

CONTAINER



GAME CONTENTS



5 Container Ships



20 Warehouses



20 Machines, 4 each of 5 colors



85 Containers, 17 each of 5 colors



10 Loan Cards



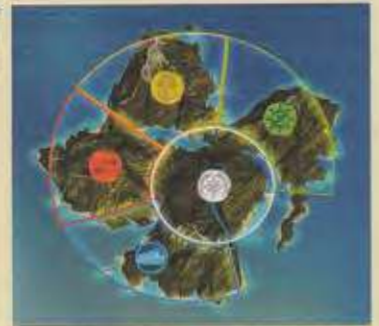
141 Money Cards



5 Container Value (Scoring) Cards



5 Player Boards



1 Foreign Island Board



10 \$0 Bluffing Cards

1 Broker Arrow Card



1 Investment Bank Board



1 double-sided Payment Card



INVESTMENT BANK ADD-ON CONTENTS

PREPARING TO PLAY

SETTING UP THE GAME

1 The Foreign Island Board is placed in the center of the table within reach of all players.

2 Count out a number of Containers, Machines, and Warehouses and form a separate supply for each in the playing area. The number of each to count out depends on the number of players according to the following table:

Number of players	Warehouses	Machines of each color	Containers of each color
3	12	2	10
4	16	3	13
5	20	4	16

Return any unneeded Warehouses, Containers, or Machines to the game box.

3 Set out the Money Cards to form the Bank.

4 Each player takes \$20 (five \$1s, five \$2s, and one \$5) and also two \$0 Bluffing Cards (which are a special kind of Money Card). During a game of Container, all Money Cards are secret, but the number of Money Cards a player has is public knowledge. Because of this, a player should keep their Money Cards in a face-down stack on the table at all times, unless preparing to bid or acting during their turn.

5 Set the Loan Cards near the Bank.

6 Each player takes a Player Board in the color of their choice and places it on the table in front of them, making sure to point the Harbor area out towards the center of the table, since this is where other players' Ships will dock.

7 Any bare area of the table which is not being used for another purpose is the Open Sea. Each player takes a Ship matching their player color and places it in the Open Sea.

Sample Set Up
for a 4-player game



PLAYER BOARDS

The individual Player Boards are divided into two main sections: the Harbor Area and the Factory Area.

This is the HARBOR AREA. It has space to dock up to four Ships. This is where other players dock their Ship to purchase Containers from the owner of the Harbor.

