

SUMMARY OF THE RULES

GAMEPLAY:

The game lasts for eight turns if there are four players, ten turns for three players and twelve turns for two players. Each turn comprises six distinct phases, which are carried out in the following order :

- Phase 1:** The gameturn marker is advanced one space. Each player secretly bids a sum of money to determine the player order for the turn. This order will be the same in each phase.
Phase 2: Purchase of commodities, hiring of crew, building and transfer of pieces (see reverse of card)
Phase 3: Movement of galleys
Phase 4: Combat
Phase 5: Taking control of ports
Phase 6: Selling of Commodities and Revenue (see reverse of card)

HOW TO WIN THE GAME

The most prosperous player at the end of the last turn is the winner. Prosperity points are calculated as follows :

- 10 points for control of own capital
 - 1 point for each 500 ducats in their own Treasury
 - 1 point per port controlled, if the warehouse is not full
 - 2 points per small port controlled, if the warehouse is full
 - 5 points per medium port controlled, if the warehouse is full
 - 10 points per capital controlled, if the warehouse is full
- The player with the highest points score is declared the winner.

MOVEMENT OF GALLEYS

Every player can move each of their galleys a number of spaces equal to or less than the number of sailors present on board. Movement is not compulsory. A player may always move a galley into a space occupied by another player's galley, but if he wishes to cross the space then he must obtain the permission of that player. If this player refuses then the galley must end its movement on the space in question.

COMBAT

Important : Combat is never compulsory

Combat between galleys can occur when two players have galleys on the same space. The player whose turn it is can decide to attack with one of his galleys. He designates his attacking galley and names its target.

Each player then throws a die and adds the result to the number of sailors on their galley. This total is then divided by three (rounding down to the nearest whole number) to give the number of their opponents sailors that are eliminated. Both sides losses are removed at the same time.

A player can renew the attack as many times as he wants, using the same galley or any of his others on the same space. The attacks can be stopped at any time. When a galley loses its last sailor, the victor can decide to sink the ship or to seize it. If he decides to seize it, at least one of his own sailors must be transferred to it from his winning galley. A sunken galley and all of its cargo is taken off the board straight away. Any cargo on the two galleys can then be freely swapped.

ATTACKS ON A PORT

These work in a similar way to combat between galleys, with the following differences :

1. The garrison of a port cannot attack a galley
2. If the garrison of a port is eliminated, the victor must wait for phase 5 of the turn to take control of the port
3. If the crew of a galley is eliminated, it sinks automatically and all its cargo is lost
4. If a port is fortified, the attacker divides his total by four (not three) to calculate the pieces lost in the garrison

TAKING CONTROL OF A PORT

When all the players have finished their combat phase, they can, in turn order, land one or more sailors on ports without garrisons. The player's flag is raised on the port to mark that it is under his control. A player retains control of a port even if he has no garrison present. Control can only be lost in phase 5 of the gameturn if another player lands a sailor on the port.

- Gems
- Spices
- Iron
- Wood

- Gold
- Wine
- Textiles

BUYING COMMODITIES

A player with a galley in a port can buy the commodity available at that port. If the port is owned by the player or is neutral, the cost of each commodity piece is 100 ducats and is paid to the Treasury. If the port is controlled by another player, it is he who receives the money and the price is determined as follows:

- if the player controlling the port does not have a monopoly of the commodity being purchased, that player can choose a sale price between 100 and 300 ducats
- if the player controlling the port does have a monopoly of the commodity being purchased i.e. he controls all the ports where this commodity is produced, that player can choose a sale price between 100 and 1,000 ducats

Commodity pieces purchased must immediately be loaded on board galleys docked at that port. No more than a total of five sailors and commodity pieces can be on a single galley at any one time.

HIRING CREW

Each sailor recruited costs 100 ducats. The number of sailors that a player can recruit in a port each turn is equal to the number of commodity pieces in that port's warehouse. A player must control a port to recruit there.

BUILDING

Each build costs 500 ducats. Players can make only one build in each port they control per turn. If they control more than one port, they can build in each one simultaneously.

Galley construction:

To build a galley a port must produce and/or have in its warehouse Wood and iron.

Fort Construction:

To fortify a port it must produce and/or have in its warehouse wood and gold. Fortifications increase the defences of ports (see reverse).

SALE OF GOODS

Goods can only be sold in ports where that commodity is not produced or already stored in the port's warehouse. When a commodity piece is sold it is unloaded from the galley and placed on the lowest marked available space in the warehouse. The vendor receives 100 times this figure in ducats from the Treasury. In certain circumstances a bonus of 500 or 1,000 ducats is received (see rules page 10 - Opening new markets).

FIXED INCOME

Players receive a fixed income of 300 ducats per turn if they control their own capital.

Note : Players may choose to keep the value of ducats they hold hidden.

ECONOMICS