** When using pirate, you may take your stolen container from anywhere (this includes containers loaded onto other players' ships in their harbor, the top of the draw deck, or a random card

- playing 6 credits for having the most illegal goods, in which case you would pay 12 credits instead).
- SEEDS** Your illegal contracts now have a rainbow load requirement.
- SEGWAYS** After being added to your completed Shipments, you may move Segways to your Imports, Goods, or load it as a container at any time (even at game end).
- SHAMPOO** You may take 3 containers instead of 2 when importing if possible.
- SHOES** Whenever a shipment is made (including this one) you may draw a card.
- SHOTGUNS** All players who pirate before you (you follow their pirate action, this includes players who followed the leader's pirate action before you) must give you 2 credits or 2 cards from their hand.
- ④ **SHOWER HEADS** Name a good type, draw 2 cards, if any of them match it take 8 credits.
- ④ **SMALL POODLES** Move Small Poodles to your goods as soon as it is completed.
- A SMALL TANK** When anyone completes a shipment, they must give you a card from their hand.
- SMART CARS** When using the load action, you may put a card onto the supply island instead of loading it onto one of your shipments and take 2 credits from the bank (limit once per turn).
- SOAP** You may ignore container color on your load requirements when loading consumer containers (this also applies when using the pirate action). Your black containers are now wild.
- ④ **SOY SAUCE** You may transfer ALL of your contract imports to your goods, take 2 credits for each. Any cards above your good limit are discarded.
- ④ **STOLEN RESEARCH** Choose another player's completed technology shipment, replace it with Stolen Research, then add the stolen card to your shipments as if it were just completed.
- SUGAR** When you contract an agriculture shipment, take 2 credits from the bank.
- TABLETS** All of your ships now have the capacity to load up to 8 containers, and if completed with 8 containers loaded onto one of them, the payout will be 18 credits.
- TELESCOPES** You may trade your technology goods for 4 credits each at any time, including at game end, but it must be before end game bonuses are calculated.
- TELEVISIONS** You may ignore container color on your load requirements when loading technology containers (this also applies when using the pirate action). Your green containers are now wild.
- TESLAS** Your supply imports count as goods of any type of your choosing at game end, but must be declared before end game bonuses for the most of each good type are awarded.
- THE MOTHER LOAD** If you have 8 illegal goods you win the game immediately.
- VELVET ROBES** All of the cards in your hand are worth 1 credit each at game end.
- VINTAGE WINES** Take an additional 20 credits at game end if you have 2 of every good type.
- WHEAT** You may ignore container color on your load requirements when loading agriculture containers (this also applies when using the pirate action). Your yellow containers are now wild.
- ④ **WIND TURBINES** Wind Turbines copies any other tier 1 level or lower completed shipment. This power must be decided immediately upon completion, and the power is then set for the rest of the game (you may copy any type of power, immediate or passive). If there are no tier 1 level or lower completed shipments, this power does nothing.
- ④ **EXPANSION CARDS FROM JUTAKU**
- APPLE WATCH** Every pair of luxury and consumer goods you have are worth 6 extra credits.
- CHEAP SHIRTS** At game end move all of your imports to your goods. Account for your goods limit.
- ④ **DYSON VACUUMS** All players must give you their entire hand or one of their luxury goods.
- GRAPHICS CARDS** If you have the most of 4 good types, you win the game.
- LED LIGHTS** On your turn, you may swap 2 cards in your hand for 1 on the supply island.
- SAUNA** If you win the bonus for the most of any good type, double the amount paid (This includes