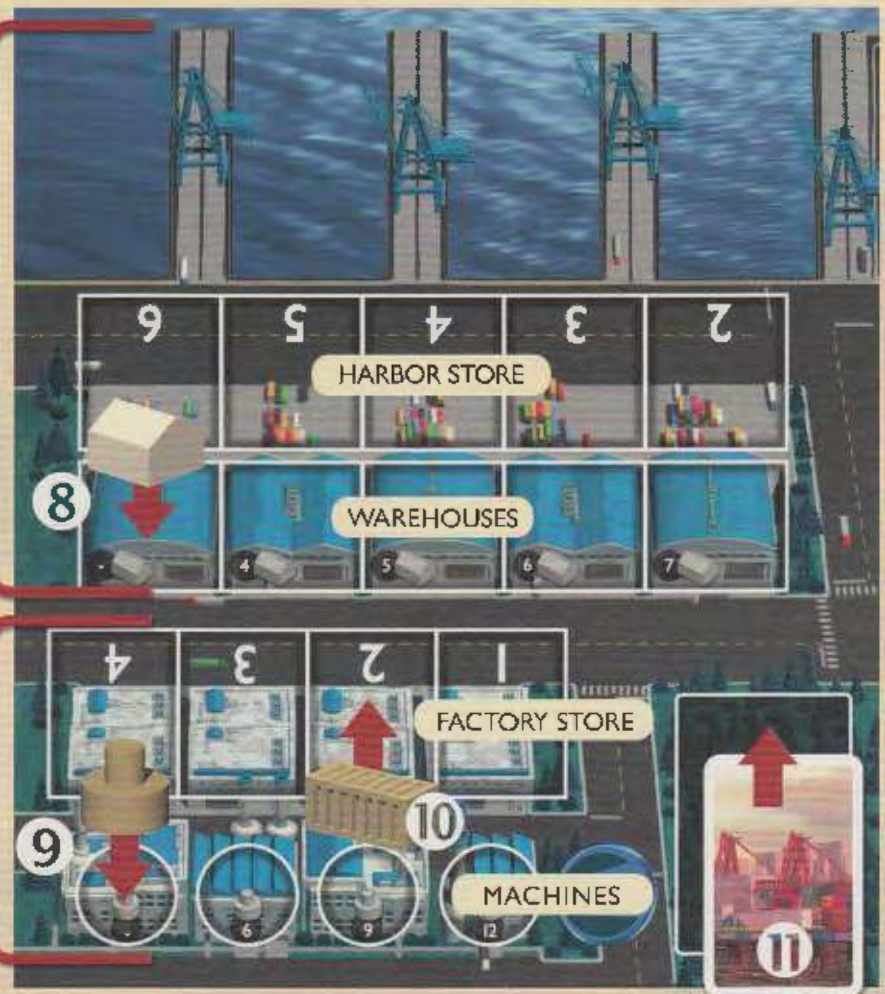
There are spaces to build up to five Warehouses. Above the Warehouses is the Harbor Store, where players offer to sell Containers purchased from other players' Factory Stores. Containers are placed here at prices ranging from \$2 to \$6. **For every Warehouse built here, the Harbor Store can hold one Container.**

⑧ At the start of the game, each player places a Warehouse from the supply in the "free" Warehouse space.

At the bottom is the FACTORY AREA. It has space to build up to four Machines. Above the Machines is the Factory Store where players sell the Containers produced by their Machines. Containers are placed here at prices ranging from \$1 to \$4. **For every Machine built here, the Factory Store can hold up to two Containers.**

⑨ From the supply of Machines created earlier, take one of each color and place it in the game box lid. One at a time, each player draws one Machine and places it in the "free" Factory space.

⑩ Each player also takes a Container of the same color from the supply and places it in the \$2 space of the Factory Store. Return any unpicked Machines to the supply so that they can be purchased later.



⑪ Shuffle the 5 Container Value Cards and give one face-down to each player. Return any unused Container Value Cards to the box but do not look at them. Players secretly look at their own Container Value Card and then they will store it on their Player Board. A player may look at their own Container Value Card at any time, but may never show it to any other player until the game is ended.

You are now ready to begin playing.

PLAYING THE GAME

The player who last captained a container ship starts the game. Alternatively, a random starting player is selected by any agreeable method. Play proceeds clockwise around the table.

Each turn consists of a pre-turn action, and then normal actions. Players must take any pre-turn action which applies to them, and then may take any two normal actions that they wish before their turn is ended.

PRE-TURN ACTION

(MUST do this once each turn)

Pay Interest - In the basic game, the only pre-turn action is to pay interest on loans.

NORMAL ACTIONS

(Select any two, or even the same action twice)

- Buy a Warehouse OR Buy a Machine
- Buy Containers for the Harbor Store
- Produce Containers for the Factory Store (limit of once per turn!)
- Sail the Ship

THE ACTIONS IN DETAIL

Pay Interest

At the start of a player's turn, if that player has any Loan Cards, they must pay \$1 in interest per Loan Card to the Bank.

A player must Pay Interest if possible, including by the taking of an additional Loan Card (which will not require the player to pay more interest on the new Loan Card until next turn). Since there is a maximum of 2 Loan Cards for any one player, it is possible that a player could already have 2 Loan Cards and still not be able to Pay Interest. This player is considered "in default".

