

INITIAL SETUP

Before starting play, each player places their first Market Booths onto any city they wish, except Copenhagen. No Market Booths may be placed there during the initial setup phase.

Starting with the Start Player, each player, in clockwise order, takes two Market Booths from their supply and places them onto a city of their choice. A player's Booths should be stacked to permit easier overview during the game.

Once each player has completed their first placement, the second and third placement rounds follow in the same fashion except that each player must place their second and third round Market Booths in different cities; however, the presence of an opponent's Market Booths in the same city is permitted. Once all players have finished, the initial setup phase is over.

→ See Example 3.

GAME PLAY

Starting with the Start Player and proceeding in clockwise direction, each player carries out the four Phases that make up a turn.

PHASE 1: INCOME

At the start of his turn, the player takes his income of 3 Talers and places it onto his Moneybag Tile.

PHASE 2: REPLENISH GOODS MARKERS

If there are any empty Warehouse Spaces, then the player may now replenish those spaces (note that filling empty Warehouse Spaces is not allowed during Phases 3 and 4).

To accomplish this, the player pays 1 Taler to the bank. He then takes the Goods Markers, one at a time, from the first Supply Space on which any Markers remain and places them face up onto the empty Warehouse Spaces. Warehouse Spaces are filled in numerical order.

If, during the filling process, a Supply Space's Markers should be used up, then the player continues replenishing with Goods Markers from the next Supply Space.

Important: Once a player has decided to replenish the empty Warehouse Spaces, then he must replenish all empty Warehouse Spaces.

A player may choose to skip replenishing Goods Markers (Phase 2) as long as there are Warehouse Spaces that are still occupied. If, however, all Warehouse Spaces are empty, then the player must replenish.

PHASE 3: CARRY OUT ACTIONS

There are three possible actions:

- * Purchase Goods
- * Set up a Market Booth
- * Sell Goods

The player may move the Ship before, after or in between actions.

A player may only perform an action in the City at which the Ship is currently located.

A player may perform 1 action in that City!
If he would like to perform additional actions this turn, he must first move the Ship to a different City.

A player may perform as many actions on his turn as he likes, provided that he can pay for all of them.

A player may choose the order in which he performs his actions, and may also perform the same action multiple times.

→ See Example 4.

A player may choose not to carry out any actions.



Example 3: A possible initial setup for a 3-player game.

Tip: Inexperienced players should be careful not to concentrate themselves in a single area of the Board.



Example 4: It is Anne's turn. The Ship is located at Lübeck and she performs an action there. She then moves the Ship to Aalborg and performs an action there. She sails the Ship to Copenhagen and chooses not to carry out an action there; instead she immediately moves it along to Danzig and performs an action. She has - as required - not performed more than a single action in any one City.

Moving the Ship: The Ship may only move along the set routes, and only in the direction of the arrow. Sailing from one City to the next costs 1 Taler, payable to the bank.

→ See Example 5.



A player may move the Ship in phase 3 as many times as he likes, if he has the money to do so - before, after or in between actions.

The Individual Actions

PURCHASING GOODS

The player takes one Goods Marker off of a Warehouse Space in the City at which the Ship is currently located. He places it in clear view in front of him.

The player must pay 1 Taler for the Marker; this Taler is paid to whichever player has the Market Booth majority in that City.

* If no players have any Booths in the city, or

* if multiple players are tied for the Market Booth majority, then the Taler is paid to the bank.

* If the player himself has the majority, then he obtains the Goods Marker for free.

Players may not purchase both of the Goods Markers in a City at one time, as that would count as two actions in the same City.

SETTING UP MARKET BOOTHS

The player may choose to set up one, two, or three Market Booths in the City at which the Ship is currently located.

Market Booths do not cost Talers; instead they cost one of the Goods Markers that a player has purchased and placed in front of him.

The spent Goods Marker is then removed from the game.

The player places as many Market Booths into the City as there are barrels depicted on the Goods Marker.

If a player doesn't have enough Market Booths left in his supply, then he can only set up as many Booths as he has remaining.

Each player may own as many Market Booths as they wish in any City.

Note: To permit easier overview during the game, a player's Market Booths should be stacked on top of one another.

→ See Example 6.

SELLING GOODS

A player may only sell Goods in a City in which he has at least one Market Booth. To sell, he needs to have at least 2 Goods Markers of the same color.

A player may sell more than one color of Goods at the same time, provided that he has at least 2 Goods Markers of each color.

Removing a Market Booth: If a player chooses to sell Goods in a City, then he must remove one of his Market Booths from that City and return it to his supply.

A player only removes one booth, regardless of the number of Goods he sold.

Turning Over Goods Markers: Sold Goods Markers are turned over and remain in front of the player until the end of the game. They are 'safe' and cannot be used for any other purposes.

Selling Goods does not cost any Talers - but it doesn't bring any income, either. Instead, each Goods Marker counts towards Victory Points at the end of the game.

→ See Example 7a.

Losses: The other players suffer losses as a result of a player selling Goods if they own any Goods Markers of the just-sold Color. Then Each opponent loses one Goods Marker of the just-sold Color(s). They are removed from the game. If a player has multiple Goods Markers of an affected color, then he may choose which Goods Marker to lose.

→ See Example 7b.

Example 5: The Ship is located at Copenhagen. From here, it may only sail to Danzig, Lübeck or Tønsberg. It may not sail to Aalborg or Kalmar, as the arrows on those routes point in the wrong direction. It may not sail to any other Cities, as Copenhagen isn't directly connected to them.



Note: Goods are transported overland between Tønsberg and Stockholm; nevertheless the Ship is moved along this route anyway.

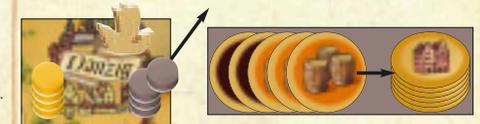
Note: It is entirely possible that the Ship visits the same City more than once during a player's turn. In that case, the player may also perform another action in that City.

Note: Moving the Ship does not count as an action in a City.

Example 6: It is Yellow's turn. He has two Goods Markers lying in front of him: one with one barrel and one with two barrels. The Ship is located at Danzig, where Gray has 4 Booths and Yellow only has 2. He pays the two-barrel Goods Marker and places two additional Booths in Danzig. Yellow now has the same number of Market Booths as Gray does.



Yellow would have liked to build another Market Booth by using the other Goods Marker (thereby obtaining a majority in this City), but he is not allowed to perform two actions in the same City.



Example 7a: It is Gray's turn. He sells his 3 Orange Goods Markers and 2 Brown Goods Markers in Danzig (He turns these Goods Markers over and removes one of his Market Booths from the City).



Example 7b: Yellow has 2 Orange and 1 Brown Goods Markers. As a result of Gray's sale above, Yellow loses 1 Orange and 1 Brown Goods Marker. Purple has only 1 Brown Goods Marker, which he loses as well.