- playing 6 credits for having the most illegal goods, in which case you would pay 12 credits instead).
- SEEDS** Your illegal contracts now have a rainbow load requirement.
- SEGWAYS** After being added to your completed Shipments, you may move Segways to your Imports, Goods, or load it as a container at any time (even at game end).
- SHAMPOO** You may take 3 containers instead of 2 when importing if possible.
- SHOES** Whenever a shipment is made (including this one) you may draw a card.
- SHOTGUNS** All players who pirate before you (you follow their pirate action, this includes players who followed the leader's pirate action before you) must give you 2 credits or 2 cards from their hand.
- ④ **SHOWER HEADS** Name a good type, draw 2 cards, if any of them match it take 8 credits.
- ④ **SMALL POODLES** Move Small Poodles to your goods as soon as it is completed.
- A SMALL TANK** When anyone completes a shipment, they must give you a card from their hand.
- SMART CARS** When using the load action, you may put a card onto the supply island instead of loading it onto one of your shipments and take 2 credits from the bank (limit once per turn).
- SOAP** You may ignore container color on your load requirements when loading consumer containers (this also applies when using the pirate action). Your black containers are now wild.
- ④ **SOY SAUCE** You may transfer ALL of your contract imports to your goods, take 2 credits for each. Any cards above your good limit are discarded.
- ④ **STOLEN RESEARCH** Choose another player's completed technology shipment, replace it with Stolen Research, then add the stolen card to your shipments as if it were just completed.
- SUGAR** When you contract an agriculture shipment, take 2 credits from the bank.
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- TELESCOPES** You may trade your technology goods for 4 credits each at any time, including at game end, but it must be before end game bonuses are calculated.
- TELEVISIONS** You may ignore container color on your load requirements when loading technology containers (this also applies when using the pirate action). Your green containers are now wild.
- TESLAS** Your supply imports count as goods of any type of your choosing at game end, but must be declared before end game bonuses for the most of each good type are awarded.
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- VELVET ROBES** All of the cards in your hand are worth 1 credit each at game end.
- VINTAGE WINES** Take an additional 20 credits at game end if you have 2 of every good type.
- WHEAT** You may ignore container color on your load requirements when loading agriculture containers (this also applies when using the pirate action). Your yellow containers are now wild.
- ④ **WIND TURBINES** Wind Turbines copies any other tier 1 level or lower completed shipment. This power must be decided immediately upon completion, and the power is then set for the rest of the game (you may copy any type of power, immediate or passive). If there are no tier 1 level or lower completed shipments, this power does nothing.
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- CHEAP SHIRTS** At game end move all of your imports to your goods. Account for your goods limit.
- ④ **DYSON VACUUMS** All players must give you their entire hand or one of their luxury goods.
- GRAPHICS CARDS** If you have the most of 4 good types, you win the game.
- LED LIGHTS** On your turn, you may swap 2 cards in your hand for 1 on the supply island.

- OYSTERS** You may contract luxury shipments for free at any time without an action.
- ④ **POCKY** Take 2 credits, draw 2 cards, and import 1 container from a ship at sea.
- RICE COOKERS** You may declare or follow load and contract actions interchangeably, but you may only use all load or all contract actions for the turn. You cannot both contract and load on the same turn.
- STEM CELLS** When you pirate, you may pay 2 credits to add the container to your goods.
- WHOLE WHEAT** You may take 2 credits or draw 2 cards whenever an agriculture container is loaded.
- ④ **KICKSTARTER EXPANSION CARDS**
- 3D PRINTERS** You may play any action type (instead of the same action type) when following to do the declared action, but you will still do the led action. This power may not be used when you are leading.
- AEROPONICS** If a ship you own at sea is reduced to only 1 loaded container on it, it will return to your harbor with the container, and if the color of the container is correct it may be used toward a future contract's load requirement.
- BOARD GAMES** If you have one of every good type in your completed shipments, you no longer have a limit to the number of cards you can place in the imports section of your harbor.
- CAN OPENERS** You can no longer trigger game end.
- CERAMICS** At game end, for every 2 consumer goods you have also add 1 virtual luxury good to your total good count. This will not take into account your goods limit.
- ④ **DELAYED GAME** All other players pay 10 credits to the bank, then take 2 turns on your next turn. This means you will declare 2 actions on your next turn, one in a row, other players may still follow you.
- DRAGON FRUIT** Draw 2 cards or take 2 credits from the bank when leading with the pirate action.
- IVORY** At game end if you have the most illegal goods take 6 credits instead of paying them.
- SCOTCH WHISKY** Every 2 luxury goods you have only count as 1 toward the limit of goods you can have in your harbor.
- PREFAB HOMES** You may complete luxury shipments by loading half of the required containers. If the luxury contract's load requirement has multiple colors, you may choose which to load.
- RARE METALS** If your ship completes its shipment with both a technology and a consumer contract on it, take 4 extra credits from the bank with your normal payment.
- STOLEN RICE** Take 2 credits from the bank whenever you pirate an agriculture container.
- STOLEN TIRES** Every time you use a pirate action, draw a card and seed the Supply Island.
- ④ **STRETCH GOALS** All players draw 1 card, take 2 credits, import 1 good, and then you take 2 free actions by yourself that may not be followed. You will not spend cards to take these actions, simply state what they will be. Do not take into effect your imports. Ship owner's will not take credits for the imports.
- ④ **TORTILLAS** You may load any color container onto Tortillas. You must still meet the tier requirement to contract Tortillas.
- ④ **CAPTAIN EXPANSION CARDS**
- DARK FLIGHT GAMES** You may now choose to import from the Supply Island, if you do, keep the highest bid even if it is your own.
- ④ **EXCLUSIVE CARDS** Pay 30 credits to the bank, name a good type (ie luxury), draw a card, if it matches the good type you chose take 50 credits.
- EXOTIC FISH** If you have twice the active currency of any other player (when compared individually) and the most goods you win the game.