If a player is in default, they Pay Interest on as many Loan Cards as possible, and then for any remaining Loan Card(s) the Bank seizes some of their Containers, seizing one Container for each Loan Card for which the player did not Pay Interest.

The Bank seizes Containers in this order:

1. From the Foreign Island Board
2. From onboard the Ship
3. From the player's Investment Bank Harbour (if playing with the Investment Bank content - more on this later).
4. From the Harbour Store
5. From the Factory Store

The Bank seizes either 1 or 2 Containers, depending on how many Loan Cards were in default. Seized Containers are returned to the game box and removed from the game. The player to the right of the player in default chooses what color Container is seized in the event that there are multiple options. If there are no Containers to seize then the Bank will forgive the interest payment for that turn.

IMPORTANT NOTE: It is terrible news if the Bank seizes your Containers. Do not allow your Loan Cards to go into default!

Buy a Machine OR Buy a Warehouse

This action allows a player to purchase an additional Machine or Warehouse, but not both at the same time (unless this action is selected twice).

Purchasing a Machine allows a player to:

- Produce more Containers when selecting the Produce Containers action.
- Store more Containers in their Factory Area for sale to other players. For every Machine built, the Factory Store can hold up to two Containers.

Purchasing a Warehouse allows a player to:

- Store more Containers in their Harbour Area for sale to other players. For every Warehouse built, the Harbor Store can hold one Container.

To purchase a Machine or Warehouse, the player pays the amount listed in the next-available space in their Factory Area or Harbor Area. For example, if a player already had two Machines and wanted to purchase a third Machine, they would pay \$9 to the Bank.

IMPORTANT NOTES:

- A player may never purchase a Machine of a color they already own.
- If a certain color of Machine is not available in the supply it cannot be purchased.
- If no warehouses remain in the supply they may not be purchased.
- If no spaces remain for Machines or Warehouses, the player may not purchase another.

Though it is not generally a good idea, a player can also spend their second normal action to take this same action again. Be careful not to spend too much money! You're going to need it to survive.

Buy Containers for the Harbor Store

This action allows the player to purchase Containers from another player's Factory Store. Any number of Containers can be purchased at one time subject to the following limits:

- May only purchase from one player.
- May not purchase more Containers than can be held in the player's Harbor Store (limit of 1 per Warehouse purchased), including Containers that are already stored there. For example, if a player had 3 Warehouses, and 1 Container in the Harbor Store, they could purchase a maximum of 2 Containers.
- May not purchase Containers from your own Factory Store. Containers must always be purchased from other players.

To make the purchase, the active player pays the indicated price for each Container to be bought and pays the total to the player owning the Factory Store from where the Containers were taken. The selling player may never refuse the purchase.

Once the Containers are transferred to the purchasing player, that player must immediately place them in their Harbor Store by placing them in the price boxes indicating the new selling price for visiting Ships. The player can freely select any price and can place multiple Containers in the same price box, provided that the total number of Containers in the entire Harbor Store does not exceed one Container per Warehouse owned.

As part of this same action, the player is permitted to "re-price" all the Containers in the Harbor Store if desired. This action is the only way to change prices for Containers already in a Harbor Store, so it is possible to take this action just to re-price Containers in the Harbor Store and not purchase from any other player at all.

This action can be taken a second time if the player wishes to purchase more Containers from someone else.



Example: The blue player purchases a purple Container and a beige Container from the red player's Factory Store, paying \$3. The blue player moves these Containers to their own Harbor Store, setting the Container prices by their placement. Additionally, the blue player decides to re-price the beige Container which was already located in the Harbor Store. Note that the blue player's Harbor Store is now full. In order to add another Container for sale, the blue player would have to build another Warehouse (one Container in Harbor Store for each Warehouse built).

Produce Containers for the Factory Store

(limit once per turn)

This action allows a player to take Containers from the supply and place them into their Factory Store.

