



family

8+

years



2-4  
players



45+  
min.

UK

# Seas of Fortune

## Hansa



## RULES

## CONTENTS

Game board  
4 Ship pawns  
4 cargo hold boards  
165 cards (71 loading cards, 70 unloading cards,  
24 crew cards)  
48 product tokens  
Game money (40 x 1 silver mark,  
20 x 5 silver marks, 30 x 10 silver marks)  
Tie breaker token

## AIM OF THE GAME

You are a merchant overseeing each voyage your ship makes. Sell products to different cities and try to fill your purse with 100 silver marks before the others to win!

## SETUP

Before the first game, carefully remove the game money, all tokens and cargo hold boards from their frames. Separate the three types of cards from each other and shuffle them separately.

Before every game:

1. Give each player one of the ships and a cargo hold board. Let each player place their ship at any of the cities on the board as their starting harbour.
2. Give each player 5 x 1 silver marks to spend on their first products before they start making money. Place the rest of the coins next to the game board in a pile to create a bank.
3. Deal out three of the loading cards on the spaces on the board marked for them. Place product tokens on the cards as shown on them and place the loading card deck to the left of them. Turn the top card on the deck as a "future card". Place no tokens on it yet.
4. Now do the same with the unloading cards, but place no tokens on any of them.
5. Place the crew card deck beside the game board and give the tie breaker token to the player who last spent time on a ship or in a boat.



Loading cards



Unloading card



Crew card

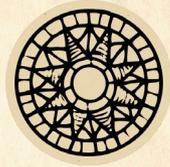
Now it's time to find a crew and set sail!



# HOW TO PLAY

## 1. Acquiring new crews

- ◆ Reveal as many random crew cards as there are players.
  - Now each player chooses a single crew card. The player with the tie breaker token goes first, and then the other players in clockwise order.
  - The last player will not have a choice, but will have to accept the last crew card.



## 2. Moving after everyone has acquired a new crew

- ◆ On your turn, you can use ALL the steps allowed by your crew card. You can visit several ports and perform many loading or unloading actions during a single turn, if the situation allows it.
- ◆ **The crew card with the lowest number of steps moves first.** Then the other crew cards in ascending order. In case of a tie, the player with the tie breaker token goes first (if tied), and then the other tied players in a clockwise order.
- ◆ **If your crew card's route colour (open sea/purple or coastal/red) matches your move from a port to the next one, you can sail there for the cost of 1 step.** You do not use the middle space between the ports. (Picture 1)



- ◆ If the route colour of your crew card is the opposite of your move, you pay two steps for that move, and you use the middle space between the ports! (Picture 2)



- If you start sailing from a middle space between two ports, the first movement is always counted as one step regardless of the route notation of your card.
- You can always sail on the black canal route between Hamburg and Lübeck for the cost of one step regardless of the route notation of your card.

### 3. In a port

- ◆ If a port is selling products, you can pay for and pick up a product that is there, if you have room in your cargo hold. Take a product token from the loading card and place it in your cargo hold.
  - The price of any product is 1 silver mark.
- ◆ There is room for four different products in each cargo hold. This means you can only transport 1 piece of each product at any given time.
- ◆ If a port wants to buy any products you have in your cargo hold, you can unload a requested product there.
  - Remove the product token from your cargo hold, and place it on the unloading card of the city where you are unloading it.
  - The unloading card tells you how many loads of the requested product they can accept and how much silver you can collect from the bank for the delivery. One player can only fulfil one load at a time! (Picture 3)



When you deliver the third load, the reward you collect from the bank is indicated on the third row.

### 4. End of round

- ◆ The round ends when all players have played their turn.
  - All players discard their used crew cards.
  - When there are not enough crew cards for all players left, the used crew cards are shuffled. The deck is then filled with them.
- ◆ Pass the tie breaker token to the next player clockwise.
- ◆ If no loading card has been completely emptied, discard the rightmost card. If any of the loading cards have been completely emptied of their products, discard them and slide the remaining card(s) to the right. Fill the empty space(s) to the left with one or more cards from the deck as required. Finally reveal the new future card on the top of the deck. (Picture 4)



How to move loading cards.

- ◆ Repeat the above with the unloading cards, but start with discarding any card that has been fulfilled. Again, finally reveal the new future card.
  - Remember, that emptied loading cards and fulfilled unloading cards are only discarded at the end of the round!
  - The players can, by mutual agreement, once or several times, replace a loading or unloading card with the respective future card. The replaced cards are discarded. This way the rotation of the cards can be sped up.
- ◆ Sometimes the loading and unloading cards you deal onto the board may contain the same products for the same city (for example, Bergen wants to sell grain as well as buy it). In that case, discard the unloading card and place the future card in its stead. Finally reveal a new future card.
- ◆ Then the next round starts.

## END OF THE GAME

When one player has collected 100 silver marks or more, the present game round is finished. After that, the game ends and the player with the most silver wins!