No matter how many Containers are produced, the cost for this action is \$1, and it is paid to the Union Boss which is always the player on their right.

The number of Containers produced by this action equals the number of Machines in the player's Factory Area. The player takes one Container of the same color as each Machine and places it into the Factory Store, immediately setting the selling price for other players to purchase the Containers for their own Harbor Stores. The player can freely select any price and can place multiple Containers in the same price box provided that the total number of Containers in the entire Factory Store does not exceed 2 Containers per Machine owned.

As part of this same action, the player is permitted to "re-price" all the Containers in the Factory Store if desired. This action is the only way to change prices for Containers already in the Factory Store.

Remember, this action can only be taken once per turn at most!

Here are some important notes for producing Containers:

- A player taking this action must always produce all the Containers that their Machines allow, if possible.
- If there are no Containers of a certain color, that Machine does not produce a Container. In this case, the player simply ignores that Machine's production and produces Containers for any other Machines they own.
- If producing Containers would cause a player to have more Containers than allowed in their Factory Store, the player may select which Containers will be produced, leaving the rest in the supply. A player may not throw out Containers already in their Factory Store to make more room, however.
- It is possible that a player could take this action for the sole purpose of re-pricing the Containers in their Factory Store. That player would still have to follow all other rules for this action, including producing any Containers if possible and paying the \$1 to the Union Boss. This is not a very good strategy, however, so be sure to select a good price from the start to avoid this situation.

Sail the Ship

This action allows a player to move their Ship from one area to another. There are only three different areas in Container. The first are the Harbors owned by all the players. The second is the Foreign Island Board, which is basically a Harbor owned by all the players. The other is the Open Sea, and that is any place that is not a Harbor. This means that the table space between the players' boards is all one large Open Sea.

It requires one action to move the Ship from one area to another area, but the Open Sea lies between all areas, so it is not possible, for example, to jump directly from one player's Harbor into another player's Harbor.

A player may spend both normal actions to move the Ship twice, but each action must consider where the Ship has moved before proceeding with the next action. There are 3 places where a player's Ship could end its move:

- The Open Sea
- Another player's Harbor (but not their own Harbor)
- The Foreign Island Board

If the move ends in the Open Sea, nothing else happens and the action is completed.

If the move ends in another player's Harbor, the player moving the Ship has the option to purchase Containers from that player's Harbor Store. This option to purchase always takes place **AT THE END** of the Sail the Ship action, and so it is not possible to make a purchase first and then Sail the Ship out of a player's Harbor unless a second Sail the Ship action is taken.

To make a purchase from another player's Harbor Store, the active player pays the indicated price for each Container purchased, and then immediately places the purchased Containers on their Ship. The active player does not need to purchase all the Containers that are for sale and does not need to fill up their Ship completely unless they wish to do so.

The player who owns the Harbor Store may never refuse to sell Containers to a visiting Ship.

Each Ship can carry a maximum of 5 Containers. A player

may never purchase or "reserve" Containers which cannot be immediately loaded onto their Ship.

A player may never visit their own Harbor and as such may never purchase their own Containers for their Ship. Nor may a player purchase Containers from another player's Harbor Store without first having their Ship present in their Harbor.

If the move ends at the Foreign Island Board, the moving player must hold an immediate single auction for all the Containers on their Ship. This auction does not cost the player an additional normal action - it is considered part of their action.

All players other than the active player take one or more of their Money Cards into their hand, keeping the exact number of cards and their values hidden. This is the amount that they wish to bid for the purchase of ALL of

the Containers on the active player's Ship.

While the bids may be prepared in secret, before simultaneously revealing their bid, any Money Cards that are not being bid must remain in a face-down pile on the table. Once all players have indicated they are ready to reveal their bid, all players position their bidding hand over the table, and then reveal their bids simultaneously.

After revealing all bids, determine which player has made the highest bid. In the event of a tie for the highest bid, those tied players leave their previous bid on the table, and then repeat the bidding process to break the tie. In this special tie-break auction, a bid containing no Money Cards is acceptable. Any additional Money Cards bid by the tied players are then added to the original bid amount and a new highest bidder is determined. If after the tie-break attempt the players are still tied, the active player may decide which player of the tied players has the highest bid.

The \$0 Bluffing Cards

All players start the game with two \$0 Bluffing Cards. This bidding process is where they are used to help hide the amount each player is bidding for the Containers. Each \$0 card simply counts as face value, so since the game requires each player to submit a bid of at least one card, that card can simply be a \$0 card if desired. Alternatively, a player could add both \$0 cards to a small bid in order to make it appear larger.

Expert Rule: For even more bluffing options, upon agreement before the game starts, expert players could modify the bluffing cards to be a "cancel bid" card. In this variant, the \$0 Bluffing Card wipes out the value of the entire bid, meaning a player who bid, for example, \$25 but also bid at least one \$0 card has their bid counted as \$0 total! Be very careful before playing this variant, however, since accidentally including a \$0 Bluffing Card might ruin a bid the player actually meant to make!

RESOLVING THE AUCTION

After all bids are revealed, the active player (the player who is selling their Containers) has two options:

1. Accept the highest bid
2. Decline all bids and purchase the Containers for themselves

IMPORTANT: No matter which option the active player selects, holding an auction at the Foreign Island Board always ends a player's turn, even if they had one normal action left to spend. Be careful not to waste a normal action by holding an auction too early!

Accept the highest bid

If the active player accepts the highest bid, the player who bid the highest pays that amount to the selling player (but keeps any \$0 Bluffing Cards bid). The active player then gives all the Containers on the Ship to the highest bidder

by placing them into the highest bidding player's section of the Foreign Island Board. These Containers now count toward that player's score at the end of the game as displayed on their personal Container Value Card.

In addition to receiving money from the highest bid, the active player also receives the same amount from the Bank as a government subsidy. For example, if the highest bid was \$12, the active player receives that \$12 from the bidding player, but also takes an additional \$12 from the Bank.

Decline all bids

If the active player decides not to accept the highest bid for any reason, the active player must PAY the amount of the highest bid to the Bank. The Containers are then placed into the active player's section of the Foreign Island Board where they will count toward the active player's score at the end of the game as displayed on their

personal Container Value Card. In this case, there is no government subsidy paid. The active player does not take any additional amount from the bank.

IMPORTANT: Choosing to decline all bids can be a valuable tool, especially at the end of the game. However, it is not a decision to be taken lightly. Not only does the player lose the amount of money it takes to match the highest bid, but they also decline to accept that same amount of money from someone else and even lose the right to take the government subsidy. Even worse, having money drained from the economy in this way can cause all players to run short of Money Cards, meaning the economy could crash! Be very sure that declining all bids is your best move; very often it is better to accept the highest bid.

LOANS

Any time during the game, any player may take a Loan Card from the Bank. This does not cost an action and can even be taken when it is not that player's turn.

When a player takes a Loan Card from the Bank, they also receive \$10 from the Bank.

A player can never have more than two Loan Cards.

At the start of a player's turn, they must perform the pre-turn action of Pay Interest. For each Loan Card they possess, a \$1 payment to the Bank is required.

At any point in the player's turn after Pay Interest, that player may choose to repay their loan by returning \$10 to the Bank and returning one Loan Card. This does not cost an action, but it must be the player's turn and they must have already completed the Pay Interest pre-turn action.

Taking a loan is the only way to increase their cash for an important auction at the Foreign Island Board, but whether that player wins or loses that auction they must still Pay Interest on that Loan Card at the start of their next turn and cannot repay the loan until Pay Interest is complete.

GAME END

A game of Container ends when any two of the five colors of Containers are no longer available in the supply. Whenever this happens the active player completes their turn as normal and then the game ends. Final scoring then takes place.

FINAL SCORING

First each player reveals their Container Value Card. These cards show the dollar value for each color of Container on that player's section of the Foreign Island Board.

Then each player sorts their Containers on the Foreign Island Board by color. Referring to their Container Value Card, each player determines if they managed to purchase at least one Container of all five colors. If they managed to do so, their Container color marked as "5/10" on their Container Value Card will be worth \$10 each. If they failed to collect all five colors, they instead use the \$5 value for that color.

Next, before counting up the value of their Containers, each player must independently determine which of the five colors they have the most of on their section of the Foreign Island Board. There is too much of this Container type in their economy and that color must be discarded from their own section. Each player must make this determination on their own, and the color being discarded by one player in no way impacts the color another player is discarding.

It is possible that the color being discarded is the two-value color, and this means all the work collecting all five colors has been wasted by poor planning.

In the case that a player has two or more colors which they have the most of, they are free to pick which of the tied colors to discard. If the tie is between the two-value color and any other color then the two-value color must be the color discarded.

Each player then receives Money Cards from the bank equal to the final value of all remaining Containers on their section of the Foreign Island Board. Remember that even though a color was thrown out the value of the two-value Containers was determined beforehand. These Money Cards are added to any Money Cards already in a player's hand.

Additionally, each player receives \$2 for every

Container remaining in their Harbor Store and \$3 for each Container left on their Ship.

Finally, each player subtracts \$11 for every Loan Card they still have in their hand.

The player with the most money at the end of the final scoring is the winner. In the case of a tie, the tied player with the most Containers in their Factory Store wins by the slimmest of margins. If there is still a tie, the tied players celebrate a shared victory!

THE INVESTMENT BANK

The Investment Bank is very easy to use, even for new players. We recommend that you play with the Investment Bank add-on, even if it is your first time playing Container. The Investment Bank takes on the role of an "AI Player" which actively seeks to gain profits from the players but also provides them with opportunity. Much like real life, the health of the Investment Bank is determined by economic conditions, and the Investment Bank can thrive or starve based upon the economy created by the players.

For all rules listed in this section, the reader should assume that they take precedence over any rules in the basic game. If there is a rules conflict between the Investment Bank rules and the basic game rules, the Investment Bank rule should be applied.

The Investment Bank is made up of three brokers, each of which is working for the Investment Bank but managing their own portfolios. Each broker stores their available Containers on the left, and their available Money Cards on the right. In order to earn a profit for the Investment Bank, each Broker offers a certain number of Containers and a certain amount of Money Cards to the players. During their normal turn a player can choose to use the "Call the Broker" action and start an auction for one of the spaces on the Investment Bank. Brokers always offer Containers in exchange for Money Cards, or Money Cards in exchange for Containers. In addition, the Investment Bank functions as a Harbor for players to move their Ship into and collect their Containers.

GAME SETUP

In the game setup phase there are some additional steps. Place the Investment Bank Board next to the Bank. Do not let it directly touch the Foreign Island Board.

1 Place the Broker Arrow Card and the Payment Card nearby.

2 From the extra Containers not used in the game, take one of each of the colors and place them in the game box lid. Without looking, draw out two to place on Broker I's Container space. Then pick one more and place it on Broker II's Container space. Return the unselected Containers to the game box.

3 Place \$1 in Broker I's Money Card storage. Place \$2 in Broker II's Money Card storage, and then place \$3 in Broker III's Money Card storage.



1



PLAYING THE GAME

NEW PRE-TURN ACTION (MUST do this once each turn!)

Win Broker Auction

Pay Interest: This is the same as in the basic game, except that Interest is paid to the Investment Bank. For one Loan Card, pay \$1 to Broker I. For two Loan Cards, pay \$1 to Broker I and Broker II.

The New Actions in Detail

Win Broker Auction

This is a mandatory pre-turn action.

At the start of a player's turn, they must check to see if they have the Payment Card in front of them. If they do, they have won the auction for the Broker location marked by the Broker Arrow Card.

If they have won an auction, the player first collects the Money Cards or Containers marked by the Broker Arrow Card placed earlier. If they have won Money Cards, those are placed directly into the player's hands, ready for use. If they have won Containers, those Containers are moved to the player's personal Harbor space of the Investment Bank. The player will need to send their Ship over to pick up those Containers at some point during the game.

Next, the player pays the bid that they placed on the Payment Card to the Investment Bank. If they have bid Money Cards, starting with the first Broker and moving down, they place \$1 in each of the Broker's Money Card Spaces. If they have more money still to pay after adding Money to Broker III's space, they start over again at the top with Broker I. Keep placing \$1 space by space until the bid is completely paid to the three Brokers. It is possible that the amount placed does not work out evenly between all Brokers.

For example, if the player was paying a bid of \$4 to the Investment Bank, \$2 would be placed in the first Broker Money Card Space, and \$1 in each of the other two Broker Money Card Spaces.

If the player bid Containers, starting with the first Broker and moving down, they place one Container of their choice into each Broker's Container Space. Keep placing Containers space by space until the bid is completely paid to the three Brokers.

Once this has been completed, return the Broker Arrow Card and Payment Card to the side of the Investment Bank Board.

NEW NORMAL TURN ACTION

In addition to the basic game actions available, the following optional action is added:

Call the Broker (limit of once per turn!)

Call the Broker

This action is a normal action and requires the player to spend one of their two normal actions.

This action may NOT be performed by a player if:

- They are ending the game this turn.
- If they have just won an auction by carrying out the "Win Broker Auction" pre-turn action. (i.e. Cannot call an auction immediately after winning an auction)

When performing this action, there are two possibilities:

1. The Payment Card is sitting unused near the Investment Bank.
2. The Payment Card is in front of another player with a bid placed on it

If the Payment Card is sitting unused near the Investment Bank, in order to use the Call the Broker action, a player must indicate which Broker Space (Containers or Money Cards) they wish to hold an auction for. They mark their selected space with the Broker Arrow Card. This shows all players which Broker is holding an auction and also which item the Broker is putting up for sale (Containers or Money Cards).



The Broker Arrow Card is used to indicate which Broker Space is holding an auction.

Next the player takes the Payment Card and places it beside their Harbor where all other players can see it. If the auction is for Money Cards, the player flips the card to the side showing the Machine and Warehouse. If the auction is for Containers, the other side of the card is used.

Next the player selects the amount they wish to bid in the auction. If the auction is for Money Cards, they bid

with Containers. The player may use Containers from their Factory Store or Harbor Store. They place their bid Containers on to the Payment Card, being sure to place Containers taken from the Factory Store on the section showing the Machine, and Containers taken from the Harbor Store on the section showing the Warehouse. This is meant as a way to record where the Containers came from in the event the bid is not successful.

IMPORTANT - While the Containers are on the Payment Card they may not be sold or returned to the Factory Store or Harbor Store. They do, however, count against the storage limit for those areas!

If the auction is for Containers, they bid with Money Cards. The player may use the Money Cards in hand, or even take a Loan Card to raise more funds for bidding. They place their bid Money Cards onto the Payment Card and announce the total to the other players.

IMPORTANT - While the Money Cards are on the Payment Card, they are not available to the player for any reason.

If the Payment Card is in front of another player with a bid placed on it, this means that the Broker Arrow Card is already showing which Broker Space is currently up for auction. The player can only use the Call the Broker action if they are able to increase the bid higher than the player who currently holds the Payment Card.

In order to Call the Broker in this case, the new player makes a bid higher than the player with the Payment Card. If bidding Money Cards, the bid must be at least \$1 more. If bidding Containers, the number of Containers bid must be at least one more regardless of their color.

Once a new bid has been made, the player who will have the Payment Card taken away from them returns any Money Cards bid to their hand. If they were bidding Containers, those Containers are returned to the Factory Store or Harbor Store as applicable. That player also receives a free and immediate "re-price" action on those Containers, meaning they can freely choose the price for those Containers when they are returned. The player should be careful not to mix Harbor Store Containers with Factory Store Containers.

The new player who decided to Call the Broker then takes the Payment Card and follows all the normal rules for bidding, though they are not permitted to move the Broker Arrow Card.

IMPORTANT - The Call the Broker action can continue to pass around the table with ever-increasing bids. It is possible that the auction takes a long time to win since players cannot take the "Win Broker Auction" action without having the Payment Card in front of them when their turn starts. It is always a good idea to make your best bid from the outset to avoid wasting further actions increasing the bid. Other players should also be prepared to increase the bid if they see a player winning an auction very cheaply.

Sail the Ship

This action is the same as in the basic game, but now the Investment Bank also offers each player a Personal Harbor to pick up any Containers that they won during the "Win Broker Auction" pre-turn action.

Move the Ship, If the move ends at the Foreign Island Board, Decline All Bids - In the basic game, a player who chooses to Decline All Bids does not receive the Government Subsidy. With the Investment Bank in play, any player who chooses to Decline All Bids causes the government to instead pay the Government Subsidy to the Investment Bank, in the exact same manner as a winning bid (i.e. \$1 at a time for each Broker Money Card Space until it is gone).

NOTE - This mechanic simulates the government adjusting the money supply in response to the players pushing money out of the game. Just like in real life, this can be ineffective or even cause inflation! This is another important item to keep in mind when considering the option to "Decline all Bids" since it may have an impact the player didn't consider!

GAME END

Remember that a player cannot "Call the Broker" on the same turn they end the game.

Any open "Call the Broker" auction which is not resolved by the end of the game is immediately awarded to the player with the Payment Card. Any Money Cards won are placed directly into the winning player's hand and any Containers won are placed at the players personal Harbor on the Investment Bank Board.

Any Containers left at a player's personal Harbor at the Investment Bank are worth \$3 at the end of the game.

TURN OVERVIEW

STANDARD GAME RULES IN **BLUE**
INVESTMENT BANK ADD-ON RULES IN **RED**

PRE-TURN ACTIONS (MUST DO EACH ONE ONCE!)

Pay Interest - \$1 Per Loan paid to Bank or Investment Bank.

Win Broker Auction - Check for Payment Card and pay winning bid to Investment Bank.

- Winning bid paid 1 Broker Space at a time from the top until bid is gone.
- If Containers have been won, place at Personal Harbor. If Money Cards put directly into hand.

NORMAL TURN ACTIONS (PICK TWO)

Buy a Warehouse OR buy a Machine

- May not buy a Machine of the same color as already owned.
- Cost listed in the next available space. Pay that amount to the Bank (NOT to the Investment Bank).

Buy Containers for the Harbor Store

- May not hold more Containers than the number of Warehouses.
- Rearrange price for all Containers in Harbor Store if desired.

Produce Containers for Factory Store

- Only once per turn!
- Pay \$1 to player on the right (Union Boss)
- Must produce all possible Containers
- Rearrange price for all Containers in Factory Store if desired.

Sail the Ship

- Free purchase action if sailing into another player's Harbor
- Conduct an auction if sailing to the Foreign Island Board (and then immediately end your turn!)

Call Broker

- Place Broker Arrow card, if necessary. Select a Broker Space to auction.
- Place a new bid or increase a bid above another player (take Payment Card)
- Always bid Containers for Money Cards OR Money Cards for Containers
- Mark Containers bid using the Payment Card.
- A player who loses the Payment Card returns Containers to Player Board, and gets a free "re-price" on those returning Containers.

CREDITS

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ROLL CALL

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